AMETHYST

Foundations

Open your spellbook. Load your gun. Make a choice.

GOODMAN GAMES

Amethyst

FOUNDATIONS

GOODMAN GAMES

BY CHRIS DIAS

DEM
Dias Ex Machina

CREDITS

Creator & Lead Writer
Chris Tavares Dias

Co-Writer
Conan Veitch

Contributors
Chris Brown
Schuyler Den Dulk
Cameron Lauder

Interior Illustrations
Katherine Dinger
Nick Greenwood
Jaime Jones

Cartography
Jeremy Simmons

Cover Illustration
Nick Greenwood

Editor
Elizabeth Bauman

Cover Design & Layout
Joshua Raynack

Logo & Border Designs
Nick Greenwood

Publisher
Dias Ex Machina
Goodman Games

Playtesters
Michael Andaluz, Charla Anderson, Daryl Anderson, Miquel Creus Bassas, Pamela Bennett, Trevor Bennett, Jeff Berndt, Gary Bratzel, Eric Braun, Chris Brown, Greg Brown, Jason Brown, Jordi Martin Castany, Andrew Cermak, Schuyler Den Dulk, Chris Dias, Pere Rodriguez Franch, Jordi Franch Ventura, Marc Franch Ventura, Glen Gratton, Aaron Hengst, R. William Herschler, David Hoyer, Jennifer, Hoyer, Steve Hoyer, Christopher Hunt, Ian Hunt, Jordi Sala Ibars, Geoffrey Lamb, Tiffany Lamb, Edward William Martin, Paul Johnson, Cameron Lauder, Robert Mann, Alan Mills, Mike McMullen, Michael Murphy, Jon Ohman, Jewel Sandeen, Kiara Sandeen, Sean Sandeen, Brad Scoble, Marc Sonnenberger, Clarence Sterling, Tim Sullivan, Sean Thompson, Chris Tyler, Ivolytch Tzulusky, Marina Ursa, Phil Vecchione

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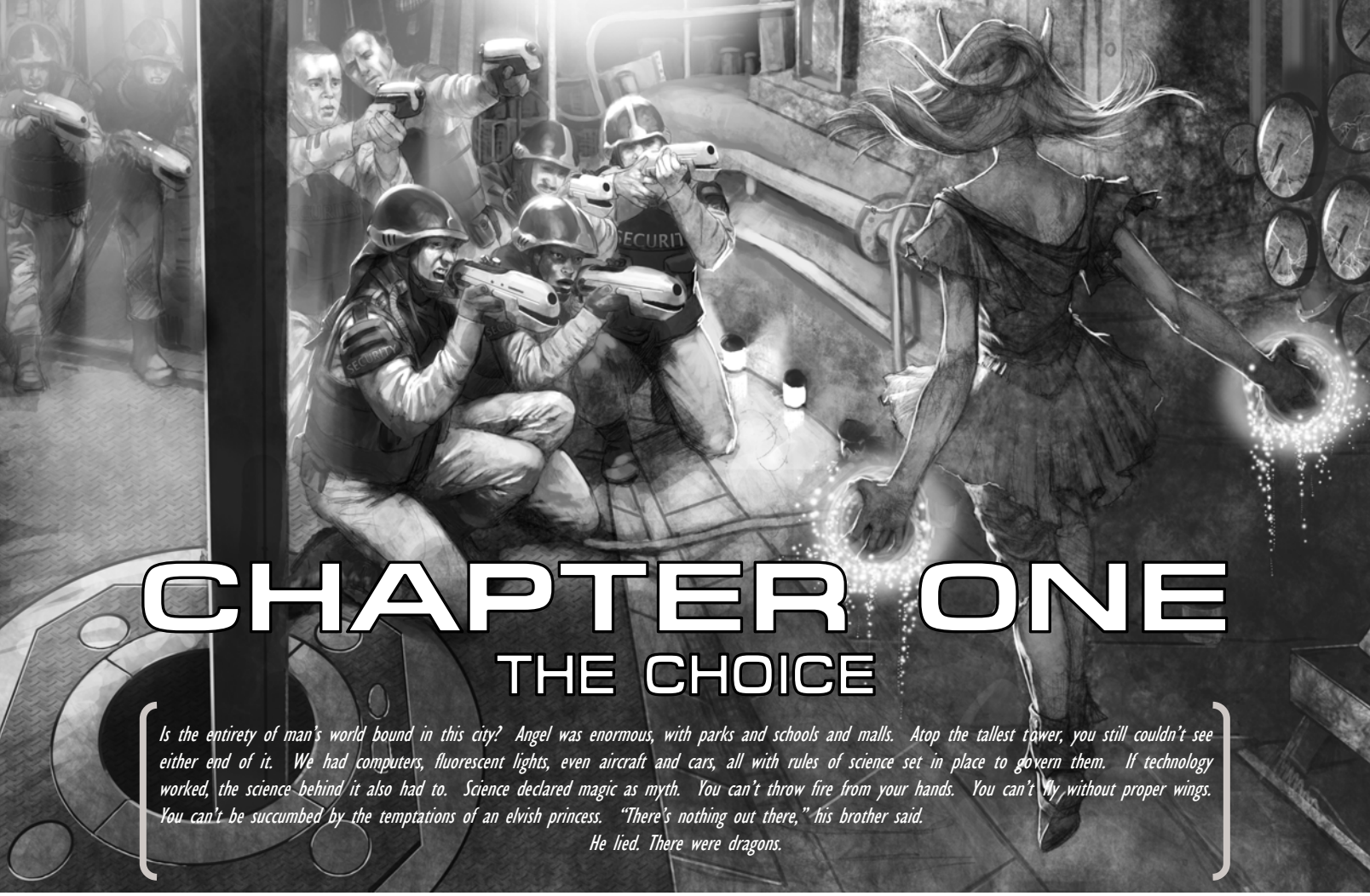


CHAPTER ONE
THE CHOICE

Is the entirety of man's world bound in this city? Angel was enormous, with parks and schools and malls. Atop the tallest tower, you still couldn't see either end of it. We had computers, fluorescent lights, even aircraft and cars, all with rules of science set in place to govern them. If technology worked, the science behind it also had to. Science declared magic as myth. You can't throw fire from your hands. You can't fly without proper wings. You can't be succumbed by the temptations of an elvish princess. "There's nothing out there," his brother said.

He lied. There were dragons.

Don't check your brain at the door.
Don't settle for the dream.
This is real.

Amethyst is a Role Playing Game that postulates what would occur if a true-to-book fantasy setting was forced upon our real world. Our world is populated by many people wanting more from their lives. Our fantasies are filled with nymphs, valiant knights, and fire breathing dragons. We dream about being carried away by the fancies our mothers tell us every night.

But what if it was real for everyone? What if it invaded our society? How would humanity truly respond? This is not some stylized, fanciful view of Earth seen in books and on TV. It is a world with all the problems, both social and political, intact. Would we welcome the world of fantasy into our lives or would we fear its very presence?

Magic cannot exist. There is no scientific basis for it to. How could these creatures of whimsy exist matching so closely to our mythology and religious canon? This future emerged from the world we know— a world where books and movies written about fantasy existed. People that survived into this new age saw firsthand what they had only previously read about or watched. The new world matched so closely to their imaginations. How would major religions respond given such massive doubts to their dogma?

On top of this dilemma, magic breaks down many of the normal rules of science technology requires to operate. Chaos inspires creation and – although this influence won't destroy life – it does retard the progress of civilization, preventing technology from operating beyond simple mechanisms like windmills and bicycles. Where magic is prohibited, normality returns and evolution and technological advancement can continue.

What remains of our modern society and its technology survive in cities resembling those of the previous age, though walled in against the encroaching magic around it. Here, they have their cars, their central heating, and their televisions. Outside, the fantasy world may be wondrous, but it is also real. People die from the simplest calamities. Despicable rodents with weapons and wicked brains prey on the innocent and unarmed.

Will mankind be able to retake the planet and push the fantasy back into the realms of our imagination, able to resume our blind passion for consumerism and industrialization? Is this world better than the one mankind squandered?

The fantasy carries its own mythology suggesting that there are two realms of magic: one dark, the other light. The source of this energy originates from two powerful gates, the white star of Attricana and black gate of Ixindar. The main axis between evil and good is not one where the law-abiding, civilized nations of good battle against the destructive force of chaos, but where the chaotic tendencies of life clash with the controlled and me-

thodical might of syntropy. The conflict – at its root – sets anarchy against order, uniformity against unpredictability, and determinism against free-will. Where life needs a level of uncertainty to blossom, homogeny breeds only death. The fantasy world is not some singular entity, but a complicated multi-layered world of warring nations, political strife, and monsters smart and powerful, as well as dumb and many.

AMETHYST EVOLVES

Cities collapse, heroes rise, and the future falls into the hands of a few. The world alters, grows, and plummets into shadow. These heroes encounter their greatest fears and challenge true evil in all forms. They find depth in an easy situation, complexity in a single idea.

A world that changes around a band of adventurers. A setting with a point and a climax. A world where an ending waits. Solve it and discover the truth. Fail and the planet crumbles underneath.

The setting of Amethyst relies on its clash between magic and technology. Many fantasy worlds blend the two, usually with magic gaining the foothold and technology falling behind. Many deal with a mixing of the two worlds. Amethyst presents a setting where the two sides stand almost at war and – from a metaphysical point of view – actively disrupt each other's existence.

Amethyst requires the use of the Core Rulebooks of D&D 4th Edition including PLAYER'S HANDBOOK, DUNGEON MASTER'S GUIDE, and MONSTER MANUAL. Amethyst cannot be played properly without them.

A UNIQUE SETTING

Amethyst is not conventional Dungeons & Dragons. It takes several radical departures into new territory. Certain elements will feel familiar, while others break from tradition. Endorsed elements from the core rulebooks include:

Fantasy Classes. The fighter, ranger, rogue, warlord, and wizard, as well as their paragon paths, are endorsed. Cleric, paladin, and warlock are not endorsed in Amethyst.

Skills. All skills listed in the Player's Handbook are present.

Feats. All feats that do not require a non-endorsed race or class are available.

Equipment. All equipment (both magical and not) is available to all characters.

Game mechanics. All game rules present within the D&D core rulebooks are unaltered and present in their entirety.

Rituals. The majority of rituals are present and available for wizards to cast. Certain rituals listed are available under certain conditions.

Amethyst also includes wholly new features unique to its setting. These elements include:

New Races. Amethyst features original races from the tall and nimble laudenians to the mysterious and rare tilen. There are three types of new races: *Fae races*—naturally birthed from magic, *Evolved races*—formed through science, and *Spawn races*—altered by magic.

New Classes. Because a portion of the world is populated by "techan" humans refusing to embrace magic and continuing their fight for the domination of technology, there are FOUR new classes: Grounder, marshal, operator, and stalker.

Lifepath. This deals with an additional template which denotes a character's life before reaching her class. These are broken up into Discipline, Regional, and Supernatural. They offer everything from additional skill bonuses to alternative character powers, but most of all, they detail the characters back-story, ingraining them into the setting more deeply.

New Feats. Beyond racial feats for new races, Amethyst includes feats that have a specific lifepath as a prerequisite.

New Equipment. Because a large portion of the human population continues to embrace technology, there is a large list of additional weapons, armor, and equipment to suit their needs.

New Skills. Because of the world of technology, new skills are included for players to choose from.

Disruption. Disruption deals with clash of magic and technology and how one's encroachment can disrupt the other.

Monsters. Although all the races in Amethyst are based on or inspired by those present in modern religion and mythology, many of these monsters and peoples go by their own names in this new world ... and not all of those old stores were entirely accurate. Amethyst lists these monsters as they are presented in the real world.

There are notable absences in the Amethyst setting. Although any GM is welcome to alter the game as he or she sees fit, the following elements are not endorsed in the Amethyst setting:

Races. Listed Amethyst races go by their own names and are the only ones to be found within the setting. The only listed Dungeons & Dragons race present is human.

Classes. As mentioned previously, cleric, paladin, and war lock do not exist in the canon Amethyst.

Divinity. Do not expect dozens of faiths and many new fictional gods. The fae descendants brought only a handful with them, the most significant being the deities of Berufu and Oaken. Some worship dragons while others pray directly to the gates of Attricana and Ixindar. Outside of those, many human faiths survived virtually unaltered. A player choosing any of these faiths (although described briefly here) is expected to honor their ideals and commit the proper research to do them justice. In all cases, expect God to be as silent as he is today. No abilities connected the divine are endorsed in Amethyst unless printed in this book.

Rituals. Although most rituals are present, some will not be found. Others are only available with a specific lifepath as a prerequisite

A DIFFERENCE

Player characters in Amethyst are not sitting on the sidelines, nor are they following braver and more powerful leaders into glory. The characters in Amethyst are meant to change the world. They do not dig ditches or hand out food while armies march into combat. They command legions. They infiltrate empires. They save princesses and slay kings. The end of the game should be different from the beginning. Of course, a player can claim a kingdom after vanquishing his enemies, but the real journey takes one's soul across the world, to meet one's final destiny after a very long crusade.

A GM is encouraged to plan out her strategy for the game—whether the characters will travel to their final destinies in Canam (the continent listed here) or only progress a third of the way before tackling the next chapter in a foreign land.

THE CONFLICT

The world is not engulfed in war, but peace across the land is still a distant dream. Not only are the remaining bastions of old-man fighting a desperate and seemingly hopeless struggle against the encroaching enchantment, but the individual bastions themselves are also paranoid about their own technological sovereignty from rival bastions. Further, the world of fantasy is not all of wonder. There are two realms of magic, flowing from two different breaches in the normal universe: The white gate of Attricana, floating high above the sky, and the black gate of Ixindar, half-buried in rock in the land of Kakodomania. Their influence and the armies loyal to them spur conflicts whenever the sides meet. While Attricana encourages creation and chaos, Ixindar promotes only order and a void of diversity. While many directly involved in this conflict do so from an obsessive desire to protect their ways of life, others have been tempted to crossover, embracing an alternative way of thinking.

THE FANTASY

Despite propaganda plastered patently across every wall in bastions, the world of fantasy is not all evil and corruption. Those profiting from fear wish the uneducated masses to believe that to stare into the enchanted world means to sacrifice one's soul to it. Pubescent dreams are filled with the possibility of being whisked away by some elvish whisper. Humans that chose to embrace that life found themselves part that world, eventually radiating the same aura as the elves and ogres. Like other creatures of fantasy, these humans would disrupt technology if they approached it. To choose a life outside of bastion walls and bastion beliefs meant giving up everything you had taken for granted while inside. This life is not some book you can put down, not some game you can quit. The temptation continued as it matched the world of fantasy man dreamt about. But how could there be elves and dragons? How could books written hundreds of years ago match up with the future? Some believe it all a fantasy, a fabrication kept alive by those refusing to see the world for what it is, a scared and wounded landscape, bleeding from the damage caused by its largest and loudest inhabitant. By living the dream, people would never need to grow up or accept the consequences of a real life. The fantasy world dislikes being discarded so flagrantly.

To be accused of being a physical delusion by immature short lived humans is an insult fae don't take lightly. Their history stems back further than the short lived evolutionary path of mankind. They mark their history to a time even fossil records have trouble placing. Here, the world of magic had no mirror to compare to. Fae ruled uncontested for thousands of their lifetimes with only the dragons to answer to. Their lives were peaceful until the arrival of the black star of Ixindar. In a passing night, a million fae turned to corruption and walked away from their families. What followed was a war only cut short with the fall of heaven.

Beyond the sky, a great rock appeared, approaching with determination to destroy everything below. The sides of light and dark fled into their realms of magic, a domain of dreams, hoping to return when Earth had healed. The ruins of their civilizations were washed clean, leaving only their myths and legends, soaked into the soil and souls of survivors. These tales carried through history until ears smart enough to understand finally listened. From the aftershocks of this, mankind shaped its culture and belief system based on fantasies they thought to be true, gleaned from a time they had no knowledge of, a truth realized when the gates reopened and the world of magic returned. That ancient time was also the realm of two creatures of amazing power. Claimed as saints by those who believed, deified as gods by those who knew better, these two beings personified the energy of each realm, swaying its power to their whim. Now gone or simply silent, followers pray for their return to sway the world in their favor, draping the world in darkness, or bringing forth the light of creation to beckon a new time of prosperity. Alas, the wild card known as man may have other plans.

MAGIC AND FAITH

In Amethyst, there are only three ways magic can be focused, and thus, at least partially, controlled:

1. Language of Dragons. The power of god-like creatures to create something by naming it—the magic possessed in the language of the greatest species. Wizards utilize this for all their magic.
2. Naturally enchanted--inorganic. There are thousands of elements and combinations of elements that produce different magical results. The practices of alchemy and metallurgy returned as those with such knowl edge forged items of enchantment by simply being aware of the exacting ratios of the components required. Fae iron, coruthil, and angelite are such examples as well as all potions present in the setting. Nearly every magic item features this to a degree.
3. Naturally enchanted--organic. The same as monsters, some people possess magical abilities on their own from birth. Some claim this as divine, but many others refute that. Just as it was with man's time, god or gods are as silent as he, she, or they always were. There are no proven sanctified or blessed users of magic in a world with a silent and unproven god.

Religion does exist in Amethyst. In fact, many are ones dating back through humanity's history (Christianity, Islam, etc). Every faith can claim to possess such sanctified members. There are also those with no faith able to weild magic purely from a natural endowment they cannot explain. Others know very well where their power originates and under stand there is no intelligence or deification beyond said gift. Because of this doubt, there is still no proof of god in Amethyst, despite the claims of many who believe.

HOW TO PLAY AMETHYST

Amethyst should begin like any other fantasy RPG. The real challenge depends on the investment of its players and GM. This book contains more than enough details to forge a unique storyline where characters journey across a landscape, battling evil, and saving the innocent. How much the players know about the setting alters how they play the game. If a GM wants to keep the core tenets of the setting secret, revealing everything up to this point really doesn't ruin anything.

There are dozens of possible paths presented. Some reach their conclusion within this book, others end with a cliffhanger only be resolved with future books. The challenge will be to decide how this specific story should be told.

GLOSSARY

After Enchantment (A.E.): The progress of time in this new era. The game begins for many in the year 508 A.E., just a little over five-hundred years from when the white gate reopened.

Arkonnia: The same region occupied by the old Continent of Africa in old Earth.

Alternate Quantum Vibrational States (AQVS): The generic title to any physical state out of phase with our own. Some scientists refer to the realms beyond the gates as AQVS and claim the **Enchanted Disruption Field (EDF)** derives from this. They also claim Attricana and Ixindar are portals to different dimensions or different universes. AQVS may also be the source of incorporeality.

Amethyst: The first intelligence to emerge on Earth, Amethyst was a powerful dragon-god whose death ended the time of magic millions of years before man.

Attricana: The term given to the enchanted realm existing beyond the white portal. It is often referred to as the gateway itself. It hovers in high orbit near the moon and can be seen and read by at night.

Bastions: Sanctuaries of man's old ways. These are techno logical cities heavily fortified and densely populated. Most are echaphobic and forbid the use of magic within its walls. Each bastion stands as its own country, with very little to no contact with the outside world or even other bastions.

Blinder: A common derogative nickname mages and other magically imbued individuals call techans.

Canam: The continent previously occupied by Canada, the USA, and Mexico. It is commonly separated into eastern Canam and western Canam.

Echa: The slang given to magic or 'enchantment'. It often refers to visual use of magic (spells and magically infused items).

Echan: Someone touched by magic or using magic. This term often refers to humans specifically embracing the path of enchantment. Echans still consider this ugly bastardization of "Enchantment" derogatory. Unfortunately, it stuck.

Echagenics/Echalogy: The study in both echa and techa cultures of the similarities between humanity and its recorded history against the fae, dragons, and their recorded history. This analyzes the obvious physical similarities between fae and man in conjunction with historical coincidences in their religions, legends, and mythologies. Theologians studying echalogy are referred to as echalogians.

Enchanted Disruption Field (EDF): The enchantment disruption field prevents radio communication and disrupts electronic circuits like an electro-magnetic pulse when extremely powerful magic is nearby. It also carries the tendency of jamming many mechanical devices more complicated than a wind mill.

Lauropa: The term given to the region covering all of old Europe and western Slavic countries.

First Hammer: The first impact that destroyed the dinosaurs and ended the first reign of magic. It struck what would be called Mexico and initiated the Cretaceous-Tertiary extinction event.

Inosi: The region of Earth previously referred to as India.

Indoaus: The region of land previously occupied by Australia and Indonesia.

Ixindar: The name given to the realm existing through the black gate. The gate is across the world and sits half buried at the center of Kakodomania.

Kakodomania: An obsidian glass spreads from Ixindar. This realm envelops most of central Slav in permanent darkness.

Second Hammer: The second impact that destroyed the technological empire of man. It struck Siberia, exactly where Ixindar lay buried and exposed its influence to the world.

Slav: Often separated into Western and Eastern Slav, this region on Earth covers the majority of China and the entire Russian/Slavic region.

Southam: The region of Earth occupied by South America.

Techa: The slang term given to the technology of man and is usually reserved for the bastions and their machines.

Techan: One using technology. Unlike echans, techans do not find their title derogatory.

U.C. (Universal Credits): A currency that most bastions and wandering techans trade in. Only techans accept and use uc. Unlike fantasy currency like gold and silver coins, uc has no face value.

CHAPTER TWO
RACES IN AMETHYST

The elves were human-like, and not. They embodied some artistic idea of what beauty looked like—what god intended in his design, but was always depressed in the result. Maybe they were the descendants of Adam and men were the brood of apes. Aiden had heard such nonsense often in his travels. Fanatics placed man either at the center of the universe or the one worthy of extinction. Artists through history never truly captured a human proper. They often captured an idealized image of what they thought they should look like. With elves, they met the whims of imagination—they looked exactly as imagined. The males commanded authority with chiseled features; the females were sculpted to draw the eyes of all around.

Earth remains a crowded place. Millions of humans survived the holocaust they may have assisted in bringing. Add to that the flood of peoples only previously believed to exist in fiction. They have their own culture matching closely to those portrayed in human mythology. From those ancient tales, these encroachers went by many names. Humans, to this day, still often refer to them by these names, sometimes intended as endearing, other times taken as insult. How these races respond to them is based strictly upon the individual. Some take it a compliment being measured to noble and whimsical creatures of legend. Others despise the comparison. None of them ever match the mold exactly. Some may look the part, but their personality may differ radically. Some exhibit traits from a variety of different legends while others are wholly unique without a mirror in mythology. There are also creatures birthed from enchantment which are new to this era, possessing no history from the previous age.

The following races are broken up into three categories:

Fae races: These are races naturally born from magic, with no original primordial form to track back to. They began as the original fae, but have been continuously slaves to magic's whim. As time progresses, they continually "devolve" in more tribal, animalistic forms. It is believed the original fae have long since vanished. Fae races include descendant species like damaskans, laudenians, and narros. Although some claim they no longer fit into the category, the tilen can also be found here.

In truth, there are dozens upon dozens of fae races and only a few of the oldest fae actually know them all. Other variations are dealt with in detail later as monsters.

Evolved races: Humanity stands as the only example of an evolved race (at least on Earth) that has achieved intelligence without the assistance of magic.

Spawn races: Spawns are races that were once normal evolved creatures that have succumbed to magic's influence and have been altered to something else. For the purposes of this chapter, spawn races listed here are those that have been pushed by enchantment into a form that possess enough intelligence to form a community. All creatures on

Earth which are not fae or human are spawn. On Canam, only the kodiaks have advanced to the point of developing a culture.

THE LINE OF FAE

No one is certain how the fae appeared. Some insist they birthed from trees while others claimed the sky. Others profess neither, pointing to the soil as the source. Only the dragons knew for certain and they appeared to intentionally forget such trivial facts. Considering the oldest fae races maintain a connection with nature, the exact specifics of their origin seemed inconsequential, though never state that to a laudenian or a chaparran. The word "fae" is another one hotly debated. While the origin points to a simple "touched by magic" description, it shares its root with "faerie."

Echalogical influence appears in numerous cultures, connecting threads from various human legends and myths from the time of Terros. The races of fae would later influence Germanic and Greek mythology, previously thought unconnected. Though damaskans, laudenians, and chaparrans would fall under a wide range of Germanic elf legends, other distant cousins would appear in Greek lore as monsters and tricksters. There appears no connection where these influences would appear. Even obscure concepts of Attricana found its way into Chinese and Japanese mythos. Few fae live without knowing how they were represented in human literature. Oddly enough, the ones presented in a negative light are not looked on highly by the other races. These are mentioned only as the outcasts—tribal and primitive fae offshoots prone to violence and deceit. Few, if any, survived the exodus. Magic kept its persistence and they reappeared soon after from magical influence, as if their introduction could not be stopped.

As fae continued to grow and develop, a rising concern appeared as the newer races emerged less developed and intelligent then their ancestors. Though some claim a higher status, there is no denying the recent branch species exhibit a primitive mentality, preferring to pillage and devour, rather than develop and civilize. Fae echalogians pondered if they were doomed to devolve into mindless animals while man continues to grow and expand. The fae take pride in their rich culture and a growing fear has taken root that it may all bleed away in time.

Then there were the pagus. They appeared with the Ixindar migration when the black sun passed over the world and settled in its new home. Pagus break most of the rules associated with fae. They are the oldest species without a deviation branch of their own. After Mengus created them, they never changed, as if Attricana stopped talking to them. In present day Earth, the descendants of the original fae continue their traditions and beliefs with hardly a hiccup from the old time. Tenenbri dig, laudenians fly, narros protect, and damaskans remember. Meanwhile, their new ape-evolved neighbors grow every decade.

RELATIONS AND TRADITIONS

Narros salute by touching the first knuckle of a clenched fist to the middle of their brow. Damaskans abhor unnecessary physical contact with strangers, though they still don't acknowledge an acceptable field of personal space. Tenenbri curse and swear loudly during the course of their daily affairs. Gimfen wipe sweat from their face before shaking hands. Laudenians never wear undergarments and usually keep to single layers, especially at home, regardless of company entertained. Such unique cultural traditions often come as a surprise to visitors, namely mankind. Though humans have their own such customs across their nations, there has never been a diplomatic incident between human nations over traditional practices. Hand shaking is understood, as is bowing, despite regional variations on the specific motions involved.

Thankfully, echalogical influence inherited many of these customs from the ancient past. Bowing, including kowtowing is understood and practiced in several fae races. Nevertheless, despite some common ground, there exist major cultural differences between human and fae nations. When the fae encountered the first humans, they assumed by understanding one group of men, one could ascertain the entire species, as is the case with most fae. Disastrous initial encounters between fledging communities in southern Canam between fae and humans soured relations for decades. Early chaparran encounters with mankind were so dire, they curdled opinions that have never fully been absolved. Unfortunately, the bulk of the blame falls with man on that account.

Laudenians also shared a resentful opinion of man after an unfortunate incident with the miners of Selkirk. Selkirk already enjoyed a successful first encounter with the narros. Though the miners were not immoral or wicked in any way, and tried their best to impress the elder elves, the humans' brash and unkempt nature came afoul of the decorous and conceited attitude of the laudenians. The laudenians judged the whole of the human race upon that single meeting as offensive and unpleasant, and the majority has not changed their opinion since. In Southam, where humans were a minority, their bitter opinions of the fae came from constant conflict. With the exception of the narros, most fae in Southam cared little for mankind other

—Body weight is shockingly low for the apparent mass of the body…
—An attempted biopsy of marrow from the scapula found the bone hollow. Interesting. Almost like a flying mammal. Will attempt another location.
—Other cavities located within the sternum and ribs. I know why birds have hollow bones , but how does a humanoid survive with a fragile…oddly enough the bone structure itself feel very rigid, stronger than expected, though still flexible.
—Bone mineral density test inconclusive, as it does not match with other findings.
—Finger bones also hollow but ulna and radius are solid.
—Final results: This fae's skeleton accounts for 8-10% of its total body mass, this is in comparison to an average human, where it is closer to 20%. In conclusion, this means this chaparran's skeleton is built more like a bird's than a human's.

<Audio recording>
Autopsy on unidentified chaparran (excerpt), Angel
July 15th, 567 A.E.

than as a food or slave source. Thankfully, other encounters in the north were not nearly as soiled.

Damaskans and narros discovered kindness and loyalty among the humans in their first encounters. They uncovered, to their initial shock, that human cultures change with each nation and that time and distance encourage greater deviations. After only a few decades, two separate human societies, populated with identical humans, would create distinct traditions and even new languages.

Unlike the chaparrans, laudenians, and tenenbri, inconsiderate and unmoving in their traditions and their acceptance of other customs, damaskans and gimfen grew to tolerate and even welcome cultural diversity (narros would often tolerate, but not always welcome).

Since damaskans don't officially recognize royalty or religion, the concept of bending a knee or committing to prostration to a lord or faith is unknown to them, causing accusations of disrespect. Meanwhile, gimfen kowtow to virtually anybody, including their own tools. Considering how close their heads are to the ground, this is hardly an impedance or strain on their backs. Chaparrans bend the knee but never bow.

Chaparrans share with tenenbri their exuberance with affection. Where chaparrans limit this to hand kissing and the brushing of noses and cheeks, tenenbri only limit their expressions to sports with the mouth, drawing the line at open oral sex. The basic kiss, thankfully, rarely changes and is still a sign of affection with both human and fae nations. Damaskans consider kisses against any skin in public taboo, but make a game of concealment whenever possible. They also have no problem with cheek-to-cheek contact or air kissing from a distance.

Holding one's hands up, palms open, is considered a sign of submission or greeting in many human cultures, and is repeated with both damaskans and laudenians. However, the narros take it as an insult, insinuating one of "raising a wall" in defiance to the other.

Other misunderstandings include the use of connecting the forefinger and thumb to form an "O" or the crossing of the index and middle fingers, both considered sexual insults with chaparrans and laudenians, though each sign insinuates opposite slurs. To the tenenbri, all silent hand signals are considered rude, against the open nature of the people. Even the most basic manual communication is frowned upon unless joined by a verbal accompaniment.

On the opposite, laudenians despise noise and relish the silence, thus screaming in joy is considered coarse, regardless of the situation. By assumption, applause is welcomed with the tenenbri, accompanied by roars and foot pounding and the laudenians show praise with simple bowing. Gimfen throw money. Waving one hand to another is a greeting to many human cultures, holding it steady is an insult. This is found with fae nations as well though gimfen hate any hand gesture where the palm is exposed to them.

Showing only the middle finger is a human insult with no equivalent in any fae culture. On the other hand, so to speak, one of the most bizarre confused misunderstandings involving hand gestures is the corna, or "horn" sign. This involves extending the two outer fingers from an otherwise closed fist. Though initially considered an insult and a symbol of the devil in many human cultures, it is well known throughout most fae nations as a welcomed sign of greeting, often used by fae to display their racial pride. It is welcomed from humans as it is interpreted to saying "I respect you and your species." However, the thumb must be kept closed for his salutation, as extending it out the side indicates a request for intercourse. Since this discovery, some humans have created a variation, where placing the gesture unknowingly behind a human's head insults him or her as a "fae lover," a dire slur in some communities.

These are a few examples of the many cultural confusions that have arisen when fae mingle with humans. While most cultures shake hands, damaskans frown upon it, as is nearly all open physical contact. Chaparrans and tenenbri hardly keep their hands off each other. With Limshau, containing a mixed demographic, the humans present adopted many of the damaskan traditions and practices, offering a few back in trade. Since the influx, damaskans from Limshau have adopted the practice of slapping the raised hand of another in celebration, a gesture no other fae do (including other damaskans).

Beyond simple hand gestures, most humans find the honesty of fae somewhat alarming. Though they might not answer a question directly or volunteer a secret willingly, they rarely lie. The sometimes brutal application of this belief has ruffled more than a few feathers, especially among the noble human houses. This, accompanied by the fae's tolerance for alternate lifestyles and practices among their own people, has made them unpopular with fanatical human religious movements. Many fae have been declared corrupt and wicked by church leaders. Some fae are guilty of this as well, considering man barbaric and primitive, regardless if he uses magic or technology. Some fae have accused man as inferior, both in breeding and in brains. Humans have countered with similar accusations, adding that fae are tools of the devil, an ideal personified in the zealous ramblings of King Darius and his disciples of Baruch Malkut.

Despite this, most fae nations carry a positive relationship with humans. This is in spite of the massive casualties the fae suffered at the hands of humans in the first century and the constant capture and enslavement by raiders and evil nations which continue in modern day.

With the fae's long life and even longer history, the intricacies of their culture are so extensive that a human marrying a fae can take the entirety of his extended life learning the details and still be surprised at the end.

FAE DESCENDANTS

After dragons, the first species born on Earth were the fae. No one remembers what they originally looked like or how many they were. Their susceptibility to magic altered their original form and they broke off into dozens of smaller offshoots quickly. These offshoots remain genetically compatible and physically similar in basic ways. They are usually bipeds with 10 fingers and toes, stereoscopic vision, and sexual reproduction. Human scientists, after a few centuries of searching, stopped trying to figure out how they could resemble evolved apes so much. Creationists (those believing in a creation by God) had their answer and their proof. It became known as Corpus Continuity. This belief, held by many echans and techans, postulates that similarities in enchanted species of fae and the evolved species of man prove the existence of God. The humanoid form, consisting of binocular vision, binaural hearing, base ten appendages, erect stature, and mammalian physiology matched the fae species exactly, a species not evolved from primate but formed from magic itself. With the exception of the pointed ears and the variations of fae species when they adapt to their environment, there still remains remarkable similarities scientists cannot explain. Because fae arose first, many believers in Corpus Continuity also subscribe to Echalogical Influence. Those of faith on both sides subscribe to the idea that God liked the humanoid form but tried different ways to succeed at it. Scientists refuse to acknowledge this and believe a genetic reason exists for the similarity. To them echalogical influence may be the reason itself, as the previous age's influence altered evolutionary paths to make humans resemble their long dead progenitors. Another popular theory claims it to be a coincidence; base ten appendages, binocular vision and stereoscopic hearing simply makes sense and that all intelligent life will eventually move towards that end. Others cling to the prevalent theory that the fantasy world doesn't exist at all, only emerging because of man's desire for it to exist.

The last original fae vanished hundreds of thousands of years before the First Hammer struck. A few of their dominant features, like their pointed ears and sharp features, still survive with all their descendants. Some humans in the modern age refuse to refer to the fae races by their chosen names, opting to replace them with fantasy stereotypes. In some situations, the races don't mind the term as it usually refers to noble creatures in human literature. Others races like laudenians and chaparrans frown upon it.

Fae all share several common qualities. They are peaceful within their own species (i.e., laudenians never fight laudenians). They believe in the lasting bond of marriage, so divorce is virtually non-existent. Adding to that, they are also monogamous (deploring polygamy) and loyal to their mates. When single, however, they are also known to be somewhat promiscuous, open about their bodies and their expression. Even the laudenians, with their strict heritage and tradition, do not consider sex for pleasure either sinful or immoral between consenting non-bonded adults. Although they denounce the use of sex slaves by human masters, fae races do not often prohibit pre-bonded (pre-marital) sex. Prostitution is rare given their sexual freedom, but it has been known to occur. There are virtually no crimes dealing with vices in fae cultures. They gamble, some smoke (narros mostly), and never gain an addiction to these.

Fae believe in freedom of opinion. Additionally, they do not consider homosexuality a sin and bonded same sex couples occur openly in all fae communities. Some observers claim fae are all pansexual, though this is not entirely

the case. Some human nations frown on these freedoms and expressions, especially those that use religion as a device of fear to keep the population in line, a technique used exclusively by humans.

These rules apply when the fae cultures are allowed to govern themselves. In some locations, where fae are not in places of authority, they are forced to abide by the rules of the nation they inhabit. With the pagus, they are run almost entirely by either dragons or demons and are seldom permitted to rule themselves. These situations only occur when they escape or their rulers are killed.

Studying sample 345B
Subject: Larena Senarius, Damaskan (Volunteer)

Analyzing sample discovered a standard long polymer of nucleotides in a double helix configuration. Initial investigation found the helix to be super coiled. Twenty-three pairs of chromosomes were identified. However, chemical imperfections have been located along several pairs. A few nucleotides are missing in key areas for life to sustain itself.

Defects have been detected on the adenine, thymine, and cytosine. Five copying errors have been located, leading evidence towards extensive somatic mutations of a severe variety. At least two chromosome inversions appear along the strand. Many of these mutations seem of a dominant phenotype. These anomalies cover the spectrum of patterned genetic diseases, some being autosomal dominant, while another is autosomal recessive, and yet another will be mitochondrial.

Thinking logically towards this, the patient should be affected by sickle cell anemia, hypophosphatemia, and leber's hereditary optic neuropathy. I also personally identified two other defects connecting to hemophilia and spinal muscular atrophy. This subject should be dead. I have confirmed that EDF had no part in corrupting this data.

I am in no way experienced with this level of genetic abnormality. By all accounts, the patient should not be able to walk, talk, or even breathe, let alone hunt and have a family. I will thank the volunteer for her services and forward my data to the Tilthe. Personally, I find this breakdown of scientific reasoning disturbing and hope that my data is flawed.

Walter Krause
Porto Medical Journal, smuggled to York
January 2, 495 A.E.

RACIAL TRAITS

There are several features applying to all of the fae descendants:

UNIVERSAL FAE RACIAL TRAITS

Immunities: You are resistant to all mortal disease. You are resistant to such annoying ailments as the flu, measles, and polio. You are unaffected by all genetic diseases, but not mutated genes from radiation or enchanted viruses. You are immune to all transmitted diseases in human history. You cannot be carriers or infected in anyway. You never contract cancer naturally, but external forces (chemicals, radiation, or magic) may still infect them. Enchanted diseases (all diseases in the game with an attack) still effect you, though you have a +1 bonus to defense against these attacks.

Light Sleeper: Unlike humans, fae races require little sleep and they jostle awake with surprising ease. You can sleep lying down or just leaning back. This is due do a subconscious effort to maintain balance and allows you to sleep comfortably on branches or cliff edges. You constantly stir in your sleep and startle easily, as skittish as prey in the wilderness, surrounded by predators. You require only four non-consecutive hours of total sleep every 24 hours. Like all living creatures, you require REM sleep. You must lie down and be comfortable to do so, but only need four hours of sleep in this state to be satisfied every three days.

Extended rests only take four hours. If you are not allowed comfortable sleep in order to reach a REM state, sleep deprivation will eventually set in. You can sleep in heavy armor for three days before fatigue sets in. You can perceive the world around, albeit muffled. You only suffer a -3 penalty to all Perception skill rolls while asleep.

Fae-Iron: A specific ratio of lead and iron is extremely toxic to all fae. It is a forbidden substance, outlawed in most civilized communities. You have vulnerability 2 Fae-iron.

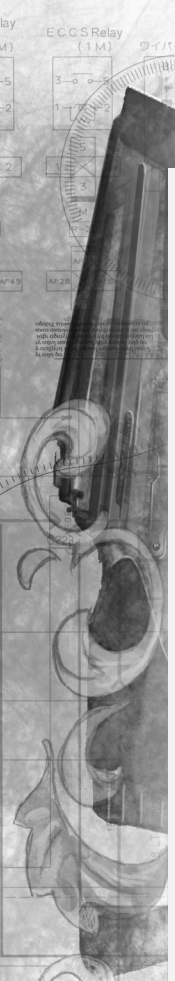
CHAPARRANS

"Aiden, my romantic tales of the chaparrans aside," said Mahan, "they don't take to humans well."
"Take a pick," Aiden responded, "goblins, shapeless wild, or paranoid elves."

Hiding in the deep woods across the world, the fae of chaparra evolved concealment to an art form. Their xenophobia rivals even the laudenians. It's an ironic fact that nearly all descendants of fae believe that they are the true form of the ancient race. Chaparrans are almost as close to laudenians to that claim. Their race dates back further than anyone can recall, including them, as they keep few records.

Chaparrans believe most other races forgot their origins. They believe that the original fae birthed from the forest and should always remain tied to the trees. The chaparrans grow their homes from the wood, developing towers, temples, and whole communities from the soil. Their mere presence encourages vegetation growth. As a result, chaparran communities grow from the tallest, thickest trees. They mostly keep to themselves, refusing involvement in any war. The few attempts made to invade their growth have often resulted in failure. Chaparrans contend that their souls will move from wood to flesh every generation. Killing one of them simply moves their soul to a tree for its lifetime. After an era, the soul returns to flesh.

One could walk through a chaparran forest without ever knowing their presence. Unless threatening body or tree, trespassers often cross without worry or encounter. More nefarious individuals often vanish soon after entering. Most communities are small and larger ones often split. With such an obscure people, numbers are impossible to come by. Estimates range from 80,000 to 800,000 chaparrans across the world, scattered among a thousand forests of



RACIAL TRAITS
Average Height: 5'8" – 6'3"
Average Weight: 65-75 lbs.
Average Starting Age: 100 years
Estimated Life Expectancy: 3,000 years

Ability Scores: +2 Wisdom, +2 Constitution
Size: Medium
Speed: 6
Vision: Low-Light

Languages: Chaparra, one human language
Skill Bonuses: +2 Stealth, +2 Nature
Branchiate: Your speed is not reduced when climbing trees or when moving through branches. You gain a +5 bonus to Acrobatics and Athletics skill checks when moving through difficult forest terrain. You can move through difficult forest terrain without a reduction in speed.
Sign Speak: The chaparran language has a written form they rarely use that is smilitar to their laudenian cousins. They also have a silent language of hand movements only they know fluently. It allows chaparrans to communicate via line-of-sight, without making sound.
Long shot: You ignore the penalty for long range attacks with the short or longbow.
Chaparran Weapon Proficiency: You receive Weapon Proficiencies for longbows and shortbows.
Natural Habitat: You are one with the forest. If an encounter takes place in a wooded area, you cannot be surprised and cannot grant combat advantage through balancing, climbing, running, or if flanked. When outside of a forest, you suffer a -1 to initiative.
Weald Walk: You gain Weald Walk as an encounter power.

WEALD WALK **Chaparrans Racial Power**
You vanish into the forest and step from the wood to assault your opponent.
Encounter • Teleportation
Minor Action **Personal**
Effect: Shift 1 square into a tree in an adjacent square and teleport up to 5 squares to another tree within range. You emerge in any adjacent square around said tree. The trees must be rooted in the Earth.

varying size. One optimistic guess claims that number closer to a million. They defend the forests when necessary, often with arrow fire. The bows and arrows grow naturally from wood, a result of the symbiosis with the trees around them.

Where other fae races pride written words strung into poetry, chaparrans seldom write anything down. Chaparrans' outward emotional displays are reflected mostly in their music and dance. They pound beats into fallen logs with amazing speed and augment those sounds with kinetic syllables of words strung so fast as to make the words themselves meaningless. Chaparrans' passion for dance knows no equal. The flailing of bodies and limbs pulse with speeds unheard. A chaparran's heartbeat will increase to virtually that of a hummingbird in spasm. The bodies move almost violently, with fists pounding and legs striking. Only their absolute discipline prevents injury to others involved. Watching a chaparran dance charges the soul and pumps the heart. Every move denotes a meaning others seldom understand. To outsiders, the dance looks chaotic with thrashing appendages and whirling bodies without care for people or objects around. Ones involved in the dance hardly open their eyes, confounding outsiders to how the dancers don't crash into each other. All chaparrans know this dance and must practice daily. The art connects to a form of martial arts called Manora Chaparra, believed to push the darkness from their souls, allowing them to fight with clean spirits. This form developed after the first war with the pagus. The majority of the pagus that birthed and walked on the night of migration came from chaparrans and the fae left behind swore an oath to eliminate all pagus from the world. The obsession continues today.

When they die, tradition decrees the body must be dropped into a grave without a coffin. After prayers are finished and before the dirt is placed back over, a single acorn is placed in the mouth. This seed always grows, despite surrounding competition and available water. These trees grow taller and wider that any tree grown of nature and many claim the great temples of Jibaro and Libanus emerged from fallen chaparran priests. This belief passes to wandering chaparrans as well, and travelers across the world always know where one is buried by the massive tree dwarfing all around. These lone sentinels appear in deserts, atop great peaks, and even under the earth, declaring to all those who see it that a chaparran rests there.

PHYSICAL QUALITIES

Chaparrans are slightly taller than damaskans, but give the illusion of much greater size. This is due to their increased muscle mass and physical stamina. They also often wear furs and pelts, adding to their girth, but exposing a great deal of skin to maintain agility. Of all the fae descendants, the chaparrans have the greatest spectrum of skin tones, from light tan to ebony black. They hate adorning themselves with gems or shiny rocks and seldom wear metal of any kind. Their ears are short and flush with their heads, making them almost indistinguishable from humans at a distance. A chaparran's eyes usually reflect green and bluish hues. They will often pierce their ears in several areas and color their bodies with tattoos, especially around the face, shoulders, and back.

CREATING AND PLAYING A CHAPARRAN

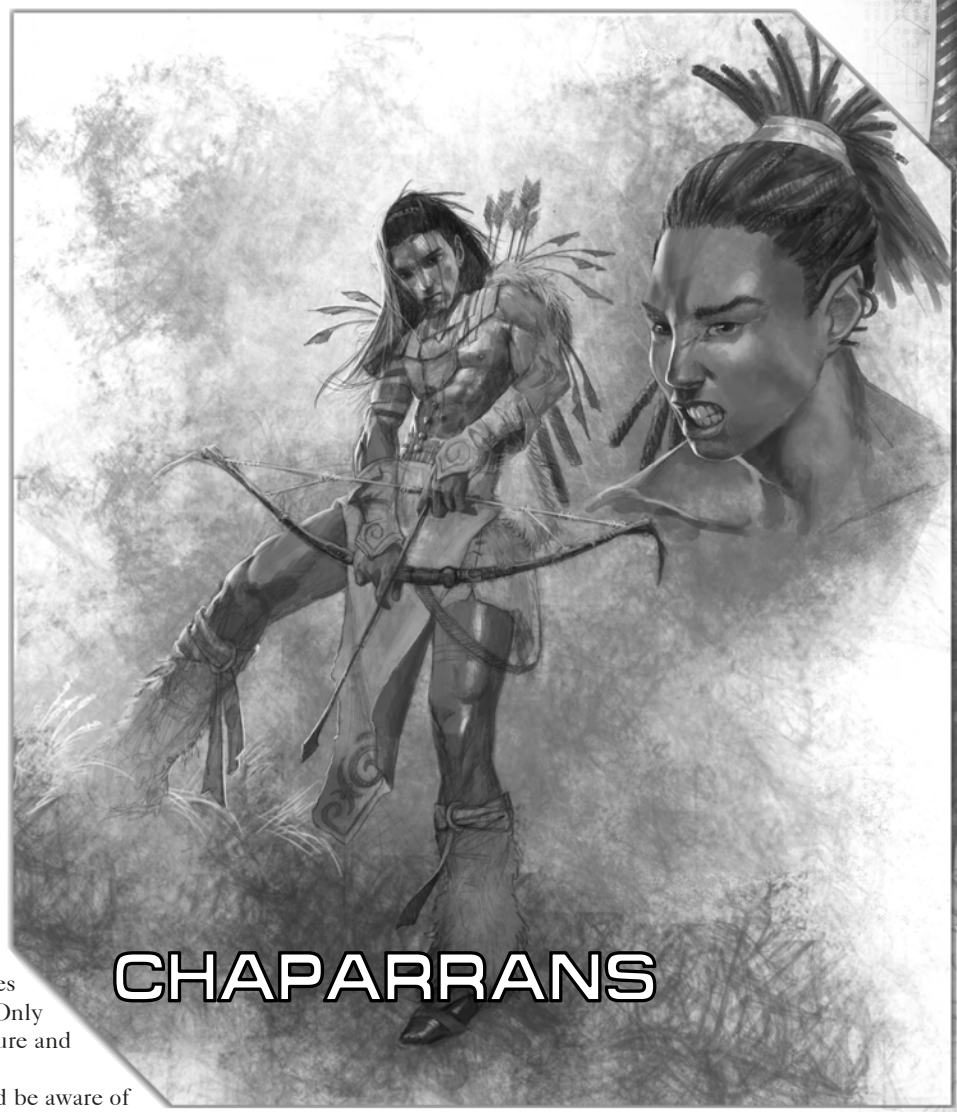
Many assume a wild behavior when spotting a chaparran. In truth, they are quite civilized and maintain good grooming and health. Unlike other fae, known for being austere, chaparrans wear their emotions on their sleeves…though most of them don't actually have sleeves. Everyone knows immediately when a chaparran is upset. Thankfully, this passion spreads to upbeat emotions as well. When chaparrans express their feelings, positive or negative, others around know it.

Chaparrans seldom seek adventure outside their forests. Of all fae races, they and the tenenbri are the least

The actions of the past are simply covered up. Rings of wood grow over old wounds, protecting damage. As long as the wood grows, all is good. The trees spoke of terrible sins of man committed upon nature, the raping of the earth to construct false idols. But man refuses to hear the song of the wood, even now. Man ambles unaware. When they walk into the forest, they fear. They fear the unknown. They fear resentment and retaliation. They walk oblivious to the truth. Nature forgave man.

Like a mother forgiving all the sins of the son, nature absolved man of his past transgressions. The Hammer was an act of God, not of nature. They seldom got along anyway. The mother created life. God gave them ambition. God punished them. Nature simply gave life another chance, forcing the planet to erase and try again. Man should consider himself blessed. If they embrace the ways of nature, following us into the wood, speaking the ageless tongue, we would – as would the tress – welcome them into open arms…and they shall never fear again. Ambition. It should be a sin.

Sylvanakassus
356 A.E., from a speech



CHAPARRANS

encountered outside of their regions. Since crossbreeds seldom result in chaparrans, few outcasts can be identified as such. Crime is virtually nonexistent in their forests. Only in extremely rare cases do chaparrans brave the outside world. Only the young and curious disobey their culture and heritage to embark on such a voyage.

A player creating a chaparran should be aware of their propensity of solitude. Though some will obviously forge and protect friendships with outsiders, they still prefer fae to humans and seldom invest time or emotion in relationships with the latter. Chaparrans seldom bond with non-chaparrans and rarely with humans.

A chaparran character should have a high Constitution and Wisdom but most often have a high Dexterity before a high Strength. Of all the attributes, chaparrans are the weakest in Intelligence. They avoid heavy armor and weapons with no wood component. They despise touching metal of any kind and even their swords sport wooden grips. They prefer ranged fire but a few have been known to wield scythes, maces, and spears. Chaparrans enjoy the outdoors and need to see the sun to orientate themselves. Without this, they often grow confused about the time of day, sleeping at odd hours and far too short or too long. A chaparran is crippled when in a castle or a dungeon, but they are virtually unstoppable in a forest. It is not a stretch to conclude that the majority of chaparrans are claustrophobic.

Chaparrans are also highly religious and commonly profess a faith in Berufu, the fae mother god who gave life to their ancestors. Nearly all chaparrans openly pray to the woods every morning, noon, and night, thanking her for their life. The chaparrans believe the fae are not devolving, but are becoming one with nature. Their descendant offshoots are not necessarily violent, but more xenophobic, becoming increasingly skittish of outsiders. They also grow more connected with nature, even to the point of exhibiting animal physical traits. Chaparrans respect their descendants and scold the laudenians for hanging onto what they call a "bankrupt obsession."

If player creates a chaparran, that character is one who wishes to see beyond the trees of home. They may still be skittish of strangers but brave enough to take chances where others would run away. Chaparrans have a flight instinct and will bolt instead of standing ground unless allies or the innocent are threatened. They prefer the ranger and fighter class. The chaparrans despise thievery.

Chaparrans are the best race to play because they are the most like the traditional elves of legend. They have the oldest history and the most exotic beliefs. They are proud and powerful and are the envy of many others. To play a

The chaparrans knew little of mankind other than the horror stories told to youth by the elders to scare them in line. How ironic. We scare our children with tales of baby-stealing goblins and soul-stealing faeries. I guess it makes sense. The goblins and faeries would scare their offspring about the horrors of man. We truly are the boogymen. Some suspected I would march into the forest waving an axe in hand, threatening to cut the trees down. In the end, the children stepped forward first. Curiosity is an attribute of all intelligent creatures.

They assumed men all acted alike. Trees were just wood to us, construction and kindling, as worthless as dirt, trodden on with equal disdain. I remember and recounted a different view. I spoke of ancient lore, where the tree stood tall in its rightful place of worship. I brought up the Garden of Eden, the tree of life, and the tree of knowledge, though I do admit starting with that later anecdote probably wasn't wise.

I moved onto the Kabbalah's Sefirot tree, depicting the map of creation. I mentioned the Ashwath Vriksha, the banyan tree that represented eternal life in the Hindu religion. I even remembered the Lote tree at the end of the seventh heaven. Of course, I refrained from mentioning Christmas trees as I imagine that may really upset them. When I spoke of the ash tree Yggdrasill from Norse and how it supported the heavens, I finally got the attention of the priests. I told how the tree connected the sky, the earth, and the underworld together, and how its existence was vital to the entire universe—referred in popular myth as the World Tree. I even added that the last humans would survive Ragnarök by hiding within its branches. These are all legends and taste of the flamboyance my ancestors were known for. One of the priests scolded my scoff, declaring a similar concept in their faith. They claimed Berufu, the mother of all fae, planted a single tree to remind the fae where they came from and where they were destined to end. Berufu proclaimed any who climbed to its tallest branch would feel her breath and understand the world's true purpose and form. This great tree cannot be found in this forest or any other on this side of the planet. It grows from another on the far side of the world. It is not a stout tree with a trunk of mighty girth. It resembles the trees seen here, though indigenous to that land. It towers through clouds, upon clouds, reaching a point where one could observe the curvature of the planet. This tree can neither be seen by flyers or from the ground at any distance. A tree growing to the stratosphere would be a grand climb indeed.

Sugi Gantilanna
The New Irminsul

chaparran is to wholly embrace the fantasy world and all of its possibilities.

Names: Unlike other fae, often taking human-like names to better associate with the human world, chaparrans refuse to do so. Their names, like all fae, are personal and are only meant to be heard by pointed ears. A chaparran's family name merges with their given name. The given name is usually one or two syllables and the full name usually features one to several 'K's when spelled in the English tongue. Since they don't adopt human names and refuse to let humans address them by their given titles, most simply ask that outsiders refer to them each as "Krysid" which means "Fae-Born" in their language. It was more than a century after mankind's initial contact with chaparrans before they figured out why they all had the same name.

Examples: Marakenassa, Jassakerak, Brassekonnas

DAMASKANS

The light caught her flowing straight dark hair thrown back from a quick turn of the head. Strands pulled aside to expose the pointed ear. Her smooth light brown skin peeked from gaps in her leather armor. A sharp nose led up from cheekbones to brilliantly green eyes. Most damaskans had grey or brown. This was unusual.

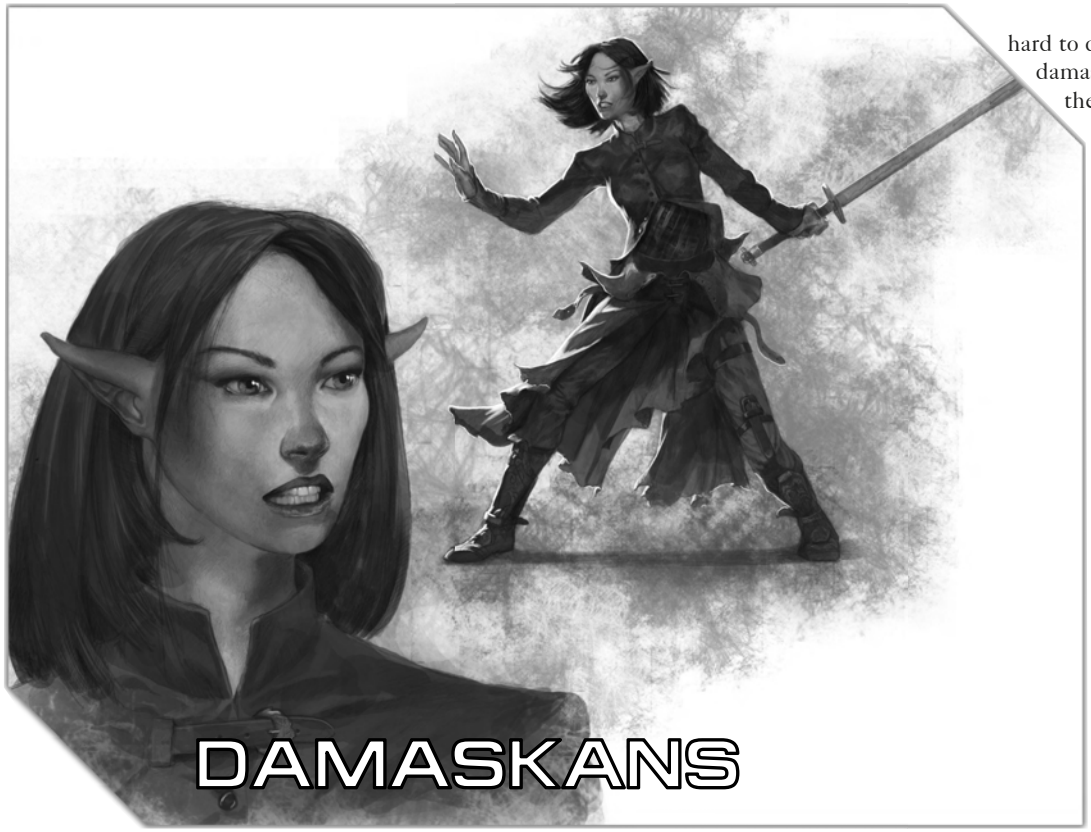
RACIAL TRAITS
Average Height: 4'8" – 5'7"
Average Weight: 50-60 lbs.
Average Starting Age: 100 years
Estimated Life Expectancy: 1,500 years

Ability Scores: +2 Dexterity, +2 Intelligence
Size: Medium
Speed: 7
Vision: Normal

Languages: Damasan, English
Skill Bonuses: +2 Acrobatics, +2 History
Encyclopedic Knowledge: If you roll less than a 10 for any Knowledge skill roll (the die roll, not the skill's final result), your roll is increased to 10.
Tachygraphy: The damaskan written language is a short hand allowing you to write in a fifth the time while using this system. Wizards must still use Pleroma, so they cannot apply tachygraphy to spellwork.
Polyglot: If you take the linguist feat, you can pick four languages instead of three.
Fearless: You gain a +2 defense to any attacks with the fear keyword.
Ambidextrous: You have no off-hand and can wield any one-handed weapon in either hand. You can even write with either hand or both at the same time.
Tactless: Damaskans are honest and speak often without thinking. You suffer a -2 to all Diplomacy rolls.
Gravity Focus: You receive Gravity Focus as an encounter power.

GRAVITY FOCUS Damaskan Racial Power
You enter a state of heightened awareness. Your heart beats faster. Your muscles twitch and quiver. You are able to surge your body and mind to spectacular speeds.
Encounter
Free action **Personal**
Effect: Until the beginning of your next round, you increase your base speed by +2 and gain a +2 bonus to Acrobatic skill rolls. You also gain a +5 to Athletics skill rolls when climbing or jumping. If climbing, you do not grant combat advantage until the effect expires. You also gain a +2 bonus to Reflex defense.

The first Damasia was the oldest empire in history, built on the ruins of ancient fae. After the gate re-opened, damaskans rebuilt their civilization, though split into two different empires on either side of the planet. On one side, Damasia



DAMASKANS

was rebuilt to its former glory. On the opposite, the fae erected the empire of knowledge, Limshau. Because of a peculiar trait of all fae, both nations looked similar. All damaskans live in homes made of stone, not wood. Most of their cities are built into tall mountains or next to cliffs and always face a major river or body of water. Where they differ is that damasian cities expand with whim across open fields stopped only by water and cliffs where Limshau restricts its cities by erecting walls. Damasian cities scrape the sky with sharp spires—a landscape of porcupine quills—while Limshau's jigsaw of flat, interlocking, and tessellating buildings allow one to sit atop a roof and watch an unobstructed sunset. Upon closer comparison, the Damasian damaskans across the ocean in Lauropa wear looser clothes, wield different weapons, and are more open in public. Since fae never change unless branching into a new species, this deviation of Canam damaskans can only be attributed to the introduction of man, a species foreign to the Damaskan Empire in the East.

Damaskans are the most common, most seen, and most widely circulated in the world. Both those from Damasia and Limshau are considered damaskan even though fae from Limshau often refer to themselves as Limshau fae. Damaskans are also one of the few fae species to permit the use of the term "elf"—which is often heard even from their lips. Of all fae, damaskans are the most numerous and the most public with the largest kingdoms. Narros hold rights to the largest armies, but damaskans claim all other records. They have the most artisans, the most diplomats, the most historians, and the most architects. Their wizards all employ the book as their totem, which may be hard to distinguish since nearly all damaskans carry a book with them.

Each individual has encyclopedic knowledge on a subject defined by their taste. Where those from Damasia prefer internal recall for this information, residents from Limshau insist in writing all of it down. Until the damaskans arrived, fae races seldom recorded anything. Their history was marred with inaccuracies, legends claimed as fact, facts discredited as myth. This is part of the reason why fae history in the time of Terros is so vague and sporadic. Alas, damaskans could bring nothing with them to this world and had to reconstruct their past from memory. One distinction damaskans are clear to make is that they won't volunteer their own opinion on their pages, clogging the books with judgment, sentiment, and meaningless monologue. Where humans believe any individual can stand on a box and preach prose worthy of print, damaskans remain quiet, recording events, and rarely the thoughts of those involved.

The world evolves.

Magic and science are interchangeable. Interpreting one from the other depends on your vantage point. Elves, much like any other intelligent race aware of its own progress, observe life from a sword's edge, with the past and the future on either side. I fear elves never bother to walk this line, choosing to live in old ways. Humans arose and – given the chance – failed at greatness. Their weakness is mortality. Man's obsession with compressing time doomed their species. How I respect those humans that can sit for a week under a tree and pray, close one's eyes for a whole day without opening them. What courage that must take for a species so short lived. Most elves, including those reprehensible laudenians, don't appreciate the small victories in other species. The path remains the same.

Utilizing our patience, elves gain the opportunity to learn from Man's mistakes. We live enchanted. Magic flows through us but does not control us. Earth is a shared planet. Only by uniting and merging our knowledge with those of humans, narros, and gimfen, can we build a future.

Limshau Historical Entry 2534A
Ravenar Limshau the 4th

The damaskan written form is substantially different from other fae languages. Damaskans know both the classical cursive and a shorthand variation they invented called

Sonna-eliano, which has been translated into English as Orthoglossy. Every damaskan, regardless of their place in the world, knows this writing style. Using orthoglossy allows a damaskan (or any other trained in the skill) to write five times faster than any other scholar.

Damaskans rely on woodwind instruments throughout their performances. They prefer quiet, more subdued music by a majority. When they die, their bodies are burned and scattered to the wind. Because of their circulation over the globe, no one can be sure how many damaskans live on Earth, but it's probably more than 4-5 million. Less than half of them reside in Canam.

Damaskans migrated across the globe very quickly. Even though Damasia remains the largest city of the largest fae empire, dozens of others appeared in a matter of decades. The Damasian and Limshaun empires remain loyal to each other, though they are not in frequent contact. Damaskans loathe pagus. More than any other race, the dragons deeply respect the damaskan people. Limshau places trust in alliances with the gimfen, chaparrans, and humans – specifically with the kingdoms of Abidan and Kannos.

PHYSICAL QUALITIES

A damaskan's eyes slant slightly similar to Asian humans. They also differ from other fae when it comes to attire. Damaskans frequently wear new clothes, pressed and clean. They abhor getting dirty. These clothes often fit snuggly. Their ears taper straight out the sides of the skull to a very sharp point. They point slightly upwards with females and have a tendency to flutter and vibrate ever slightly depending on the mood. Obviously, due to discomfort, they avoid wearing helmets whenever possible. Damaskans feature darker hair tones and seldom grow it beyond shoulder length. The skin ranges from light tan to slightly olive color with eyes of brown and grey. Damaskans rarely pierce their skin or adorn their bodies with tattoos.

When reaching adulthood, damaskans still resemble human young adults barely out of puberty (17-19 in human years). Even at their venerable age, damaskans don't often look a day past 30 and do not look older than 40 when they finally shuffle on.

CREATING AND PLAYING A DAMASKAN

Damaskans maintain a deep pride for whatever beliefs they have and are known to defend their convictions to the death. Damaskans seldom understand fear and often engage in fights they know they cannot win to save the life of another.

Damaskans are shy, often staying quiet during conversations. They prefer to speak only when having something useful to say. Until then, they keep back and avoid making their presence known. This makes them appear distant, detached, and even cold. They do exhibit emotions when they are encountered, but this happens more often when the damaskan is off-duty or when in private. When dedicated to the task, they think of little else and speak only when necessary.

Get them started on raw knowledge or ask them to recite some nugget of information and they talk like uncorking a wine bottle. They believe in discipline and order and find disorganization of any kind unsettling. They also place an unnatural level of security on the written word, putting themselves in harm's way to protect a book. Even the less scholarly inclined from Damasia find this urge nearly unavoidable.

Limshau is repeating events of Earth's past and will fall under a hailstorm of fire and brimstone the like of which only god has seen before. Those with ears pointed and round commit the most grievous sins of hedonism. Its capital and all its cities both walled and open are cursed by god. It is too late for prayer, for they are all doomed. This damnation spreads to all those within the white walls, especially the impenitent human sodomites who fall for the pleasures of the sinned, soiled flesh. Divine punishment shall come quick. When their flesh burns away, we will mock their calamity. It is not a sin to take pride in god's fury. Shall we be the hands of god?

Father Prias
Selected Sermon
Faustis, Baruch Malkut

Damaskans, due to their large numbers, follow several beliefs. The largest numbers worship the dragon god, Amethyst, believing his soul exists beyond the gate. Others worship the fae god of Berufu while others follow the narros god of Oaken. A smaller number have even embraced few human faiths. Those of piety are few with damaskans. Less than 10% of damaskans worldwide endorse a religious belief. Few damaskans are naturally gifted with magic. As such, Dexterity is usually their highest stat. Because of the obsessive drive for knowledge, Intelligence is a close second. They prefer a higher Constitution to a higher Strength and usually have low Charisma scores.

Damaskans welcome adventure and are often leave their lands for such desires. Some leave because their culture insists on their young opening their horizons. Many from Limshau enforce this ideal. Some also embark on quests for their people. A common sight in open echa, damaskans are ever expanding and rely on the adventuring spirit of their people to establish a growing civilization.

A player creating a damaskan should be aware of their timid nature. They are often most reserved, seldom speaking out of turn. They can be shy, prone to sudden burst of emotion when finally pushed. Threatening flame to parchment is a sure way to enrage such a fae. Like their cousins, many damaskans can appear arrogant, looking down or outright ignoring those they wish not to acknowledge or carry a conversation with. While this attribute is less pronounced with the damaskans, it can still be seen at times.

When choosing a class, the majority of damaskans pursue wizardry or close combat. With the wizard, they nearly always choose the book as their totem. Those pursuing the blade often begin with the custodian origin and move into ranger or fighter. When purchasing equipment, damaskans prefer traditional blades and light armor.

Damaskans often adopt a human-sounding name when in public. Either their parents give them one at birth, if a member of an integrated community, or the damaskan chooses it before leaving an all fae village. Both the given

name and family name is manufactured. Even though lines date back for tens of thousands of years, the human family names adopted have only remained in place for approximately 400 years. Some damaskan families adopted their chosen human name as their true name, nearly forgetting their heritage. This occurs in Limshau far more often than anywhere else. Not just due to integration, many believe a new world requires a clean slate, and a new family name is a good place to start. Those families will also frequently choose a human name for their children, forgoing the fae. Several outside races deplore this practice and a few fae without native names have been denied entry in fae-only communities on this basis.

Damaskans are clearly the best race to play because they built on the strengths of being a fae without the arrogance and xenophobia of other races like laudenians and chaparrans. They are the easiest to get along with, possess the widest range of abilities for nearly all classes, and have a virtuous path ingrained in their soul—the pursuit of knowledge. What path could be more honorable? They are civilized, numerous, and have the smallest stigma of any fae race without exception.

Names: Most damaskans keep their fae names, if they have them, privately known only by loved ones and family. Even in situations where the damaskans use their last name, they still regularly select a human first name because damaskan names are somewhat hard to pronounce. Both given and family fae names sound similar to Asian names in human cultures. Though those fluent in Asian languages encounter no problem with these names, other humans often find it difficult. Human names selected are usually simple, with little cultural identification. They are often chosen to reflect an attribute of the individual. Last names are very culturally specific and sometimes reflect an attribute of the family or important individuals within it.

Examples: Ravenar Limshau III is his real name, but his sister's husband elected to adopt the human title "Strongbow" to replace their damaskan family name of Kaixiu'Ooria. Centuries later, few in that family ever use that title. Their fourth child, a daughter was given the damaskan name Reivune, which eventually turned into Raven, which she elected as her open name, as well.

GIMFEN

A family of gimfen played dice in a corner. Only the prestigious clothing of two of them could separate them as parents from offspring. The parents were also more open with conversation. Mahan found their liveliness uplifting. He was not one for gambling but enjoyed watching them playfully con one of the crew of a few coppers.

No one is sure how the gimfen broke off from the other fae. They possess a natural curiosity of the world. They have a flare for fine food, good tobacco, and comfortable clothes. Gimfen love dances from every culture but never developed a unique one of their own. They embraced many human customs when relationships blossomed between the two species and gimfen are one of the most common non-human species seen in exclusively echan human communities.

RACIAL TRAITS
Average Height: 3'3" – 4'3"
Average Weight: 30-40 lbs.
Average Starting Age: 30 years
Estimated Life Expectancy: 500 years

Ability Scores: +2 Dexterity, +2 Charisma
Size: Small
Speed: 6
Vision: Normal

Languages: Damasan, one human language
Skill Bonuses: +2 Bluff, +2 Thievery
Builder: You gain Engineer or Thievery as a trained skill.
Disruption Reduction: Gimfen do not disrupt technology if held like other echan races. They do not increase the penalties to EDF in an encounter.
Scurry: Your movement is not reduced if you crawl or squeeze. You can also drop prone as a free action.
Tiny frame: You cannot bull rush targets bigger than you.
Jump Charge: If you charge with the intent of a basic attack, you only need to shift 1 square to initiate the charge. If you only move 1 square in the charge, you do not provoke an opportunity attack.

The curiosity of gimfen eventually spread to technology. Fae races stumble into an impasse when encountering human technology. When they even hold onto them for any duration, the item eventually breaks down. While other echan races disrupt technology, the gimfen do not. This strange deviation, once thought to be a production of corruption from Ixindar, was later accepted by the other races as another attribute of a later branch in the fae tree.

The gimfen broke from the damaskan originally. Their desire to pursue technology in an age where machinery didn't work reliably turned into a fixation. Many of them obsessed about discovering a way to allow machinery to operate in a realm of magic. Numerous gimfen eventually turned into masterful technicians, engineers, alchemists, and inventors. Where laudenians pioneered totem magic and narros the forging of magical items, gimfen took pride in paving the path of alchemy, stumbling into potion brewing soon after. They eventually found a niche few other races could match. What they lack are spell casters. They offset this deficiency with their consuming curiosity for the mechanical world.

Gimfen enjoy a natural curiosity about the world but believe it can always be improved. Some pursue basic carpentry and metalwork, but many push even further. Although many gave up on high technology, others found a happy medium with minor gadgets and tools to improve their life. Many a gimfen's home would be adorned with dozens of inventions never used.

After the return of magic, the first bastions were barely comprised of a few buildings. They grew slowly, under constant attack from the outside world. A few collapsed and turned to magic, abandoning the old ways of man. Others remained stubborn and fought against the enchantment. Such was the case with the eastern Canam

GIMFEN

city of York, under barrage from evil dragons and pagus. The bastion turned to a nearby growing civilization of gimfen for assistance. They were welcomed into the libraries to learn everything they could about human technology, sciences of the body, machine, and atom. With the help of the resourceful and inventive gimfen, York grew in size, making itself a less tasty target to predators. This agreement with an echan race existed under the table. The gimfen were not allowed to live within the population or enter through the main gates. After their usefulness expired, the gimfen were kicked out, leaving only a few behind to solve the extremely complicated problems with the new gimfen machinery. The neighboring gimfen town, Gnimfall, accepted back its pilgrims and the nation flourished. Before, the gimfen took pride in potions and the habitually broken steam engine. Now, they held the secrets of magnetism, electricity, and internal combustion – advances they would not have discovered on their own.

Despite lacking the level of technical prowess of even the most ham-fisted human, gimfen knew one thing mankind didn't: how to insulate technology. Although not perfect by any means, this clumsy procedure could help certain machinery operate without the constant fear of disruption. The gimfen combined what they discovered with what they already knew and – within a century – the landscape of gimfen communities changed. Where once there were tiny shops and garages surrounded by farmlands, now the villages were dominated by Grind towers.

The gimfen Grind towers are oddities of mutated technology. These hold few people, reserving their purpose for defense, as well as cooling and heating for the communities below. Gnimfall, the largest collection of towers, is itself not an open-air city, but hundreds of levels stretching for more than a mile underground. The levels are a mixed lot of housing and factories and processing plants so jumbled and seemingly disorganized that any tourist is sure to get lost without a guide. A new level is dug every five years and is full of rooms and machinery by the sixth. The current levels expand out as well, causing the erection of a new tower every 10 years. Beyond the capital, several other towns and grind towers dot the globe. Not all have embraced the way of technology and some prefer to keep a balance between nature and the machine. In contrast, gimfen communities like Salvabrooke, a laid back, agrarian society, features very little technology.

Currently, there are more than three million gimfen in various communities about the world. They still get along with the narros and damaskans, but their relations with other fae have been strained since others believe the gimfen turned away from their roots. Gimfen from Gnimfall hold no ill will to the humans of York and still believe humans blessed them with precious knowledge. As a result, they often welcome humans, especially ones with a new toy.

Most of gimfen worship "Mecha," which they believe allows them and only them, to operate machinery in the presence of magic. Mecha's symbol of faith lies in the gimfen's tools, which he prays to every morning. Mecha, or Machine god, is responsible for all the devices they make.

PHYSICAL QUALITIES

Gimfen are the shortest of the major fae races. They feature thin, almost Asian-like eyes of bright green and blue tones. Their hair is often vibrantly colored and their ears taper straight back instead of up. The tips stretch sometimes as much as an inch from the back of their head. Their skin is often lightly colored. Because they love to adopt other cultures, anything goes when it comes to their attire and whatever else they want to do to their bodies. Gimfen enjoy their sense of humor, as well as a desire to

possess shiny objects. Their connection with nature fell by the wayside in favor of the new knowledge of man. They have an obsessive fascination with human technology.

Gimfen look as pubescent youth through the majority of their lives. This makes many humans uncomfortable when dealing with gimfen adults. They only break from that in their final years, when their age rushes upon them, growing wrinkles and spots, aging decades in days.

The smallest room is still the universe to whoever lives inside. Fae have preferred in the past to close all the doors around and sit, comfortable they understand the entire world— (Noise from the Grind Tower muffles the transmission).

They fear to open the door and discover that more waits across the threshold. That is what prevents us from moving forward, the refusal to expand beyond our universe. The laudenians, the tenenbri—yes, even the narros—all sit in a room bricked in by ignorance and held by fear. Like all fae, the gimfen emerged into a room not unlike them.

(Noise from the Grind Tower muffled the transmission).

It had the same bricks bound by mortar, the same door all others refused to open. One would assume we would follow the lead and pat ourselves for understanding the universe, as we perceived. Unlike our cousins, our cage was different. Someone put in windows. Faced with the truth, who would not open the door? Gimfen may be small. We may be ridiculed and insulted, but we see the truth. The room is shrinking. How ironic those with the most room to breathe are the ones so adamant about escaping. In conclusion, we must— (noise from the Grind Tower muffled the transmission).

Karlis Kronas
(Gnimfall Address, July 23, 999 A.E.)

CREATING AND PLAYING A GIMFEN

All gimfen leave their village at some point in their lives but seldom take root. Eventually, they do return home. Gimfen leave for a variety of reasons including adventure or the acquisition of treasure or wealth. For them, adventuring is more of a career than an opportunity. Gimfen are curious, inquisitive, and extremely impulsive. They love to see the world and often feel other cultures should be gifted with the odd knowledge they alone possess. Gimfen come close to developing addictive personalities. They are happy to try new things. They will try any dance or food. Their unending curiosity makes them open to anything.

A player creating a gimfen must decide on their character's path. One common route is the thief, as gimfen look innocent and inconspicuous, though dungeon delvers are equally as popular. An alternative approach is the techan enthusiast, walking around with a modified human firearm she can hold and fire safely. When brandishing such a trophy, a gimfen is no longer unassuming. There have even been gimfen spotted, minding their own business, sporting a heavily insulated plasma rifle on their back.

A gimfen character is naturally agile and talkative, thus often flaunting a high Dexterity and a high Charisma. If the player plans on a techan route, then a high Intelligence is the next priority, as it is the required attribute for techan craft skills. Of all the attributes, Strength is often the lowest.

Gimfen are the first to try anything. They are naturally inquisitive, but this often gets them into trouble. Despite being great liars, an attribute the other fae dislike, gimfen share with the other fae a propensity for naivety. They believe everything is safe and everyone is honest unless proven otherwise. They often take rogue or ranger paths.

Gimfen are the best race to play because they have no inhibitions. They are not bound by foolish honor or some obsolete drive to survive. They are neither arrogant nor afraid. They don't worry themselves about the petty issues that absorb so many others. They are the best because they are the only fae race to be able to embrace a new world while remembering the old one. No other fae can enter a town tavern with laser rifle on his back. They are the life of the party, the center of attention, and likely to survive battles where all others fall.

Names: Like the damaskans, gimfen adopt a human first name either at birth or when leaving an all-fae community; but – unlike the damaskans – they intentionally use incorrectly spelled names. They also change them every 100 years. Family lineage means nothing to them. They change their last names usually to reflect their personality. Because of this constant variation, some outside critics grow concerned with potential gimfen inbreeding. Gimfen respond simply by declaring that they just don't worry about it. Their names sometimes reflect the cultures they integrate in, adopting narros and or human names. They also frequently, but not always, use alliterations.

Examples: Xris Jiggadaxion, Kimma Kutaming, Malachi Boomfellow, Maris Nippentuck

LAUDENIANS

But even a dragon god claims to go by many names. Who is to say who is right?" Mahan asked.

"We do," Machik said sharply. "We were first. We're oldest. I count my years more than the entire history of your species, not including the millions we were absent. Why would your species be the lucky ones to know god's true name?"

Laudenians believe they are the true descendants of the fae. Some claim their embracing of the sky made them immune to the physical changes brought on by interacting with the Earth. Most people never see a laudenian and could not describe one if asked. Their single city appears – on the surface – to be one of technology, but underneath the shine of the walls is pure magic. Laudenia is a dream to many that swore they saw it.

Before the First H ammer, the most laudenians lived in a floating city no one could locate unless laudenians wished it to be found. After their return, the city reemerged and vanished once again. Everyone aware of its existence knows the city floats around the Nankani Mountains, but the rocks are virtually impassable to nearly all travelers save for the single safe route of Dianaso, which Laudenia is nowhere near. The city often remains rooted next to a mountain for years. Then, seemingly at random, it uproots and drifts elsewhere. Since returning to Earth, the

RACIAL TRAITS
Average Height: 5'10" – 6'7"
Average Weight: 40-55 lbs.
Average Starting Age: 150 years
Estimated Life Expectancy: 10,000 years?

Ability Scores: +2 Wisdom, +2 Intelligence
Size: Medium
Speed: 7
Vision: Normal

Languages: Laudenian, one human language, one other fae-based language
Skill Bonuses: +2 Arcana, +2 Religion
Light Body: You reduce 10 feet from any fall distance. You are also assumed to have moved at least 2 squares (thus initiating a running start) without actu ally moving when initiating a jump. If bull rushed, you are pushed 2 squares and become dazed until the beginning of your next turn.
Equilibrium: Even if you fail a balance roll by 5 or more, you only fail by 4 or less. You do not grant combat advantage regardless if balancing.
Adept Caster: You count as current level +1 for the acquisition and casting of rituals (you must have the Ritual Caster feat).
Slide Waltz: You gain Slide Waltz as an encounter power.

SLIDE WALTZ **Laudenian Racial Power**

Your body moves like water, swaying around an opponent with ease.

Encounter
Minor Action **Personal**
Effect: If you are in an adjacent square with a medium or smaller sized enemy, you can shift to any other unoccupied adjacent square with that enemy. At 11th level, you can use Slide Waltz against large targets. At 21st level, you can use Slide Waltz against huge targets. This ability does not work on gargantuan targets.

laudenians have retaken the skies, rebuilding a vast network of floating keeps shrouded in the clouds.

Laudenians commonly immediately turn back anyone who finds their land without allowing entrance. Their land is rich in natural resources and they use these riches to trade with the few other nations they find agreeable, generally damaskans and narros.

Few non-fae ever see these floating keeps. These fae committed to this life because of a fear of degradation. If they truly were the first branch from the original fae, then they watched as their children turned into the chaparrans, and again into the narros and damaskans. This might not have alarmed them initially beyond the observation that the laudenians themselves were growing fewer. Then the chaparrans started to beget deviations, and then the narros did so as well. Damaskans followed shortly behind and – with each branch – the race emerged more feral, more uncivilized. Fearing a fate similar to their mother species , the original fae, laudenians took the sky, convinced the influence stemmed from the fae's interaction with the Earth. The theory proved correct and the dwindling population of laudenians slowed but didn't stop completely.

Laudenians enjoy the music of strings and their dance often involves slow, subtle movements. Their rituals, like everything involved in their culture, take several days to complete. One festival, the Kenaz Sky, occurs once every 500 years and lasts six months.

Laudenians rarely mate with non-laudenians and they strictly forbid bonding with humans under penalty of expulsion from the sky. The few laudenians that ever die are placed in a gargantuan mausoleum at the bottom of their city. All laudenians, even the ones that perish far away, always wish their bodies returned to their home. Their faith dictates that is the only way they may find peace.

The laudenians worship a god of the ancient fae, Berufu, whom they believe lives – not beyond the gate – but in the shadow realm where the universe was formed. Attricana to them is a source of power but is neither a divine entity nor the gateway to god's domain.

Today, laudenians number less than 50,000, though some suspect this number falls much lower, towards 20,000. They are one of the smallest fae races on Earth (with the possible exception of the nariisa as no one is aware of their numbers).

Despite near immortality, their population continues to slowly fall. This is largely the product of the whispering influence they cannot escape from, resulting in children of lesser quality in their eyes. Laudenians procreate extremely rarely and their eventual fate appears certain, ultimately leaving a vast, sprawling empire of empty and forgotten castles in the air.

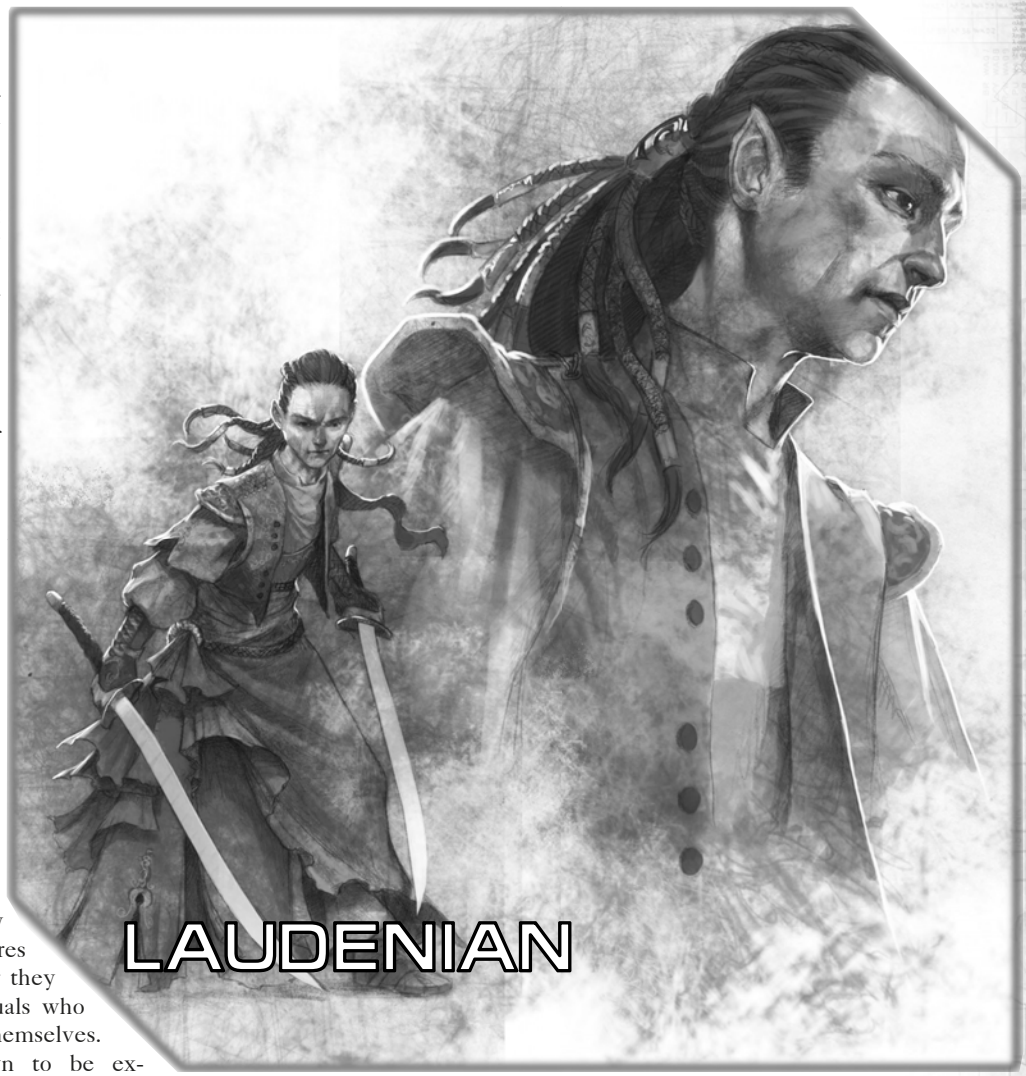
Humans suffer the inferior notion that they are the dominant species upon this world. The truth is man exists in numbers. Using numbers, by all rights, goblins deserve dominion. The Earth requires penance from man for he committed mortal sins against the world that gave him birth. Nature offered him renewable resources, friendly denizens, and land uncontested by evil. Man abolished this unwritten rule to care for the world he emerged from. He committed unforgivable sins against nature. Technology offered man growth beyond what could be accomplished by magic. Instead, he turned his back on life and fell into darkness.

He scarred this beautiful planet. This land was right to push him back down. Elves lived for countless ages in harmony with nature. Man destroyed this harmony. Man is not inherently evil. They should not be killed. Many great men walk this world…but we simply believe that man must not be able to gain dominance over this land again.

Renar Alkanost
Laudenia Council Leader
385 A.E.

PHYSICAL QUALITIES

Laudenians tower over all other fae and even most humans. Their olive to dark skin stands out from their gleaming cities. Long, dark hair flows down their backs. Their ears are smaller than a chaparrans, tapering to a point quickly, and their eyes, though dark brown and grey, always reflect a



glint of light as if a candle always hangs suspended over their eyes. They could easily pass themselves as humans without their slender bodies and sharp features giving away the truth. Braided hair is common but tattoos and piercings are not. Most wear long robes of white or green terminating just above the ankle.

There is a claim that no laudenian has ever died of old age. Some have been rumored to have lived for 15,000 years or more. They reach adulthood around 150 years and don't show any discernable growth for another 1,000. No laudenian has ever looked over 50.

CREATING AND PLAYING A LAUDENIAN

To meet a laudenian outside of the city is rare and few ever leave their home unless under orders. The ones that do are either on an extremely important quest that requires their undivided attention, or they are one of the rare individuals who wished to see the world for themselves.

Laudenians are known to be extremely arrogant. They are the longest-lived echan race outside of dragons and most of the elders date back to before the gate exodus. Their egotism refused to die when they lacked corporeal forms. It only amplified when released back to the world. They are colder than damaskans (distant because of timidity) and laudenians consider themselves superior and often patronize those unlike them.

It should be noted that a laudenian character would be a rarity. This laudenian would be the only one in the group and probably would not have seen another of his kind in decades. There would be a reason why this laudenian has taken the risk of walking on the soil. Laudenians dislike nature. They have no problem wearing metal armor and wielding forged weapons. They abhor the natural world and have lost their empathy for it. The only reason why they have been able to survive these thousands of years is from fleeing to the sky. Since the magic of Attricana reflects off the Earth , the laudenians took the sky to stave off degradation. They never walk around in bare feet and cannot stand being immersed in water. Since they never perspire, the concept of washing becomes only necessity when being dirtied from earth-walking.

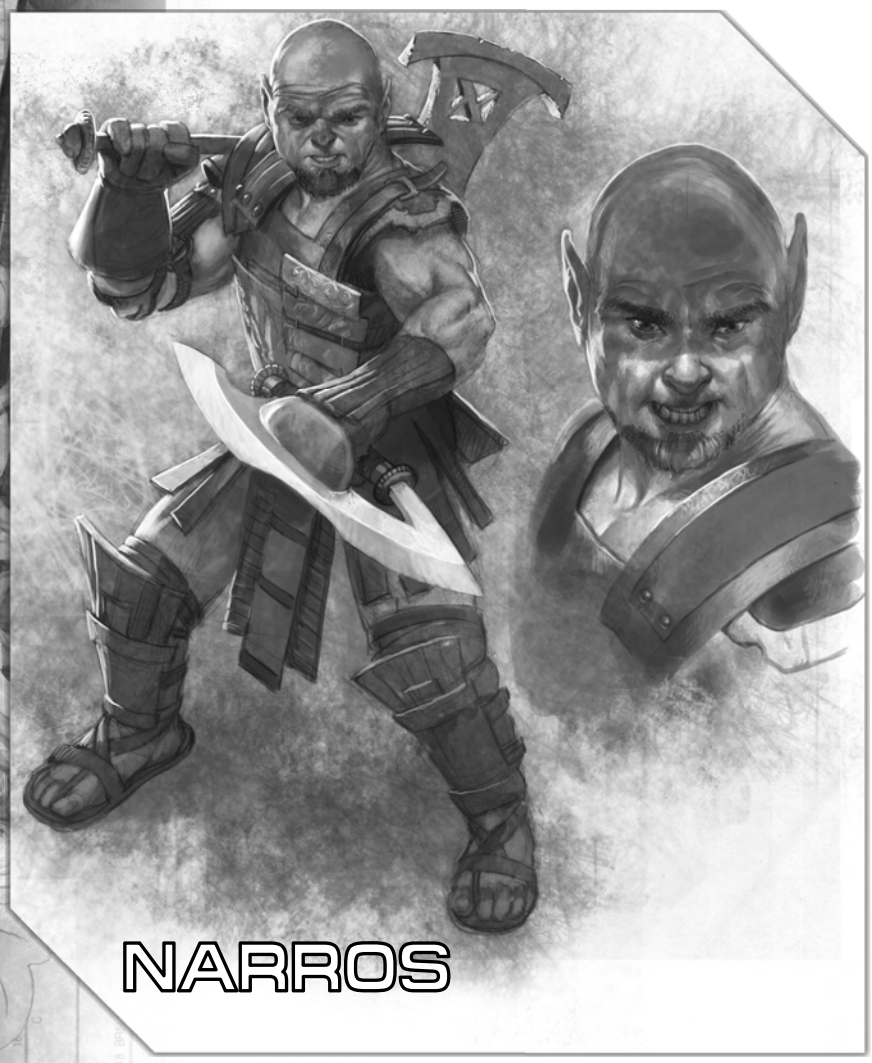
Laudenians are often revered by other fae races, a fact a laudenian is sure to bring up often. They command respect and believe themselves correct in every assumption.

A player creating a laudenian should concentrate primarily on mental stats, as laudenians are physically weak. The more a fae species is connected to the earth, the more animalistic they become. Chaparrans and narros are all, on average, stronger and sturdier and their later branches are even more robust. A laudenian's Constitution would be its lowest score with Wisdom and Intelligence being higher. The only physical attribute worth being high would be Dexterity. Laudenians are known to have the most powerful casters of all fae. They also exhibit the highest number of the naturally gifted.

A laudenian character should be more humble than her parents, who most likely still remain in the sky. This would not mean the character is not arrogant. Of all the fae, a laudenian would be the most pompous.

Laudenians are the best race because they are the oldest fae, the most proud, and the most powerful. Their wisest have their names etched in books in every library of every other fae race. Laudenians forged the first magical items, pioneered the use of totems and the language of dragons, and built an empire in the sky to look upon all others below. They are arrogant and belief themselves to be always right…but that's because they usually are.

Names: Laudenians refuse to adopt human names. Thankfully, their fae names are much easier to pronounce



NARROS

"Do I have a large nose with warts, a long beard with a fat face? You see a hammer or pick anywhere on me? Where is my red nose and black cheeks soiled from the mines? We are no clowns, the race mocked the most in books."

Fae never recorded their history until the damaskans came along so only memory could be depended upon. Only speculation can fill in gaps from those first centuries when the original fae appeared. Laudenians are believed to have appeared first. Chaparrans either broke from the original fae generations later or from the laudenians themselves. These initial branches still look fairly similar. This changed when the narros appeared, the first notable radical departure from traditional fae. It would be thousands of years before another deviation would appear so divergent.

Despite ignorant stereotyping claiming them all squatty, long-nosed dirty miners, Narros don't actually resemble the fantasy creature often shouted their way. While the majority live underground, they are not singular in their purpose of greedily digging for riches in the Earth. In fact,
narros are one of the most selfless of all fae, taking on the role as protectors of the entire species.

Narros caves never burrow below a certain depth. Their mines stretch like a labyrinth, covering hundreds of square miles. Part of their belief system demands that they climb the highest mountain of their city (every narros city is built around and within a mountain) every years to reaffirm their faith that the sun remains above. An obvious connection exists between the narros and the tenenbri considering their similar lifestyles under the soil.

Even when outnumbered, narros often win in open combat. They are the greatest soldiers of the fae, with only the pagus being a severe threat to the claim. Narros operate the largest military of all the allied echan races combined. Almost every citizen knows how to use a weapon. Narros soldiers enforce a strict discipline in the art of war, a reflection of the culture as a whole. There is a martial skill attached to every facet of their lives. The same techniques and movements used in warfare are duplicated in the mines. Narros mines are planned and coordinated with precision.

Narros love the horn and drums and their battle marches move to the sound of heavy bass from trumpets and skins louder than the footfalls of a thousand feet. Narros don't, and can't, dance. The narros estimate more than 7 million of their kind walk the Earth. Like man, most narros bury their dead.

Narros live almost exclusively in Canam and Southam and rarely appear anywhere else. Their biggest concentra-

than chaparran or damaskans. Their names are soft and roll quite easily with the slightest effort. The one bizarre aspect with laudenian names is that their given and family names have exactly the same number of syllables and most despise foreigners shortening them, though it is quite easy to do. Laudenians list their ancestor's names last and every generation adds a name. Only the first name is the given name of the individual. Most laudenians only mention one generation, but elders and fanatics to laudenian heritage will often announce themselves tracking back five or six generations

Examples: Massinan Lasseriss, Sirenus Fellerose, Brassana Halcyos, Milanus Serani Lissero Renessan

RACIAL TRAITS
Average Height: 4' – 4'9"
Average Weight: 180-220 lbs.
Average Starting Age: 75 years
Estimated Life Expectancy: 1,000 years

Ability Scores: +2 Charisma, +2 Constitution
Size: Medium
Speed: 5
Vision: Darkvision

Languages: Narroni, one human language
Skill Bonuses: +2 Intimidate, +2 Endurance
Purposeful Step: You can move at your full speed while wearing heavy armor or when carrying a heavy load.
Militaristic: All narros serve the military at some point in their lives. You are proficient in the narros krollish and any one other melee weapon of your choice.
Tireless: Despite your reduced combat speed, you can maintain a healthy jog longer than most others. Your overland speed per day is 35 miles.
Iron Roots: You have a +4 bonus to Fortitude defense when resisting a bull rush.
Stone Blood: Narros are indomitable. When bloodied, you gain a +3 to Fortitude defense but suffer a -1 to Reflex defense.
Final Word: You gain Final Word as a Narros racial power.

FINAL WORD **Narros Racial Power**
You will not fall without one last strike.
Encounter • Martial
Immediate Reaction **Personal**
Effect: If you are reduced to 0 or less hit points by an attack, you may take an immediate reaction to make a melee or ranged basic attack against an opponent in reach or in range before falling. You can only do a melee or ranged basic attack and no other action. If you are killed by the attack, you can still commit a melee or ranged basic attack, dropping immediately afterward. Your reactive attack must be directed towards the opponent that struck the blow unless said opponent is out of range. In addition, before falling, you may take a free action to "say a few final words."

tion lies at Fargon, near the Arctic Circle. Another large concentration lives in Southam, where the people often clash with the tenenbri.

The very few narros holy men worship an idol-less god referred to as Oaken – the spirit of Earth. Oaken lives deep underground at the core of the Earth. The narros dogma explains that Oaken, originally a fragment of a much larger being, drifted into the Solar System and the Earth formed around it. To them, the white gate created the fae, but the narros deviation from the fae is owed to Oaken. They believe their power comes from below. This may explain why all narros hate to fly. The root of their abhorrence for the tenenbri leads from a belief that their cousins dug too far and Oaken punished them. In the narros view, tenenbri never got the message.

PHYSICAL QUALITIES

The narros insist on a high degree of personal grooming. They do not possess the heavy trunk torso many would expect although they are still much stronger than other similar bipeds. They simply don't show it. Narros are slower and less agile then their cousin races. Where all other fae have hollow bones, the narros claim their skeleton's marrow turned to solid iron. The proof is in their unbreakable physiques and shockingly heavy frames despite not having the trunk torsos and fat muscles of their mythological mirrors.

Narros' silvery skin reflects a glitter in sunlight. Their skin tones range usually between peach and pale white. Their ears are long but remain flush to their heads. Their eyes, seemingly always squinting, can open extremely wide and their irises loom large in their sockets, though their colors, dull browns and matted grays, don't shine even in the brightest light. Men despise painting their bodies in any way but women often do.

Males sport trimmed beards or short braids when they grow them. Their hair is often pulled back to a tail as they despise loose strands. Many narros males shave themselves bald. The females also pull their hair back often and look the most different from their legendary counterparts, sporting toned physiques from a discipline even the males admire. When a narros army is dressed for war, males and females are indistinguishable. Narros age proportionately to humans, proud of their lines and wrinkles when they finally shuffle on after nearly a 1000 years.

Foolish Humans. The best route is down, never up. I read their history—always building up. Up…why? What is up there? Clouds. Clouds made from water. I can dig and get that and it would cost far less. Now I am not saying that humans are stupid. They value gold and respect the steel we forge.

However, I don't know how they could have missed coruthil. Such a wondrous element, bestowed from Oaken himself. The almost mystical properties of it lead me to believe that coruthil, before the saturation of magic, looked ordinary, containing no special properties, useless. When enchanted energies passed through it, coruthil emerged from this dead rock. So much the better. The bastion humans sat on riches beyond what they can imagine for thousands of years. Millions of years of unmined riches. This is a great time to be a narros. The humans have no idea what they were missing.

Garach Glim
Finer Fire Pits
1225 A.E.

CREATING AND PLAYING A NARROS

The narros believe in hard work and hard play. Fathers would work to near death every day. Instead of returning home, they would party and drink until the new day, sleep insufficient hours, and start everything new again. They are extremely regimented in whatever direction they take in life. Mages own more books. Priests pray longer. Soldiers train much more fiercely. They are focused in their view, an irony considering their racial name.

Narros uphold their discipline when on their own or outside of their community. A few leave because of a dishonor encountered at home. They depart to redeem themselves. Those who lost their community or their lord often travel alone across the world masterless. All narros adventurers maintain an utter dedication to their chosen path, even without a crusade or cause in their hearts.

A narros character need not be some loud fighter with an axe. They can be anything they choose and commit themselves 100% to that duty, often ignoring other concerns. They are fanatical about any crusade they are on. A narros would be the first to awake in the morning to tackle the day's goals. They will ignore fleeting pleasures like smoking and sex when committed a quest. When indentured to a lord or sworn to a friend or party, a narros will risk everything including his own life to protect them. Nothing else much matters. This focused spirit is admirable but can sometimes make a narros a real drag at parties. As a result, the narros and gimfen don't always get along. They never went to war and maintained a peaceful alliance as long as the gimfen have existed. The same can't be said for the tenenbri, which the narros overwhelmingly despise. The schism between the two races is rarely mentioned – its roots are stemmed with a religious dispute, a divergence of dogma that can be tracked back thousands of years in the old age to the tenenbri's creation.

Still, this discord is a poor rubbing of the hatred the narros feel for the pagus. Not even the ogres, a lower fae branch from the narros, can match the loathing felt to the corrupted fae of Ixindar. Being the primary military force for all good and honorable fae, the narros have clashed with pagus more often than other races. A narros need not require a reason to fight them and the opportunity to do so would be reason enough to join a quest. Others have accused the narros of holding grudges far longer than socially accepted. The long past row with the tenenbri remains unresolved.

Narros hate the water because they are all tremendously bad swimmers. This is due to their size to weight ratio. Narros will avoid boats or any body of water where the narros cannot keep her feet on the bottom and still breathe.

A player creating a narros should always keep Constitution high regardless of the chosen class. Despite the assumptions that a narros should have a low Charisma, due to their deficiency in joviality, they are still talented speakers. One voice can stir the masses of an army and opponents two or three times larger can be starred down from the fixed star of a narros. Strength would be the final important attribute to round out a good narros. Of all the attributes, Dexterity is the lowest of a narros. They are technically not skewed to any one class despite the stereotype that they are all warriors. They have an equal percentage of casters as the damaskans.

Narros are well and beyond the best race as there is no subtlety behind them. They scoff adversity and never run from a fight. They are the strongest and take pride that the entire fae species would have been wiped out long ago if it weren't for them. They are soldiers from birth. In the end, why would anyone want to be anything but the greatest warriors of legend?

Names: Unlike gimfen and damaskans, who place little stock in their family names, narros cherish their family names more than their given ones. They place their family names first when writing them down and announcing themselves in public. Because narros families are vast, many outsiders believe narros are not original with their names. Narros refer to each other only by their given names in private or when asked. Married couples call themselves by their given names in their homes. Friends often refer to the family by the additional title Kar (Father/Ruler), Mir (Mother/Mistress), Lan (Son, first born), Sen (Son, any born), or Jes (Daughter, any born). The given names are usually shorter than their family titles, thus making their full names somewhat front-heavy.

Examples: Ragerrick Griff, Kranerose Jibbs, Ungnarona Mina

TILEN

"I never claimed we weren't uncultured. You can prissy up all manner of traditions and customs to our old form. It never altered the fact we were monsters."

The birth and history of the tilen is marred in pain, suffering, and mystery. How they came to cherish life from origins stemmed in evil points to the tenacity of their spirit. The details of their curse and crusade for redemption are known only to a few and they rarely speak of the past.

Before the time of man, when the war with the dark forces of Ixindar was sweeping the planet, a group of corrupted rebels created a land that refused to follow either path. They embraced the negative energy of Ixindar but believed it could be controlled to convert all life to death and that death was the true gateway to everlasting power. Within these insurgents formed the initial lords of decay, the ghulath (creatures of darkness that have gone by dozens of names throughout human history). They created armies of mindless undead and forged a kingdom to call their own. They were despised by both sides. Requiring servants, allies, slaves, and lovers; these initial lords brought others into their fold. Unlike the drones forever obedient, these disciples kept their minds, horribly corrupted to the wicked will of their seducer. Ghulath may be creatures of the night, crossing to the other side from life, but they never actually died.

Like all the forces of Ixindar, the ghulath lords and their kin stowed within the realm past the black gate, waiting for the opportunity to be brought to solid form again. Upon their return, they found a world very different from the last. They claimed their own patch of grass and soaked it with blood, starting the infection known as the Necrosea. Their devotees followed their lords in their crusade to forge an army of death to even rival Kakodomania. They were expecting neither the white gate to burst open nor the effect of its flood across the world.

When the white gate returned, a deluge swept over the Earth. Records are vague on specifics but, the wave changed everything, recoiling the armies of Ixindar back into their realm of Kakodomania and destroying the undead hordes where they stood. It forced the ghulath to rebuild,

RACIAL TRAITS
Average Height: 5'8" – 6'4"
Average Weight: 45-70 lbs.
Average Starting Age: 30 years
Estimated Life Expectancy: 600 years

Ability Scores: +2 Wisdom, +2 Strength
Size: Medium
Speed: 6
Vision: Darkvision

Languages: Two human languages, one fae language
Skill Bonuses: +2 Heal, +2 Insight

Reduced Healing: Hit point recovery from healing spells, powers, healing surges, rituals, potions, and any other healing effects are halved. Even natural healing is reduced this way. You can offset this with Blood Surge. Keep your unmodified healing surge amount recorded.

Vampiric Remnants: Under direct sunlight, your vision is reduced to 10 squares and you lose all racial skill bonuses. Additionally, when you get emotional in any way (like in a combat encounter, when angered, or in passion), old ghulath physical traits emerge. Your eyes glow yellow or white or red depending on the specifics of the character, and your incisors extend. When in this state, you gain a +2 to intimidation, but a -4 to diplomacy.

Blood Vengeance: You receive a +2 racial bonus to hit and damage against all undead. You also receive an additional +2 to Perception and Insight against ghulath.

Blood Surge: You gain Blood Surge as a racial encounter power.

Blood Surge **Tilen Racial Power**

Out of necessity, but still filled with trepidation, you drain the blood of a target to heal your wounds.

Encounter • Healing
Move Action **Melee** touch
Target: Any living creature you are currently grabbing
Attack: Strength +2 vs. Fortitude or Constitution +2 vs. Fortitude. Increase bonus to attack to +3 at 11th level, and +5 at 21st level.
Hit: Use a healing surge. Target takes damage equal to your full healing surge value. If still in a grab at the beginning of your next turn, the target takes an additional 1d6+Constitution modifier damage.
Effect: You are healed the same amount of damage inflicted (which is not lessened by Reduced Healing). Additional damage caused by the power also heals. You do not need to use a healing surge on subsequent rounds.
Special: When you create your character, choose Constitution or Strength for the key ability for Blood Surge. This choice remains through your character's life. If the target is offering itself willingly, you can control the amount of damage inflicted and the amount healed increases by +1d6 (increasing to +2d6 at 11th level and +3d6 at 21st level). Subjects killed via Blood Surge do not be come ghulath.

but they would be forced to do it alone. When the flow of Attricana hit their loyal spawn, it forced them back into the light. This process did not occur in minions from Kakodomania or from ghulath who chose their fate willingly, but only those with hands forced. A precious few awoke from their feral existence and remembered their lives. Many died trying to escape the darklands. The survivors vanished. Their determination allowed them to endure.

The initial survivors, only a few dozen, became known as the elder tilen. They were the most powerful and the most shamed over their past sins. Their children would resemble them but pale in power. Unlike their children, the elder tilen never die, only able to leave this planet through an accident or through the brutality of a deliberate death by another's hands. They are psychologically incapable of taking their own lives.

Tilen are extremely sensitive and avoid violence when they can. Their conception rate is virtually nonexistent and the only other way to expand their population is to embrace outsiders into their clan and crossbreed. To reproduce outside their species, tilen need to bond, not only to humans, but to their fae ancestors as well. This is invited by their culture since a tilen female's menstrual cycle is between two and three years. Conception is extremely low, even when bonded to another tilen. This increases by 300% if the tilen is bonded to a non-tilen. Unfortunately, several other nations don't share this open view. For one, tilen genes dominate all others in reproduction. Regardless of the paired species, if a tilen produces offspring with a non-tilen, even a pagus, a tilen always emerges. Their bonding ritual started as a passionate and extended kiss that nearly suffocated the non-tilen partner. As time passed and their civilization developed, this ritual has gotten more complex. Tilen don't need blood to survive, but it is the only way they can heal major wounds since the regenerative rate of their own body is slow. Most tilen are nomadic, hiding from the light and most outsiders.

Tilen spend most of their time fighting back their own untamed natures. They believe they are one step from regressing back to the undead. It's a fear they carry today, though in their entire history, only one has ever temporarily fallen back to darkness. Tilen fear undead but also despise them. Many of them have vowed to remove the Earth of all mindless mockeries of life. They consider necromancers, nihilimancers, and their old ghulath masters sworn enemies. There are less than 10,000 tilen in the world but with their appealing nature and hospitality to outsiders, their numbers are increasing despite their low birth rate.

PHYSICAL QUALITIES

Remnants of the tilen past include their sensitivity to light and their lack of reflections in mirrors. Tilen are generally thin, almost frail. They were all fae before their souls were soiled but, despite their original race, they all share the same characteristics now.

They age at nearly the same rate as humans, reaching adulthood in their twenties but remain in that state for

TILEN

The women in red. Lilith. I see them. The more I've slain, the more they permeate my dreams, beckoning me. They cannot match us in combat, preferring to tempt us away in our sleep. Do not take their feminine wiles in kind, men. They fight the only war they know, by seducing us in our dreams. My loins burn every morning, longing for the embrace. The lust shall pass. I will not allow their temptations to overtake others or me. They are lamia, mara, rusalka, banshees—a hundred other names in dozens of other cultures. They lure the innocent and pure with the temptation of their pleasures.

Their sweat tastes of wine, their smell of flowers. In a lover's embrace, they caress your loins and scream in pleasure...for a while. And when the moment of final bliss bursts from your manhood, razors in their scabbard will sever a man's sword. They will destroy everything that makes you a man. But yet, they won't release you, remaining their slaves forever, ever so close to death, but never letting you go. Is one night of immorality worth such a price?

Darius Konig
Baruch Malkut
980 A.E.

nearly 200 years before slowly aging, though never appearing older than 50 human years. Their slightly pale skin is cool to the touch but not cold, dry, or cracked. Their hair is usually bleached gold or white, often streaked with silver. They are very tall, almost appearing stretched, nearly outinching laudenians. Their ears taper long and straight up though years of necromancy have made the edges jagged. Their eyes stand out from their monochromatic skin and attire, reflecting brilliant greens, blue, and even orange but seldom yellow or red. Their eyes often expose a tilen's presence from across a crowded room, as their radiance bursts from the shadows where they frequently hide. Though passionate and kind creatures in general, tilen are incapable of crying.

All tilen and ghulath bear this description. Tilen claim the foreign powers of darkness resulted in a shape closer to the original fae. Though this theory remains accepted by tilen, many damaskans, laudenians, and chaparrans view this as an insult, all claiming their form to be direct descendants of the original stock. Most humans don't understand the value fae seem to place on their ancestors. The human view is also shared by the gimfen, who simply don't care. The narros and tenenbri never made an official stand on the matter, but secretly disapprove of the tilen claim. The tilen don't assert arrogance or superiority with this contention. In their view, it simply makes sense.

When tilen get excited, by either positive or negative input, their ghulath traits become more exposed. Their eyes change to bright red or yellow and their canine teeth sharpen and extend. Even their nails grow slightly longer. They despise showing this side of themselves, especially to those they care about. Tilen do not look physically powerful. Their increased strength appears unnatural.

The majority of tilen are female and are ,on average, taller than the males. This fact has also brought accusations of corruption—believers claiming the tilen were intentionally released by the darkness to convert the planet to their form.

CREATING AND PLAYING A TILEN

Tilen keep to themselves and seldom advertise their presence outside their own villages. Though almost entirely benign and peaceful, tilen suffer the greatest at the hands of others. Most fae races avoid the tilen and several human villages openly hunt them. Despite this, tilen numbers continue to rise. This is because their demure nature and statuesque good looks have been sought after by those seeking them as mates. This desire is most popular among humans, causing a hostile response by those accusing the tilen as being servants of darkness, mostly from other humans.

Tilen are innocent and few have ever taken a life in anger in their entire history. They are emotional and expressive but rarely lose control of their facilities. Even when they do, it is often in a positive direction and never to endorse an evil act. Tilen are often gripped with fear of a relapse that will turn them back to darkness. They loathe exposing their ghulath traits, which can occur if they are angry or otherwise excited. To them, it unmasks them. Tilen fear that, if others were to see them in that state, it would cause a violent reaction and endanger them and those they care about.

Among allies, friends, or family, tilen are open, honest, gentle, and fiercely loyal. Once they establish a bond in any form, they honor and relish such attachment, knowing perfectly well how rare they are.

Although a few species accept the tilen, other cultures – mostly human (like Baruch Malkut) – view tilen as subversive, planning a clandestine route to destroy all children of God by breeding them out. They regard the tilen as demon masters of seduction—modern day succubi and incubi—whose only purpose is to temp men away from chaste and loyal human marriages, to breed an army of cambion half-breeds. More than 85% of all tilen are female, a ratio also shown in their offspring, which does not help this growing stereotype. As a result, images of tilen fall under headers on posters declaring them a variety of demons from a wide range of legends and religious books.

All racial traits presented refer to the children of the first tilen. The elders of the tilen are substantially more powerful. They should not be player characters. A player creating a tilen must accept a stigma with their race that rivals even the tenenbri. Tilen are executed on sight in some nations in the world. Tilen continue to live their lives despite this, willing to offer the hand of friendship at the risk of having said hand removed. Their strength is deceptive given their slender bodies. Dexterity is also important as tilen are still fae.

Tilen are the best race to play because their colorful heritage will encourage role playing outside of combat encounters. They are the best choice because they are the fewest on the planet. When a tilen enters a crowded room, they are the only ones, and eyes will turn. They are a double-edged sword because of their dark past and kind nature. In the end, such a rich palette will create a more interesting character to play.

Names: Tilen shed their previous names when they were pulled back into the light. They discarded any connection with their dark past as well as their fae lineage. The first tilen elders changed their titles, adopting new names. Most are human inspired. Their descendants continue the trend.

Examples: Saleena Kaeris, Zacheria Korvek, Lhamah Cyrose, Mira Diemasko

EVOLVED RACES
HUMANITY

"The problem is you're still thinking like someone who is civilized. I suggest you stop. You believe those adventure seekers that wander the world looking for gold and glory are level-headed…conventional…contributing members of society. They're psychotic. The killing of monsters for fame and reward is not practical. You have to be insane to think of it as a legitimate profession. If you're going to survive this, it will happen. You will take human life…often."

Evolution is the adaptation of a scientifically bound animal to its environment. Further generations of a species may not necessarily be superior, but those that survive would be better suited to their surroundings with an advantage over competition. This process eventually resulted in humanity – with no signs that evolution had ceased. The fae continue to adapt to their surroundings as well, but their development degrades their form, making them more animalistic and feral. Some humans, especially those of echa, firmly believe mankind's turn to magic will be the key to their final path to perfection, able to master the world of enchantment in all its forms while fae continue to be slaves to it. Even the laudenians, the most magically endowed of all fae, fled to the skies to prevent their degradation.

Since only humanity has arisen with any notable footprint as an evolved species, they are the only ones listed; however, they are broken into two classes: Echan Humans and Techan Humans.

Humans emerged from evolution long after the last magical creatures escaped or fell to dust millions years ago. They grew from hairy apes to the form they walk with pride now. Before the arrival of the gates, most of their population had died off, leaving less than 10% to rebuild. The origins of this disappearance are not fully understood. Some escaped into bastions while most embraced the ways of magic. Many more were killed in the first few decades.

After a thousand years of living on their own, mostly xenophobic of outsiders, the citizens of bastions can sometimes be looked upon in a wholly different light than their magically infused brothers and sisters. Techa-folk often fear magic, claiming it steals their souls. It flows through and out of their body, changing them. The use of magic does change a human. He stops being a creation of science and falls into the same classification as elves or narros. Techa-folk claim this removes them from the human race. Echa-folk claims this is how man is supposed to be. They are both wrong, but that's beside the point.

Until magic infuses a human, by either embracing it as a mage, wearing it as armor, or wielding it with a sword, she has a choice whether or not to let the enchantment into her spirit. If they do, they lose a portion of their own sprit in favor of this infusion.

Humans created few religions when they rebuilt their society after Attricana appeared. They stuck with old ones. Thankfully, virtually all-religious zealotry vanished when less than 200 million people survived the war. They quickly banded together. Many old bigotries and arrogances vanished. The holy lands many fought, died, and killed for were simply gone. Sworn enemies quickly put

RACIAL TRAITS
(See the D&D 4E PLAYER'S HANDBOOK on Human Racial Traits)
Average Starting Age: 20 years
Estimated Life Expectancy: 80 years

In addition to standard human racial traits, humans have the following additional rule:
Technology Immunity: You do not generate EDF and therefore can use any tech level weapons, armor, or devices without disruption. The equipment in question is still susceptible to outside sources or by magic equipment held by the character.
Language: You may choose English, Englo-Lingo, or Onespeak as your starting human language
Note: You can only choose a techan class, skills, and feats if you are a bastion-born (see lifepath).

SATURATION POINT HUMAN SPECIAL RULE
Saturation Point: When you use magic enough, eventually, you will become one with the world of enchantment, becoming a true echan in the same grade as even the fae. You gain no additional benefits but now generate EDF. You lose the Technological Immunity ability. The saturation point is 20. You start at level 1 with a Saturation Point of 0.

You gain Saturation Points under the following circumstances:
+1: During an encounter you wield a magic weapon.
+1: During an encounter, you wear magic armor.
+1: During an encounter, you benefit from magic items in your possession.
+1: Every day you study the arcane arts.
+1: A beneficial magical effect (including magical healing) is placed upon you.
+1: You drink a potion.
+2: Any time you activate an Arcane power.
+10: You are brought back via Raise Dead.
+20: You bond with a non-human.

The moment you reach a Saturation Point of 20, you now generate an EDF and lose Technological Immunity.

Points do not immediately go away. If you do not accrue any additional points, you remove 1 from your Saturation Point total every week.

Note: If you select a supernatural lifepath, you automatically lose Technological Immunity permanently.

If you begin generating EDF, switching back is not an easy task. Currently, only time away from magic can expunge the enchantment from one's soul. To switch back to no longer generating EDF, a human must never acquire further Saturation Points for 3d6+4 years. After the time period has passed, they lose their disruption field but have a Saturation Point of 19 until time eventually reduces it back to 0. Switching to the world of magic should not be taken lightly.

their pasts behind them to rebuild. Many of them found new enemies with arriving echan races from the gates.

In this new world, the big five religions survived: Christianity, Islam, Hinduism, Chinese Folk Religion, and Buddhism. They remain the majority by huge margins. Smaller faiths – Judaism , Sikhism, Shinto, etc. – appear in certain regions. Those embracing echa believe the gate as a lens of their faith and not necessarily a symbol. Faiths including a heaven believe it sits beyond the gateway. Those without a heaven in their dogma (or even a god for that matter) believe the gate to be either a reflection of nature or their own soul.

Many languages died within a few generations. Others merged to create new variations. Before, hundreds of languages dotted the globe, now only a handful remains. Surviving vernacular soon divided into regional slangs and patois, becoming recognized languages themselves with distinct lexicons, syntaxes, and phonetic pronunciations. English emerged the only dominant dialect in Canam, but regionally endangered languages found themselves assimilated into the mother tongue to form geographically bound hybrids like Common (western and northern Canam), Native English (eastern Canam), and Onespeak (southeast Canam). Common, originally an amalgam of English and several other Anglic dialects also merged with segments of the Romanic language across the ocean when the bastions began communicating in the past hundred years. The result is the modern Common, now considered the lingua franca of the human race in Canam, and the language most non-humans pick up when wishing to communicate with mankind.

In total, less than 400 million humans live today, most of them outside of bastions.

The majority of bastions and a vast number of humans outside of them endorse natural selection as the theory of choice for the appearance of mankind. Too much evidence pointed to evolution and as time progressed, even the religious leaders of the world began to support the idea. Before the gate opened, the world was divided on the origin of man, firmly separated between a scientific theory and a religious belief. This all changed when Attricana opened. With this new angle on the world, many humans faced new facts unable to ignore: The introduction of the fae and dragons, and a past world and history unknown to them. Some elected to believe their dogma accurate despite contradictory evidence. They concocted extravagant theories claiming the previous age did not exist at all and the new arrivals were demons meant to be repressed or destroyed. Others took these new races and their similarities as the final proof of divine creation, still placing man atop this ladder of progressive superiority. Many older religions did adapt and change their scripture based on the new world. Although some still attempted to use fear to suppress their believers, many took this as an opportunity to start over. With 95% of humanity eliminated by the previous age, the survivors believed that Armageddon either had passed or still had yet to come.

The majority of man is still controlled by rulers professing a faith in an almighty power. With the exception of a scant few, most use this belief to lead the people in wisdom and kindness, not in fear and lunacy. No longer did

HUMANS

the various nations of the world have to fight over relics and lands deemed sacred by some silent divinity. None of those past nations exist today and barely a handful of those relics and lands survived. The greatest soil deemed hallow by religion sat under a hundred feet of water. Many took this as a sign to live for the betterment of all mankind and not die over the buried remnants of forgotten conflicts.

Mankind emerged with nothing. No buildings stood. Not a shred of pavement remained. No corporations or organizations, no clubs or allegiances, nothing that defined mankind as a species, or anchored them to their fidelity to god or country, endured. Fragments of the old age were few and scattered. Everyone remembered their past lives, but to survive, they had to set aside their ignorance and stubbornness. Some refused and died praying for a deliverance that never arrived. Suicide took many in the first few years. Later – when the first fledging communities encountered the first non-humans – hostilities followed. Many more humans fell under the blade in conflicts they initiated. A pause in their fear and paranoia resulted in a stay of annihilation, preventing man's second near extinction. Eventually, even though some regressed back into that state, these first communities grew enough to sustain themselves.

Though nations changed, ethnic groups continued to grow. Racism was eliminated with humanity too few in the face of monsters too many. Bastions formed with wide spectrums of color and creed. Though some cities did separate regions for specific groups, this was not forced upon the population. Outside of the bastion walls, racism within man also vanished. Often enough, it was merely diverted to other species.

The majority of bastion-born believe mankind earned his right for total dominion of the globe and wait for the day when technology will recover the planet again. A few believe in a shared future where technology can exist side by side with magic but still consider mankind the true proprietors of the world.

In echa, this belief is reversed. While some think the new races are intruding and should be eliminated, many have embraced the new world and considered it the utopia and haven predicted in religious texts. Only when the dark hordes and their minions are eliminated and the hell gate closed will this world truly turn into Eden.

PHYSICAL QUALITIES

Humans continue to be more varied than any other civilized race on Earth. They possess virtually every possible skin color, range in height from 3 feet to a towering, but rare, 7 feet, are thin and fat, and sport a variety of hair colors and styles. Since almost every religion and ethnic group is represented on Canam, a player can select any ethnicity of his choosing. It is suggested, however, upon choosing an

ethnic group, the player takes the time to research the unique strengths of the group chosen.

CREATING AND PLAYING A HUMAN

Human ethnic groups usually accept all other human ethnic groups despite ancient hatreds and conflicts in times before the second Hammer. Survivors simply could not afford to continue their wars in the view of new dangers.

Many knew the world was new and a blank slate was justified. Few nations advocated hatred to other humans. Techan humans still often act somewhat superior to those outside. Those leaving bastions willingly are frequently open to new ideas but isolated ones inside think of nothing but themselves and their bastion.

Echan human nations respond well to each other with Baruch Malkut being a notable exception. With Darius Konig's doctrine of Sapien Superiority and their murder and enslavement of thousands of fae and humans, no other human echan kingdom will deal with them. These other nations like Kannos and Abidan maintain good relations with their surrounding fae neighbors. Specific diplomatic ties depend on the race nearby. Outside of the big human nations, dozens of dotted villages and communities across Canam and even the world practice bigotry against the fae ranging from shunning to expulsion to murder.

A player creating a human should first determine his origin: from a bastion or from the outside world. The player character choosing a path of technology must have access to said technology on a regular basis. Without upgrading their technology, techan characters won't fare much better than low-level echans.

Humans often seek excitement for the sheer thrill of it. Ones with devout religious belief may venture out on a crusade, personal, or part of a national movement. Some escaped bastions while others dedicated themselves to entering one. Humans follow whims and dreams more than any other species. They are caught up on causes while other races let it pass. Their short lives force them to condense as much life as possible in a brief span of time.

A techan character is a stranger in a strange land. It might be Earth but centuries under the glare of Attricana have changed the landscape in many ways. Techans leaving the walls are truly entering a fantasy world they have little to no preparations for. Some may leave willingly while others are forced to because of obligations or because of the drive of an obsession that haunts them. Some may open their eyes, welcoming the wonder of this new world. Others watch with jealousy and resentment. Regardless, techans choosing techan classes are loyal to their own kind and don't often welcome outsiders. While outside, they miss their refrigerators and computers. Some techans don't feel the same and a few have given up their central heating and televisions to pursue a path of magic, embracing the new world with a romantic naivety, unaware of the horrors waiting for them.

Most players creating echan have wholly accepted their path with no desire to settle within the walls of industry. They take on magic without worry of the consequences. They believe techans to be members of an obsolete conviction, frantically clinging on to a dying mind-set. Loyal techans strive for the day when the gates close, orphaning the fae to the ravages of the real world, a time where mankind could retake the world as the true inheritors of the planet. Many of them are aware those of magic, like fae, would be forced to escape back into the formless void of dreams and delusions. Those that could not escape – or refused to do so – would be subject to the harsh reality of science and perish quickly. No one knows if echan humans would suffer the same fate as the fae. Techans fear the future of a world where magic reigns uncontested and humanity lives stagnant, in limbo, never changing, forever in a fantasy world without consequences. Echan humans insist this new world is as real as the one that came before and it deserves to exist as much as anything else. Those with a faith in the unseen believe it to be the ultimate solution to humanity's avarice. If man continued alone, he would have destroyed the world in his greed. With magic and disruption, it forces them humble and keeps them in check—nature finally striking back for sins committed on its soil. Even those without religion on the outside believe this new world as the proper one. At the very least, it's far more interesting. Still, some don't care about the fate of humanity and have turned their back to embrace the romance and exotic nature of their new neighbors. With such a wide range of possibilities, humanity is the best race to play. They have the greatest variety of options. In this new world, they have the most to gain (and lose) with the coming events to follow. In the end, humanity will be the force that will decide the fate of the world.

Names: Human names continue to evolve today. Now with the commingling of many ethnic groups, first and last names can represent one or several cultures.

Examples: Robert Naseen, Kiba Hebrus, Miranda Okama

ORGANIZATIONS

Fantasy characters meet in taverns or stumble upon each other on a dirt road. Techans are not as foolish to venture into the outside world alone and unprepared. Techans taking on the fantasy world have already made their friends and forged their alliances long before. They can be either part of a much larger organization or they can be independent, answering to no one but themselves. Yet, techans are not created individually. They are formed as a team. Players should work together in forging a group that maximizes each other's abilities. They know each of their names, their strengths, and their weaknesses.

At character creation, a techan group can choose one of the following affiliations. One option is to select themselves as a mercenary company. Being signed under an organization offers funds or equipment while independents offer the greatest gift of all, freedom. The GM may select an organization for the player group if the choice affects the game being designed. All the players must consent to the agreement to benefit and the group together receives the bonus, not individual characters.

CRIMSON STARLIGHT

The CS is the military arm of Angel and often takes missions outside of the walls. They venture out usually on wheeled all-terrain vehicles, ETVs, or on VERTOL flyers.

The CS operates from four huge towers around the outer perimeter of the city and response time to outside attack is measured in only seconds. The attacks on the wall subsided in the past century. Boggs and puggs moved to raiding those passing to and from the city. This forced the CS to leave the walls and take a more aggressive posture on outside threats. They clash not only with surrounding raiders but with the growing armies of puggs in the nation of Xixion in the north. Of all the bastion organizations, the CS receives the most combat experience. "There is never a dull day when basking in starlight," is the common saying. Squads are often sent to patrol the great outer forests of Cyon.

Another branch of CS handles internal problems dealing with Genai. Rumors tell of a smuggling route leading past the walls to the outside, allowing free passage for those wishing to avoid the main gates. Then there is the matter of the temple, a giant tower in the centre of Genai and the great beast supposedly living underneath it.

The player group signed to work for the Crimson Starlight receive a wheeled truck or a tracked APC for free. It is a loan and cannot be sold. They also gain preferred enemy, gaining a +1 to attacks against puggs and boggs.

MERCENARIES

Some people prefer working alone. Though they receive no benefits from governments or corporations, they do set their own clocks and answer to no higher authority. They are on their own in the face of a wild landscape of wonders and monstrosities reserved usually for bedtime tales. Some mercenaries work out of bastions, though many actually travel between them. Some consider themselves wandering souls, looking for a noble fight to join. Others seek only profit. The group may have decided technology was the future over magic. Alas, these groups often fail early on, as they are unable to replace their technology fast enough when it disrupts or breaks down or they simply fall victim to enemies they underestimated. Mercenaries, acting heroic or selfish (or both), must keep constant diligence on the acquisition of funds. Jewels, gold, and rare items fetch a high price in bastions and mercenaries need to keep themselves funded and armed.

Players forming a mercenary group gain a 20% discount on all purchases at 1st level and 5% discount on all subsequent purchases with further levels.

MINISTRY OF FOREIGN AFFAIRS

This group from Sierra Madre is more interested with subversion and intelligence gathering than anything else. Even though flaunting advances few other bastions even dream of, Sierra Madre still lacks many developments even bastions like York claim. This is from the lack of outside threats and from a naïve, narrow-minded population. Groups sent out from the subterranean bastion often travel north to acquire (steal) technology from others, especially from York and Angel. Mann remains a hard target and most attempting entry are killed upon discovery. The Ministry also tracks all movement above the city. They intercept and deal with forces marching over their soil.

All players working for the MFA receive the shielding modification to all pertinent equipment they purchase at 1st level and a 30% discount to purchasing said modifications later.

OROBAS

The Selkirk defense authority, unlike many other interdiction forces from bastions, doesn't consider echans their enemy. Most missions by members of Orobas entail escorting and protecting narros patrols through the Selkirk controlled section of the Dianaso pass. Orobas personnel are usually selected from the mining population and trained separately. Already used to working in groups, the operatives quickly learn to offset each other's weaknesses and operate as a cohesive unit. They seldom fight amongst themselves and stay together, even when on vacation.

Other missions include scouting and recon outside the Dianaso pass, as well as dealing with the encroaching invasion from the puggs of Xixion. A few groups even went on loan to Angel for a short time.

Orobas personal are especially well trained. Each member may swap out one 1st level encounter or 1st level daily power with another encounter or daily power (respectively) from any other techan class.

YORK SELF DEFENSE FORCE (YSDF)

The largest standing army of Techa in Canam is the York Self Defense Force. They walk the streets keeping the law and defending the fields from impending invasion. They break up drunken tavern brawls and then lead assaults against attacking dragons. Some escort important echans through the city and forcefully eject others for flaunting the magic the city requests they keep to an appropriate minimum.

YSDF units are shifted from inside to outside the city to broaden their talents. The most boring job is patrolling the defense installations between York and Mann, which have never sparked a conflict. On the other hand, the northern barracks often suffer from dragon attacks crossing the water straits. The YSDF works alongside the robotic zeros, but the droids are never allowed to depart the surrounding York fields of Halyc.

Members of the YSDF receive 65% of the value for all techan equipment and weapons they trade or sell while in York.

MIXED GROUPS

Of course, one could mix both echan and techan players together into one group. Why they would choose to unite is left up the imaginations of the players or GM. One idea could be a shared past between several characters (both raised in Angel, one in Genai, the other in the main city) or a techan out of place in the world or even characters romantically linked. Either way, they attempt to survive together, flying in the face of convention insisting the worlds live apart.

In this situation, the techan must exercise caution and not wield or use magic though surrounded by it. Additionally, the character must be able to return to a bastion on a regular basis to upgrade her technology, as they are not found working in the open world nor can they purchase them from a street vendor in an echan town. Techans also

must be careful to keep their more sensitive gear away from the powerful magic items in the group or risk disruption. This problem escalates as levels progress and more powerful technology shorts out more often and more severely. This is despite the shielding techniques some bastions developed. This struggle reflects in the rest of the world as well.

CROSS BREEDS & MATING

Fae descendants are capable of mating with each other with varying success. Fae descendants and humans mate as well, with a lot of help.

Humans and fae are technically not biologically compatible even though they look similar. The first problem is time. All fae races are long lived, embalmed with an amazing degree of patience. Most fae gestations take more than fourteen months, and an opportunity for conception revolves once a year or more, not monthly as for human females. Many fae races refuse to take non-fae mates not out of bigotry, but because of fear of loneliness. Fae mate for life and the idea of outliving the short lifespan of their mate by hundreds or thousands of years frightens them. However, a strange side effect occurs to those rare situations where fae bond for life with a shorter-lived species (to which human is the only one of note). Throughout all fae species, the process of pair bonding forces both sides to give up part of their soul to the other. The ceremony, differing with each species, can take less than fifteen minutes in a private encounter, to several hours or even days in a public venue. The aftereffects stay eternally.

"Elves establish relationships through shared experiences. The more memorable the event, the more receptive they become. Did you meet her in battle? Was your initial encounter noteworthy enough to draw interest if told to a crowd?" Aiden took a minute to think, realized the truth, and sighed. "Not really," he finally said.

"Shame," Mahan responded.

Fae descendant marriages result in a sharing of one's soul. Only one side requires a fae. One can be a human or both can be fae, it makes no difference. They can even be of the same sex. After the ceremony, the effects are permanent.

- Both mates know each other's exact position within 5 miles and general direction within 25 miles.
- The side with the lesser life span lives longer. 20% of the difference between their maximum ages is added to the age of the lesser-lived species. All other age quantities are unchanged. This information is uncommon and few outside of the fae know it. The longer-lived side looses that same 20% quantity from his or her age. It's the trade-off both must be willing to accept. This also applies to different fae races with vastly different age limits. (Example: A tilen female bonds with a human male. The human has the capacity to live to 184 years while the tilen drops to 496 years.)
- Sides can both whisper messages and receive whispered replies from each other with little chance of being overheard. When each whispers, the whispered message is audible to the other if within range and within sight. Magical silence, one foot of stone, one inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the whisper. The effect transmits sound, not meaning. It doesn't transcend language barriers. Note: To speak a message, one must mouth the words and whisper, possibly allowing observers the opportunity to read lips. The effective range is 1 mile.
- Dreamspeak: After two hours of sleep, both sides can carry on a conversation as if they were next to each other. Both must be in this state so this often only occurs at night. The effect lasts for ten minutes and has no range limit.
- If one side dies for any reason, not only do all these bonuses vanish (sometimes resulting in the surviving mate dropping dead instantly if their time is up), but they also suffer a -1 to their Will and Fortitude defense for life. This cannot be removed by any means. Re-bonding to a new mate does not recover this penalty and another death compounds this further. The shortened life of the longer-lived side stays shortened.

Consider this; the majority of tilen born are females, all tall, beautiful, without blemish or wrinkle, not an ounce of fat on them. Exotic and rare with both a chill and a warmth for every desire, you could scour every royal line and not find such fortune in gaining one's favor.

I will not repeat the misguided and insufferable opinions of those wishing their demise. I am simply asking the questions that sit on so many of our lips. Look at the facts:

A) Tilen produce offspring more successfully with non-tilen than themselves.

B) Their offspring are always tilen. Sure they may have the other's hair or cheeks but the resulting race is still the same.

C) In the centuries they have lived in this age, tilen show no signs of creating a descendant species like the other fae.

I can figure two possibilities out of this. The first is that tilen have been placed on the planet to save the fae from turning into monsters. If tilen truly look the closest to the original fae like some, including them, claim, then this is a path to saving the fae species in its entirety. Second, this is the nefarious plot by evil hands to wipe out the fae, and humanity as well, by seducing them all into producing a singular species of tilen with no others. With only tilen, their population growth would grind to a crawl and they would potential decline to extinction given enough time. As they were once creatures of darkness, this theory may have some weight, making the tilen one of the most gilded plagues in all of the history.

I want to make clear this does not make them all evil. I personally believe the tilen may be innocent in this conspiracy. It would not serve the forces of evil to make them all deceitful for the truth would eventually be revealed. Tilen would have no control over their desires. It's natural as it is in all of us, to find companionship, to seed a further generation with your offspring. How could they be blamed for wishing what we all wish? I truthfully believe that if this matter is ignored, the tilen could be the only civilized people left in the world.

Logan Markus
Public Address (before his forced retirement)
Kannos

Volume 4, Chapter 3 <excerpt>

The fae female is not a scientific concept. It is an artistic viewpoint. Only in this world could such a system actually function. Since they are not evolved, their biology was not derived from a need to spread their genes to future generations. Their creation appears from a romantic whim rooted in patience, not the fevered drive of animals slaved to their hormones.

The fae female cycle is between 12 and 18 months, with longer cycles in older species. Laudenians and chaparrans have the longest cycles while gimfen and damaskans have shorter ones. Although not verified, I have been told the young races like boggs and puggs have extremely short cycles (the pugg is rumored to be only two weeks).

The fecundity of the fae is based around their relaxed approach to reproduction. Fae simply don't share the animalistic need to create offspring at the rate humans do. Their diet and environment never affect them as all elves tested share this constant fertility rhythm regardless of how or where they were raised. Damaskans surveyed in ten different villages and cities all share the same period length. Unlike human females, fae don't synchronize the menstrual cycles.

Additionally, fertility never reaches a peak with fae females. Once reaching puberty, it's basically like flipping a switch. There is no escalation or crest in their hormone levels. Despite their low conception rate, I have not seen a single case of female or male infertility among them. Miscarriages are nonexistent. Females continue to have the same chance of conception from 50 to 500. Reports in the archives testify to laudenians having children well into their thousands. Given this, a single laudenian female could potentially have hundreds of offspring. But with their extremely low conception rate, the average laudenian will only give birth to 4 to 5 young through her extended lifespan. Male fae sperm count also does not peak or dip throughout their lives.

Even when in period, successful fertilization rarely occurs. In a group of 1000 non-bonded adult damaskan females followed for eight years, less than 5% got pregnant within four years with another 8% being pregnant over the course of full eight-year study. This occurs when both sides are fae, as fae cannot bear children with non-fae unless bonded.

Bonding, a procedure that can never be scientifically studied, improves these rates substantially. Though fertility cycles do not change, successful conception does increase. A separate study performed at the same time tracked a separate group of 1000 damaskan females bonded to a human or fae. In that group, 25% were pregnant within four years and 45% were pregnant within the eight-year study. Of those successful pregnancies, 15% involved a human parent

It should be noted that fae males also share this reduced fertility. Even given a human female's short menstrual cycle, even when bonded, the success rate of conception is significantly lower than with a human male.

In all these studies mentioned, the females were not actively trying to prevent their pregnancies. Though their cycles are much longer than humans, both male and female fae are able to prevent fertilization by will alone. Females, upon reaching their cycle, seem able to postpone it indefinitely. They cannot hurry it along, but they can suspend it. With such hurdles crippling their reproduction, it's no wonder that fae population grew so slowly for the millions of years they were supposedly living on this Earth before man.

Addendum: I recently talked to an immigrant tilen. She shared that the tilen fertility cycle breaks the needle between 24 and 36 months! Their conception rate is still less than 10% when bonded with a tilen. These odds do not increase unless the tilen bonds with a non-tilen, in which case the rate increases substantially, closer to 50%.

Dr. Shiebal Beverly
Gynecology Professor, Limshau University
Fae Biology Encyclopedia, Limshau Original Print

The longest bonding ceremony (taking three days without sleep, exchanging thirty pages of vows) is with the laudenians, who rarely ever take human mates. Laudenians share magical spirit via a special chant cast by an arcane priest. The shortest ceremony, with the tenenbri and chaparrans, takes less than fifteen minutes. With chaparrans, a tree is planted and the blood of both sides drips into the roots. With tenenbri, the two sides simply mate in private.

Gimfen ceremonies involve some poetry and vow exchanging, drinking from enchanted waters, and prayers to whatever god they worship (if any). Damaskans include vows but also exchange colored ribbons, sashes, or scarves (depending on family tradition), which the married couple wear for life. Limshau custodians exchange small blades. These blades, not much use in combat, are ornately decorated with merging family symbols. Sometimes offering said ribbon or blade is akin to a marriage proposal.

Humans and fae races cannot reproduce with each other without this ceremony. The bonded souls push past scientific barriers. Humans may not be born enchanted creatures, but they instantly become one when they bond with a fae. Their offspring are, as well. Although bonding is technically not necessary between fae races, many frown on married couples not bonding.

Several mobs of humans emerging after Attricana openly hunted fae out of fear and resentment. Humans banded together despite culture and race. Many put aside their differences out of survival. Others banded together-because of a common need to find someone to hate.

Several bastions discarded this hatred earlier, preferring to concentrate on their own development. Some continued their mistrust. Even though man suffered horrendous casualties after their war, they still greatly outnumbered the fae races emerging from the gate. The hunting cadres from both echan and techan communities dwindled substantially, but they didn't totally fade out. Because fae are immune to all human disease, females became sought after for slaves. Sexual merchants bought and sold stock from the backs of carriages for centuries. Many governing bodies attempted to close these crime rings, but rumors point to a few still circulating. Baruch Malkut, for example, still operates several slave rings. Some believe those are urban legends meant to scare fae from leaving their homes.

Though a few have tried, no one has ever successfully forced a bonding in order to extend one's life. Both parties must be willing or the procedure can never finalize. Fae never jump into marriage and few fae marriages to another fae or human have ever ended in divorce. Even when elders frown and forbid the pairing, once it occurs, nothing more is said on the matter.

Unfortunately, there resides one exception to this rule: the pagus. They somehow found a way to mate with anything successfully, regardless of bonding or not, and they do it often. Pagus can bond for life like all other fae, but this situation is extremely rare and is usually reserved for those few embracing the path of good. Bonding is strictly forbidden in Kakodomania and – in any villages run by evil dragons – under penalty of death. The reasons are unexplained. The pagus ceremony looks strangely alluring and involves hours of synchronized chanting from the couple and friends and allies around. The chants blend into a

moan that shakes the ground. Compared to the usual negative views many have of the race, this remains one aspect of the pagus still beautiful.

NOTE: No character can be created at 1st level pre-bonded without GM authorization.

FAE MIXED BLOOD

Crossbreeding fae races occur often. Because of many similarities between the many descendant species, common features are always inherited:

HALF-FAE

"Damaskans have the highest ratio of half-breeds."

"So you seek to breed, do you?"

"Just making the argument, pairings do occur—"

"Only because of Limshau. Narros keep to the North. Tenenbri to the south. Chaparrans are extremely passionate and romantic. Once you get passed the whole hatred of mankind issue, they are quite rapturous… impetuous… almost feral." Mahan paused a moment to exhale a sigh.

RACIAL TRAITS
Refer to ladder
Size: Medium
Fae: As fae, hybrids gain all universal fae attributes.

The Fae Ladder
Pagus > Gimfen > Damaskan> Narros > Chaparran > Laudenia

This translates to mean that, if a pagus mates with any other fae, their children will always have pagus special rules and a laudenian mating (always losing out) will always result in the other race. This doesn't mean the child will look like one parent. Like all children, they will possess certain physical features that resemble both.

Special notes:
Tilen crossbreeding creates pure tilen, not a mixed result.

RACIAL TRAITS
Average Height & Weight: Average of human and fae
Average Starting Age: 20 years
Estimated Life Expectancy: Average of human and fae
Ability Scores: You inherit the fae parent's attribute bonuses
Size: Medium
Speed: 6
Vision: Low Light

Languages: Human parent's language, fae parent's language
Skill Bonuses: +2 to any two skills of your choice
Elven Blood: For all effects related to race, a half-fae is considered a fae.
Fae Gift: Depending on the fae parent, you receive the following additional abilities:
Chaparran: Long Shot and Nature's Step.
Damaskan: Polyglot and Ambidextrous.
Gimfen: Builder, Disruption Reduction, and Techan Option.
Laudenian: Light Body and Equilibrium.
Narros: Iron Roots and Stone Blood.
Note: You may also take feats relating to these abilities, ignoring the racial prerequisite.
Human Versatility: You gain an extra feat at 1st level.
Sleep: Half-fae sleep like normal humans and don't gain fae sleeping benefits. However, they only require 5 hours or sleep a night.
Special: Tilen mixed blood are full tilen and are not half-fae.
Sensitivity: Like fae, half-fae have Vulnerability 2 Fae Iron.

When humans first found their world invaded by these pointed-eared humanoids, racism quickly followed. Most human communities openly hated them. Wars quickly broke out, but humans harboring these feelings turned to xenophobia and became the first bastions. Populations that didn't expand with technology turned either on themselves or were destroyed by predators (as those communities had no allies to turn to). Baruch Malkut was a notable exception. Most human echan civilizations that flourished did so by declaring no ill will to their new neighbors. Laudenia and chaparrans still hold the humans in distrust and seldom communicate. Tenenbri avoid everyone equally. Only damaskans, narros, and gimfen embraced their new fellow inhabitants.

Often, despite attempts to quash the use of the term "half-elf," it still is often ascribed. Many half-fae try to use the term "minaan", which is damaskan shorthand for "Gifted from two" or "mesinaan" which is similar, but comes from laudenian as "strengths with differences," though the laudenian term is not used in their language to that effect. Unfortunately, in many communities, these of mixed human blood are labeled as half-castes or worse, half-breeds, a derogatory slur no "minaan" takes lightly.

Those born from the rarer species like tenenbri, chaparran, and laudenian often find their lives difficult. Thankfully, this problem does not occur with damaskans who embrace their children, regardless of who they are. This resulted in a heavy migration of half-fae to these cities, increasing their population. Gimfen half-breeds occur more rarely.

Half-fae don't develop nations or communities on their own. They either remain in their communities of birth or venture to others if they are not accepted. Because a half-fae is usually birthed from loving couples, if the culture forces the half-fae out, the entire family typically leaves, as well. This happens more in chaparran, tenenbri, and laudenian cultures. In others, the half-fae usually finds acceptance. The most obvious examples of this occur in Limshau, possessing the largest ratio of half-fae on the entire planet, as well as scattered gimfen communities. Their acceptance in human echan cultures depends on said culture's opinion of fae.

In xenophobic cultures like Laudenia, half-fae are outcast, forced to fend for themselves. The parents often leave before the birth, as bonding with humans in Laudenia results in expulsion. In more accepting cultures like Sal-

vabrooke and Limshau, half-fae are welcomed with open arms. In human circles, feelings towards them depend on how the community responds to integration. Some fearing the fae ostracize the half-breeds as much as the laudenians do. Half-fae rarely attempt entry into bastions. It's never advised.

I always found fae genetics to be odd. Despite the confusion, their genes do appear to follow rules, just adverse to our own. For damaskans, it seems blonde hair is a dominant trait. This encouraged me to delve deeper into discovering the other qualities of their genes. Did you know that all fae carry a mutation on their 16th chromosome? Well, I assume all fae. I tested all but laudenian and pagus DNA. The FTO gene seems to preclude obesity regardless if the gene is a homozygote or heterozygote. These genetic mutations appear to carry into humans, as well. I tested half-breeds from elf and human pairings and found when genetically matched, the elvish zygosity seems to write new rules of dominant and recessive genes.

I know, I know, too technical. I will delve into the details later. But try this one on: Human traits such as baldness and predisposition to addiction and obesity never seem to survive the procedure while some of less repute theorize that elvish genes, dozens of generations earlier, brought blonde hair back to the human race.

Doctor Richard Phelps
Symposium on Echagenetics,
Angel Northern University
940 A.E.

PHYSICAL QUALITIES

Half-fae share the most dominant characteristic of their fae parent. Their ear size is half of the human size and the fae parent. They are also between their parent's heights. Their skin tone is always the darker tone. Magic often forces submissive genes into dominance when humans and fae breed. Blonde hair will sometimes surpass black, blue eyes over brown. Thankfully, the fae parent filters out genetic defects or inherited disease. Human physical features not seen in fae (like freckles) often pass on though baldness and obesity seldom do. Half-fae may grow beards regardless of their fae parent.

Note: Half-fae breeding with another half-fae produces another half-fae, using the fae hybrid chart to determine the fae traits emerging. Half-fae breeding with a pure-breed fae brings on another half-fae, same as mentioned before. A half-fae breeding with a human brings another human into this world. Though they may have certain inherited traits from their fae parent (eye and hair color), they are still totally human.

CREATING AND PLAYING A HALF-FAE

Because a half-fae results only from bonded parents, raising one is a blessed affair. The child often grows in a family in love, despite the feelings of the community. Half-fae rarely encounter abuse within the family. They seldom abandon their loyalties. Only acts of fate can result in a half-fae not having a normal childhood.

This, of course, assumes both parents are good. Evil parents can commit whatever atrocities they want to their children.

Half-fae, as humans, develop their personality more from how they are raised than what their racial stereotype denotes. Ones raised in open and welcoming cultures like Limshau grow similar to the other members of the city.

In creating a half-fae, a player must determine which side of the family the fae parent resides and what specific fae he is. This will help create a believable back-story. There is no recommendation on attribute preferences except that the skew will be more to the fae parent.

Despite a probable pleasant childhood, when a half-fae ventures into the world, she might encounter problems in traveling. Some nations accept those of mixed blood as no different than any other citizen while others revere them as much as other fae. In locations where fae are reviled, half-fae don't fare any better. Their unique heritage may stave off lynching but a beating following banishment would be an accepted alternative. This assumes a human nation, as entirely fae communities that deride mankind still consider themselves too civilized for such harsh action. Half-fae, for the most part, tolerate this unpredictability. Many believe they are the future of the planet, the eventual course for everyone. Together, as one mixed species, the planet's population can truly be in peace, to unite against the coming darkness.

Half-fae often let the winds call them to the open country. Though longer lived, like their fae parent, they still desire to seek adventure like their human progenitor. This makes them the best race to play because they have the versatility of humans with the exotic strengths of the fae.

ROMANCE

Baruch Malkut considers Limshau the greatest threat to their ideals of the world. Not only does Limshau endorse public opinion and free speech, it also approves of the mingling of blood between fae and man. This is seen as nothing less than devil worship by the fundamentalists of Baruch Malkut.

Their opinion is in the minority. The majority of mankind trapped outside of bastion walls looked upon their fae neighbors with captivated eyes. In the decades after first contact, many suitors attempted to woo fae maidens, some for conquest and others for marriage. This seldom worked. Initially, the fae were skittish of mankind. Most initial meetings ended in violence. Eventually, saner minds began to reach out. Still, the mingling of breeds would not occur for many more decades. In the first century, the entire planetary population of fae-human hybrids could be counted on a single hand. Most of the time the fae refused a human wooer, not because of racism, but because of a fear of being alone for the centuries after their mate dies.

No record was ever chronicled about which cross-couple was the first paired, though it is assumed to have been with a damaskan. As is usually the case, it probably occurred from shared experiences. Not a single fae race or nation condones arranged marriages, not even within their royalty. Fae establish a connection that overcomes personal

beliefs and interests. Most of the time, this remains mere friendship, though this comradeship can be as resolute as any marriage. Occasionally, it continues to form an intimate sharing of souls, and the two sides bond for life. This surmounts such pesky hurdles as age, sex, or race. As humans and elves shared time, bonded cross-couples began to emerge.

In nations like Laudenia and Dawnamoak, pairing fae with human is frowned upon or outright forbidden, mostly due to racial purity and a fear of losing one's blood to another race. This fanatical view is not held by the majority of others. Chaparrans, more than laudenians, are often more approachable outside of their nations. Tenenbri are frequently more approachable the farther one travels from the labyrinth of tunnels in Vanaka. Narros discipline and their preferred environment has made interracial couples relatively uncommon. The same goes for gimfen, but with them, it's their visible age that turned some away. This leaves the vast majority of interracial couples from damaskan blood. Since Limshau permitted and encouraged mingling races on every level, the kingdom became the hub of romantic voyages of those looking to pursue exotic tastes.

In the end, most suitors encounter failure. Despite being quixotic, elves are skittish to bond, especially damaskans known for their distant emotions when in public. Fae often act alien compared to common human customs. They are all brutally honest and find deception rather repugnant. Coupled with their long lifespans and aged wisdom, most wooers are apprehensive to speak up. Fae do not fall in love in a day like humans. For them, it takes time and most pursuers don't have the necessary patience. Because of this, cross-couples seldom occur outside the large echan nations. Nearly 99% of all half-elves in Canam are in Limshau. It accounts for a very small proportion of the kingdom's population (some say less than a thousand). Those doggedly determined to win the favor of a fae's attention can be rewarded with a prize greater than the trophy of the exotic catch or the years the bond offers.

The town nurtured a business of escorts and travel guides armed with allies and swords. Rising costs forced some committed pilgrims to chance the journey alone. Traveling west only led to Angel so few non-humans needed any reason to enter. Aiden didn't care for the radical ramblings of a few humans refusing to adapt to the coming winds. They entered the town on horseback late in the evening, during heavy rain. They planned on a simple night's rest. Acquiring assistance on the journey appeared unlikely with Raven in tow. Maybe others on the same path would welcome the company, regardless of the shape of one's ears.

The town learned advanced construction and even maintained a simple system of internal plumbing. At this late hour, gas powered lamps flickered with flame. A thumping racket echoed from the tavern as the three riders approached. Raven slipped off the mount as if falling but landed perfectly on her feet. Aiden and Mahan followed.

"I wager we keep trekking," Mahan finally admitted through the shadow concealing his face behind the green cloak. "It's too big a risk."

Aiden threw his hood back to allow some rain on his face, "We're sure to attract raiders. It's the time of year. The larger the group, the less tasty the target. We'll chance the tavern." Aiden passed Mahan and approached Raven. She was quiet, already reaching the front oak doors to the tavern. A carved wooden sign hung overhead read Matoko.

Mahan looked at the name and the ambience. "Really? A tavern?" he called to Aiden. Aiden, already nearing the door, turned to face him.

"What?" Aiden shrugged.

"A tavern." Mahan repeated. "One of books must appreciate the irony. How many fictions begin this way?"

"You saying we'll get in a fight?"

"I'm saying we'll get in a fight."

Aiden looked back at the tavern, then to his friend. "Seems clichéd, don't you think?"

"You're a wizard with a holy man and an elf entering a tavern on a rainy night. Just saying..."

"Not every story was true."

Mahan walked up the stairs to pass Aiden to the entrance. "I swear, if I was a betting man…"

There was a weapon check at the entrance. Mahan offered his scimitar, Aiden, his short blade-clean and virgin to blood. Raven, covered and with the shape of a child, passed by unsearched. They found their seats away from the bar, among others sharing drinks and meals without notice. Many outsiders still found the temperature uncomfortably cold. Wandering travelers wishing anonymity, or just wishing to look dark and mysterious, kept their traveling robes firmly with hoods up. The band of drums, flutes, a pair of violins and a bizarre misshapen double horn filled the room with a cacophony of clashing styles with little skill.

"As said, if I was a betting man," Maham mumbled. Both men found seats around the elf.

The rather tall and well-endowed passing server passed a glance at the elf who kept her eyes down, attempting ignorance. Raven always remained quiet in crowds. Custodians were like that, shy and secluded. The noise and boisterousness unsettled her. Aiden felt for her isolation. He didn't intend to remain long and started to scan the room for those standing out, those preparing to undertake the same journey. Aiden's eyes quickly assessed the room.

Mahan leaned forward to Aiden. "Any moment, I expect armed guards to storm in looking for 'the chosen one'," he joked.

"It's pretty bad, I'll admit. Kinda fun though."

The server orbited around her area and returned to their table. "What can I get you lot?" she asked.

Aiden snapped in, "Yes, I'll have stein of mead!"

"Pardon?" the server responded.

CHAPTER THREE
LIFEPATH

"Where are you from?" Aiden asked. "You're far too smart to be a village priest."
"Not sure if that's a compliment or an insult to village priests," Mahan answered.
"I wasn't trying to be rude."
"And I didn't take it as such, my friend." Mahan closed up the bags and threw them over his shoulder. "Taskin Kada."
"From Abidan, that explains a lot."
Mahan furrowed his brow. "Does it now?"

The world is a vast and varied. Cultures and customs developed with no outside influence for centuries. Huge kingdoms formed and claimed land, occasionally absorbing smaller ones in the expansion. With man, there were immeasurably different traditions despite being a single species. This is a unique aspect of man the fae do not share. Narros in Fargon are the same as the narros in the Finer Fire Pits. Human influence resulted in the damaskans of Limshau deviating from the traditional damaskans of Damasia across the ocean.

Where on Earth a player chooses to nurture her character can radically alter the result, influencing the chosen class and even their destiny. In Amethyst, players are encouraged to choose a lifepath, which is a set of distinctive additional bonuses dependant on the character's birth and development in the setting. This is an extra benefit and costs neither a class nor a feat. The GM has final approval over all lifepath choices and can veto any inappropriate selections. Not all are created equal and they are broken up into three categories:

Regional: You originate from a unique location. You are born and live the majority of your life in this territory. You are not forced into this path if from this region but it is the common choice if born here. You could have been born elsewhere, raised here, and still inherit said abilities.

Discipline: Although some disciplines are rooted in specific regions, this path is for those that commit themselves to a specific field of expertise. A discipline doesn't offer as many bonuses to skills but does have the highest number of additional feat choices later. It often leads to an available paragon path exclusive to this choice. There is no recommended class choice when choosing a discipline.

Supernatural: There are only three ways to tap into magic: the words of Pleroma, the mixing of elements (alchemy), and the natural unexplained gifts of an exclusive few. You are a member of the latter. You possess exceptional abilities that cannot be readily explained. Some ascribe it as a divine gift while others view it as the next step in the evolution of the species. Others simply believe themselves especially sensitive to the saturation of Attricana. When choosing this path, you are a distinct individual. Only one character in a player group should be permitted to choose a supernatural lifepath. This gift is bestowed from birth and occupies the mind of the character so much that they gain no benefits from choosing a region or discipline, despite where they were born. They can be born from anywhere on Earth, but receive nothing additional other than their gift.

A player may choose only one lifepath at 1st level. Unlike class powers and feats, this choice can never be altered. Several feats have a specific lifepath as a prerequisite. A lifepath should promote a more fleshed-out personality, encouraging greater role-playing over the grind of continuous combat. The incentive of a deep, colorful history should be the reward over a few minor bonuses.

Nothing Appealing: If you find no lifepath interesting, you may still select a region of origin and gain a +2 to

History for that region and a +1 to Diplomacy and Bluff when dealing with people from that area.

ANCIENT WUXIA

Path: Regional
Prerequisites: From Genai, Fargon, or Limshau

BENEFITS

Devout Belief: You gain training in Religion or Acrobatics. If you select a class with those skills as options, you gain an additional +2 if you select them again.

Proficiencies: Choose any one Simple or Military Melee weapon and gain proficiency with it. You also gain a +1 proficiency bonus with unarmed attacks. This bonus increases to +2 at Paragon and +3 at Epic. Your damage with all unarmed attacks is 1d6.

The narros love to take credit for influencing the ancient Asian martial arts, as well as their mythology and culture. They place a lot of pride in this and were happy to see the pillars of disciplines replicated and honored for thousands of years to emerge virtually unchanged with their return. Some humans don't appreciate the assumption, claiming the narros had no influence in the development of human martial arts. Damaskans make no such claim and only admit to a mild cultural inspiration. Those from Limshau absorbed so much human culture into their nation, it's hard to determine which was fae influenced and which was originally a human concept. Despite this disagreement, three similar styles of unarmed combat emerged in three different regions in Canam. It is thought those from Limshau gleaned theirs from their Genai neighbors when so many residents of Angel left to help build the empire of knowledge. The narros from Fargon were too remote to have this claim. Their discipline stems back to the old age, where they perfected their art over millions of years, another thorn to them, as humanity was able to create more complicated systems with greater physical and mental conditions in a tenth the time.

One trained in this practice may prefer weapons endowed with magic, but a follower of wuxia is not helpless while unarmed. This path does not encourage violence. Instead, it is designed for self-control and mental clarity. Many narros and humans teach this discipline alongside book studies and commit time to its practice as another might perform aerobics in the morning. Some practitioners refuse to apply their discipline in a violent fashion, believing to do so would be a failure of their philosophy.

For others, to commit this practice to violence is a logical progression. Some take this to an extreme, using it only to benefit themselves. Others are considered heroes, fighting for noble causes and refusing to stand idle while the innocent suffer. These adventurers love sparring and often duel aggressively with allies to test their mettle and skill. Though not a requirement for friendship, it goes a long way to match a wuxia in combat. Even enemies matching their skills in a fair duel will garner respect.

BASTION OF ORIGIN – ANGEL

Path: Regional
Prerequisites: Human, born and raised in Genai or Angel. Refer to the Bastion chapter on the city of Angel

BENEFITS

Bonus language: Your historical connection to the builders of Angel combined with your mercantile relationship with the Genai grant you Sinitic as a bonus language.

Skill Bonuses: +1 Regional History (Angel, Antikari, Crax, Torquil, and Xixion)

Naïve and Tactless: You have a -1 penalty to all Charisma based skills when used against echans.

Proficiency: You prepared yourself before taking on the world. You can choose one of the following feats: Akimbo, Burst Fire, One-Handed Small Arms, or Ground Vehicle Proficiency.

Techan Classes, Skills, Feats: You can choose a techan class at 1st level. If you select the Skill Training feat, you can select techan skills. You can choose techan feats including techan multiclass feats.

Starting Bonus: You gain +50 uc in starting money.

Although Angel does not fear the outside world as much as Sierra Madre and Mann, they still insist on keeping that world as far away as possible. They even erected a vast wall to keep the enchanted world out. Angel characters from Genai should be counted as techan humans. Angel residents still know enough of the outside. Ones leaving are either nomads hoping to find riches or part of a defense force patrolling the outside of the wall, hunting down the raiders that plague the forests around the city.

Angel characters are not exposed to the enchanted world for much of their youth. The televisions don't talk about it. Books don't discuss it. Even schools avoid the topic. Like tales of oversized mutant rabbits carrying baskets of eggs or jolly obese contortionists offering gifts to children, eventually the truth is revealed. In this case, it turns out the fantasy world is real. With the echan town of Genai within the walls, one would expect Angel residents to be tolerant to the ways outside. The adverse is actually true. Angel threw a massive wall up to shield themselves from having to acknowledge the reality of what's around them. Very few leave. Those that do frequently commit to military missions or follow childish dreams inspired by excursions into the echan town hidden in the shadow of the southeastern wall.

BASTION OF ORIGIN - MANN

Path: Regional
Prerequisites: Human, born and raised in Mann. Refer to the Bastion chapter to read up on the city of Mann

Mann characters face an uphill struggle. They may not return to their bastion of birth and are considered outcasts. They may still wish to follow what they know and use technology rather than magic. Mann characters either take jobs in other bastions (easy because they often know of and/or

BENEFITS

Class Adept: You select any one skill you are trained in. You add a +1 bonus to that skill.

Skill Bonuses: +1 Regional History (Mann, and York)

Naïve and Tactless: You have a -1 penalty to all Charisma based skills when used against echans.

Techan Experience: You gain Science as a trained skill.

Techan Classes, skills, feats: You can choose a techan class at 1st level. If you select the Skill Training feat, you can select techan skills. You can choose techan feats including techan multiclass feats.

wield high technology) or they roam the outside world, selling what they find in echa to trade in techa.

To gain the benefits from choosing this path, a character must have lived in Mann for some time. Perhaps they committed a crime or took a liking to the outside world and were ostracized for it. Leaving might have been by choice, but the separation was not amicable, as Mann never allows its residents – especially the ones with needed skills – to leave. The Mann character is most likely alone and clearly the most inexperienced with dealing with the outside world. Despite the circumstances of the escape, the Mann character may be the most fundamental in her beliefs. If following technology, they not only dislike magic, they despise it. Among other techans, the member from Mann is looked upon with respect and trepidation. Mann is the most advanced Bastion in Canam, as well as the most mysterious. No one attempting to enter has ever survived and those that have escaped have a mark on their head, for the knowledge locked in the character's mind is a dangerous commodity to be allowed to roam outside of their territory.

BASTION OF ORIGIN - SELKIRK

Path: Regional

Prerequisites: Techan human, born and raised in Selkirk. Refer to the Bastion chapter to read up on the city of Selkirk

BENEFITS

Miner's Eyes: You have lowlight vision in dim light but under bright light, targets have concealment outside of 10 squares.

Combat Implements: You are proficient with the maul, warhammer, or warpick.

Brother Tongue: Narroni is not considered an echan language when gaining additional languages with the Linguist feat.

Tact: You don't receive any techan penalties to Charisma-based skills when rolling against echans.

Techan Classes, skills, feats: You can choose a techan class at 1st level. If you select the Skill Training feat, you can select techan skills. You can choose techan feats including techan multiclass feats.

Characters from Selkirk are born into a world of darkness and live most of their lives in the mines. Ones that do depart know of narros through trade and military patrols and find their company acceptable. Selkirk seeks to make the Pass of Dianaso safe. Others trek south to find warmer climates and warmer beds. Those that end up taking root around Angel often sign up for military duty outside the walls.

There is a stereotype attributed to Selkirk, that the residents are all brutish and loud. This is unfortunately true. The chances that a character from Selkirk stems from the mines are high. They have been trained from birth to extend their body's endurance and survive conditions that would kill most others. Since they must serve the military at one point, they are also trained to live in the outside world.

They are renowned soldiers and rarely does a single Selkirk grunt lose a hand-to-hand fight against an equivalent rank from any other bastion. They are usually the most prepared in the open world and don't often experience the culture shock that plagues many other techans.

BASTION OF ORIGIN - SIERRA MADRE

Path: Regional

Prerequisites: Human, born and raised in Sierra Madre. Refer to the Bastion chapter to read up on the City of Sierra Madre

BENEFITS

Skill Bonuses: +1 Regional History (Sierra Madre, the Gloom)

Naïve and Tactless: You have a -1 penalty to all Charisma based skills when used against echans.

Fast Learner: You may also choose an existing trained skill and gain a +1 bonus to that skill.

Resistant Equipment: All TL0 gear you begin with, as well as any TL0 gear you purchase from Sierra Madre directly, gains a +2 to saving throws against disruption.

Techan Classes, skills, feats: You can choose a techan class at 1st level. If you select the Skill Training feat, you can select techan skills. You can choose techan feats including techan multiclass feats.

Those away from Sierra Madre are the most unprepared for the outside world. Those that find the courage remain hidden throughout the planet, analyzing what they find and returning it to their home for study. Even though they possess unique technology, they strive to adapt what they find to better their own society. Because the majority from Sierra Madre follows a faith of internal meditation and personal discovery, many brave the landscape outside to fortify their souls and open their minds.

A techan from Sierra Madre is often considered the most naïve of any bastion resident (save perhaps for the youth in Angel). Being underground, the population has had virtually no contact with the outside world. Not even Selkirk can boast that level of isolation. Unlike Mann, swept up in xenophobic paranoia, characters from Sierra Madre are the most hopeful for a time when the two worlds can live together. Their technology is the most advanced on Canam in the field of disruption resistance but they remain locked tightly in their underground fortress. Of all the techans found in the open world, those from Sierra Madre are the fewest.

Being from Sierra Madre, characters take their strength more from their own skills than on the technology they flaunt. Despite being naïve and prone to cowardice in the face of enchantment, those from Sierra Madre are the quickest to adapt when forced to. This also means the majority of those from the underground bastion rarely return, taken in by the whispers of a fantasy world.

BASTION OF ORIGIN - YORK

Path: Regional
Prerequisites: Human, born and raised in York.

Note: Refer to the Bastion chapter to read up on the city of York

BENEFITS

Skill Bonuses: +1 Regional History (Gnimfall, Mann and York)

Tact: You don't receive any techan penalties to Charisma-based skills when rolling against echans.

Saturation Penalty: Your Saturation Point at 1st level is preset to 5 and can never go below 5.

Prepared: One basic TL0 firearm of your choosing gains shielding for free.

Techan Classes, skills, feats: You can choose a techan class at 1st level. If you select the Skill Training feat, you can select techan skills. You can choose techan feats including techan multiclass feats.

Starting Bonus: You gain +50 uc in starting money.

With no walls around, the people of York welcome tourists and travelers. However, they secretly lament the use of magic. Those taking advantage of their friendliness and flaunting such enchantment find themselves victims of the mob. Due to the prevalence of passing magic users in York, citizens neither fear nor loathe the echans. They prefer living their lives with air conditioning, elevators, and parking meters. York citizens leave the city often as they may reenter when they wish. They are one of the most commonly seen techans in all of Canam. York is also the most aggressive with their borders. Instead of a great wall, York keeps a vast expanse of open fields patrolled by a large militia of soldiers and low-tech robots known as zeros. They must stand on constant guard from attacks. They also operate a counter-intelligence organization that monitors activity within the rival bastion of Mann.

Characters from York have known about magic from the day they were born. They see it passing through the city to the docks. The main highway is a common route of passage of all residents and is the only safe route for echans in the bastion. York characters have gotten used to not voicing their opinions on the world outside. They privately bemoan the enchanted world and what it has sullied man into. Other bastions look at York with distrust, believing one false step could send a massive EDF burst throughout the city it, demolishing the brightly lit bastion and causing it to crumble into the madness of magic. With the massive population of the city, this is unlikely.

A character from York has had the most experience with echans despite their feelings towards them. They also probably know someone that has ventured into the outside world and returned to tell the tale. Of all the bastion-born, those from York are the most romantic and experience the largest number of emigrants of any techan city. Thankfully, they are the largest growing, so this small migration is not noticed.

BOTTLED BEAST

Path: Discipline
Prerequisites: Tilen (non-elder)

BENEFITS

Regression: You gain Regression as an alternative utility power.

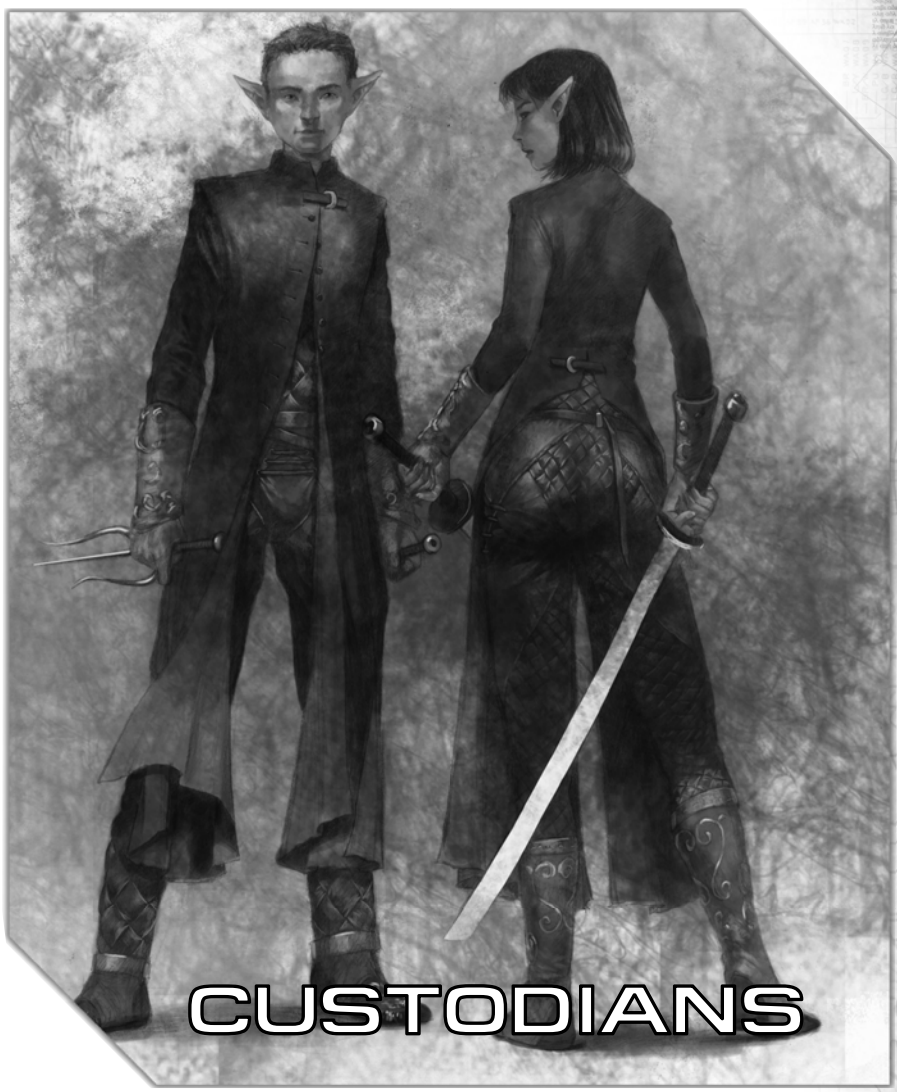
Regression	Utility Power
You lose your temper and regress into old ways.	
Daily • Martial	
Free action	**Personal**
Effect: You gain a +1 bonus to Strength-based attack rolls and a +2 bonus to Strength-based damage rolls and temporary hit points equal to 5 + your Constitution modifier until the end of the encounter. During the same duration, you cannot activate any class powers that use Charisma, Wisdom, or Intelligence as a bonus anywhere in their description. You also cannot use any mental skills.	

Tilen loathe the idea of returning to their roots. The elders remember the old ways and detest their traits more so than their descendants. The elders preach the ways of redemption with an emphasis on the obligation to repair the damage caused by their hands and others in the name of syntropy.

Although virtually every tilen follows this tenant, not all of them agree to ignore their inner strengths, despite the worry it may cause a regression to old habits. When their blood pumps too quickly or if adrenaline starts to flow, their previous characteristics surface but only on a visible layer and they remain themselves in every way that is important. Some think greater power sits buried within and proper meditation and self-control could tap this resource without risking degeneration. Many tilen consider it too much of a risk and elders prohibit the practice. This has not stopped some trying, often with noble intentions.

This eventually creates a moment where the tilen gains a heightened sense of his or her surroundings. They hear the footfalls of all their enemies, the beating of their hearts, their lungs heaving with exhausted breath. The tilen's blood pumps faster. Muscles quiver and spasm. They move with speed and agility unseen, weaving through enemies, delivering quick and deadly blows, like a four-legged predator racing through a herd of prey.

There is no set discipline, no books to read, and no teachers to find to learn this talent. Each tilen must discover the necessary circumstances to bring this inner power to the surface. Because of this uncertainly, some consider it too risky and many tilen would be prepared to kill a loved one if she went too far down this path. The tilen are a fragile people, few and scattered, dedicated to repairing the damage they committed centuries ago in another life and they will not risk further damage to their reputation.



CROSSROAD DRIFTER

Path: Regional
Prerequisite: From the Continental Cross

BENEFITS

Survival Instinct: +1 to Thievery, Streetwise, or Bluff. You gain a +1 to Insight rolls when out of combat.

Always prepared: You get a free standard adventurer's kit or techan adventurer's kit.

Unusual Childhood: You can replace one automatic language at character creation with another. It must be a human or fae-based language.

Echan

Always Ready: Gain a 10 gp discount off your first weapon purchase.

Techan (must be human)

Techan Classes, skills, feats: You can choose a techan class at 1st level. If you select the Skill Training feat, you can select techan skills. If you select a techan class, you can also multiclass into techan classes. You can choose techan feats.

Heirloom: You gain a free one-handed small arm with the immune property. The weapon is functional but practically worthless due to its age if sold.

Many individuals are raised in a stable environment, dependant on reliable income from parents that are always present. The Crossroad Drifter is not one of these lucky people. If they actually had a family, they were nomads or merchants. Regardless, nearly every wanderer, in packs or alone, eventually migrates to the Continental Cross—the singular highway that bisects Canam. There are thousands – if not tens of thousands – of miles of road that criss-cross the continent, but these are mostly unnamed and unmonitored. Only the Cross has regular patrols and has been cleared wide enough for three caravans to sit side by side. It is generally accepted travelers will pass oncoming traffic at least once a day. It is the only safe route to Angel and the only direct road that connects the bastion, through Antikari, to Limshau and Gnimfall. Large tributary roads break off to several nearby free houses and the kingdoms of Kannos, Abidan, and the Finer Fire Pits.

Because of slow travel time and the long distances between locations, thousands of are born with no real home to speak of. These drifters learn to walk early in life and never stop moving for the entirety of their lives. Despite loyalties to family present or passed, they prefer to keep few ties. Their homes are temporary bed, wagon, and stable rentals. Crusades, causes, or jobs they take on are often considered peripheral and they never believe them obligatory. They refuse to be tied down to rules or by the laws passed down by some egotistical government, despite the number or veneration of the rulers.

Even if a fae, a drifter cannot stand the idea of staying rooted in one place and the company they keep should share that desire. They outlive their welcome early as they don't consider diplomacy a useful talent. If feathers are ruffled, these nomads simply pack up and move on.

CUSTODIAN

Path: Discipline
Prerequisites: From Limshau

Behind the white walls of Limshau, elite guardians patrol the hallways, defending knowledge and people against anyone wishing to destroy such riches. Because of the tight confines of narrow city streets and alleys, this elite force eventually developed a discipline revolving around fast movement and quick, decisive strikes at critical enemy weaknesses.

BENEFITS

Proficiency: You are fully proficient in any two Limshau-grade weapons of your choice. You gain all additional benefits with them. You are also proficient in Limshau kawabari armor.

Custodian training: If you use your Intelligence bonus for your Reflex defense and AC, you can replace Strength with Dexterity for all your melee-based powers. This choice must be made at character creation and cannot be altered.

Note: If you choose a power that benefits from Strength and Dexterity for damage, then add Dexterity twice.

"Very common among the damaskans, I've heard. I've never seen a custodian that young. I mean she can't be more than a hundred."

"Ninety-five."

"That proves discipline which will be very hard to crack. How long have you known her?

"About a month."

"Shall I inquire as to the details of you two?"

Aiden glanced to Mahan and squinted slightly. His head tilted. "Nothing?" he said.

Mahan opened his mouth to ask, paused, but spoke anyway. "I'm sorry, are you asking something?"

After an attack from a large and somewhat organized bogg force 300 years ago left a section of the geology branch in ruins, Ravenar Limshau III decreed that a specific echelon of elite librarians be trained exclusively in combat, relegating their librarian skills to a lesser importance.

Before custodians were named such, there was Stratos Stormguard, a master of all arms and trusted ally of Ravenar Limshau. He stayed behind to watch the flock when the leader went on crusade. Stratos developed the martial practice all custodians would soon follow. The martial art was known as "Gorna Sersannis," though later masters would use the modern English term "Lotus Blade." Oddly enough, Stratos preferred the use of a halberd to the common twin swords employed by most custodians today. Stratos is one of the few to use both ends of his weapon without losing balance. He advanced his art to perfection before even attempting to train another. In the end, he required Ravenar to fill in the gaps in the defense Stratos could not satisfy. It would take 150 years before Stratos considered the discipline finished. By then, he had already taken control of the city of Zorahn by request of his commander.

The new discipline incorporated an agile battle stance, able to maximize maneuverability in a restricted field of movement. Heavy armor weighed down combatants and blocked the advance of reinforcements. Shields also proved a hazard. Pure speed became the greatest ally, along with the insight to anticipate and counter a foe's every move and attack. Lighter weapons were preferred. The discipline of the custodians finally found form. In their natural habitat, the custodian finds no equal. They soon discovered how effective their abilities were when sent outside the city.

A custodian's priorities are on the freedoms of all. Free speech and the written word are both worthy causes for a custodian to die for. Some abandoned those beliefs, turning away from their great city. These rogues seek adventure for their own satisfaction, but no evil soul survives the training process without being discovered, and it is seldom necessary to hunt deserters down.

A loyal custodian outside the walls stands ever vigilant to fight for the freedom and the retrieval of information. Being sent on fact-finding missions or quests to retrieve priceless tomes, a crusading custodian climbs the tallest mountains and digs into the deepest dungeons to seek their treasure. An independent soul still believes in the value of his training but seeks personal adventure more than the acquisition of knowledge.

DAWNAMOAK KITARRI

Path: Discipline

Prerequisites: Chaparran, Strength 16, from Dawnamoak

BENEFITS

Great Pull: If you select the Far Shot feat, the range increase is +8.

Power Arrow: If you select the Power Attack feat, you can apply its effects to ranged weapons as well as melee weapons.

Many of the tales about chaparrans describe them as phenomenal archers, able to send arrows clear over the horizon to strike a bull's-eye. They carry bows of inflexible wood only they could coax to bend. When a chaparran fires his bow, the arrow flies with enough strength to pass through trees or skulls. When images of these archers come to mind, people are thinking of the Dawnamoak kitarri.

Technically the order did not originate from Dawnamoak, having derived from a much older chaparran forest -nation from the previous age. With the immigration of echa, all the grand masters of kitarri-kansi (the martial discipline) were gathered by Sylvanakassus to her three tower trees of Jibaro and allowed to perfect their art. It was thought originally this effort was meant to compete with the emerging custodian martial art. Sylvan insisted this was not the case. Regardless, chaparrans from all over the world converged to the towers to accept training. They returned to their people in hopes of passing their skills on to others. In every situation, the second generation kitarri was a pale imitation of the original student. Eventually, potentials were sent straight to Dawnamoak to complete their training under the grand masters, all of whom are alive today. They are Korrissesssoro, Marrisikorna, and Skylenaskanna, the latter being the only one to have left the towers. Skylen took her knowledge to other forests to train their chieftains and splinter-hounds (the leaders of a splinter-pack). The other two grand masters have forbidden her to teach non-chaparrans the art, a directive she doesn't necessarily agree with, but follows nonetheless.

With the exception of the rare kitarri trained under Skylenaskanna, all adepts of the discipline must embark to Dawnamoak (unless already living there) to receive the black-bow of the order. No chaparran would even think of wielding a black longbow fraudulently and a non-chaparran

carrying an original black kitarri bow is considered a dire insult. Most kitarri live in the nation pierced by the three tower trees but most chaparran villages across Canam can claim at least one citizen of the order.

DEATH HUNTER

Path: Discipline
Prerequisite: From Jairus

BENEFITS

Corrupted Resistance: You receive resistance 3 against necrotic. This increases to 4 at 11th level and 5 at 21st level. You also gain a +2 bonus to defense and saves against attacks with the fear keyword.

Jairus was a poor mining village with a small but promising lumber industry. Centuries ago, word came from the lips from dying immigrants from the south of the collapse of a great kingdom of men. The bravest of Jairus took it upon themselves to see the extent of the calamity. They expected to see razed buildings and scorched soil. They were not prepared for the Black Marsh of Sana.

Some great curse had taken the entire land, spreading into the flora, the people, and the sky. Thick, black oil – unable to burn – seeped from the ground. The few plants that did grow, had no color or leaves. The Jairus militia found only empty huts and keeps. They never found a single body.

Then they saw the shadows move. Silver claws lashed from the darkness and only a handful of the group escaped to tell the tale. The first legends of the marsh were born and generations later, brave warriors take it upon themselves to venture into the marsh in hopes of destroying the armies of corruption. The Jairus death hunters believe that if the shapeless wild of the Marsh are destroyed, the marsh will weaken. The true key to its elimination is the discovery and destruction of King Sana's old castle, Kardia-Gothas, the source of the plague.

To prepare themselves for the traumas of the marsh, recruits are taught to control their fears by undergoing a battery of ordeals to tax one's mental stability. Outsiders claim this leaves emotional scars so cavernous that incoming terrors simply fall into the depths. They assert that death hunters are no longer stable and would be prone to sudden, unpredictable acts of extreme violence if they didn't temper that need with excursions into the Marsh. The hunters may possess some demented addiction to such horrors. If Kardia-Gothas were to be found and destroyed, and the Marsh was to fade away, the death hunters of Jairus may turn on their own people in some manic dependence on sadism.

Outside of their duties, death hunters are detached and unfriendly. They are not necessarily mean but care nothing for manners or etiquette. They speak blatantly of their personal demons including simple addictions to the perverse pleasures of dominance and masochistic activities. They are neither welcomed at parties nor do they make a point to socialize with groups. Even those with a shred of charity left don't reveal those emotions and their rare acts kindness often come to the surprise of others.

Jairus death hunters skirt the line between nobility and wickedness and many admit – even to themselves – that they have crossed the line, believing only their oath to eliminate the corruption of Sana and other infections like Tranquiss, Ixindar, and the Necrosea keeps them from turning on those they swore to protect.

DOPPELSHIDO

Path: Discipline
Prerequisites: Narros, Strength 16

BENEFITS

Double-Form: If wielding a weapon two-handed, you are counted as wielding two weapons for the purposes of applying the benefit of two-weapon feats. Choose one "versatile" weapon to be used with Double-Form. You must be proficient with chosen weapon. Your chosen weapon is the only type of weapon you can receive these bonuses from. You may purchase magical versions later, but the specific weapon type cannot be changed.

Normal narros circulate through many careers in their early life, only settling on their final calling after experiencing many others. Families support this for their youth and adult narros can often claim many feathers in their caps. A few find their calling early and desire no other. They take to weapons as quickly as their eating implements, learning early skills by swinging at shadows and driving their blunt wasters into benches and walls. When their talents are allowed to develop, they crave no other path.

In a few cases, these narros are granted an audition to tutor under (and possibly become) one of the ravnorra lords. They undergo brutal training including walking and running for hours laden with heavy weights, as well as beaten on with sticks over their legs and arms until they no longer stumble or wince. They are not allowed to choose a weapon. The master chooses one best suited. They learn every balance point, every edge with the capacity to kill. The narros learns to use every inch of the weapon in the art of war.

By the time they reach adulthood, they can perch upon the hilt of their weapon, edge in the soil, and stand in a field without falling. They can twirl their swords behind their back, juggle them between their arms, and strike on the upswing as well as well as the downward cleave. These proud knights of narros take positions as the honored guards of kings and favored guests. They climb the ladders of prestige and set themselves apart as the most devout disciples of combat.

Their path to perfection, however, is not yet over. The final test still awaits—becoming a ravnorra lord, the greatest and most legendary line of narros in history. These fae equivalents of ancient samurai are considered the greatest soldiers of all the fae and the envy of every doppelshido student the moment they pick up their first blade.

The majority of narros that join multi-cultural adventuring parties begin their lives as doppelshidos. Whether or not they intend to pursue the final tests is dependent on their individual personality. Some found the final grueling tests too taxing and escaped with basic skills and little

honor. Some encountered may be masterless ronin, their sworn lord or father felled by a coward's weapon. The lost student must now follow an unfocused path in search for vengeance, which may never be fulfilled.

EXPERTEERING ENGINEER

Path: Discipline
Prerequisite: Gimfen

Gimfen developed a way to prevent their existence from shorting out technology. This permitted them to slowly build a technological industry. They were one of the very last species to break off from the first fae branches. They like to claim that their race's capacity to hold technology without disruption proves them to be the final form of the fae – the end result, the ones meant to escape the cradle of Earth.

The inherent problem with this theory is the fae's natural imperceptiveness of technology. They developed a language, a culture, and an expanding empire. They forged swords, laid down paths, and erected communities. After a certain point, however, they simply stop. Any desire to fashion an industry falls in the face of their mechanical inability. Some claim this stems from a lack of scientific evolution preventing an instinctual push to better themselves and their community. Despite their wisdom and creative brilliance with poetry and song, they lack the drive to push

BENEFITS

Techan Adept: You gain a +1 bonus to Engineer.

Widget Bag: You keep pieces handy for on-site repairs. You have enough parts on hand for 200 uc worth of repairs. These parts cannot be sold or traded. They are useless to others. The bag weighs 5 lbs. It cannot be disrupted and the parts work with the device you attempt to repair. You can increase the size of this widget bag later by investing in more widgets. Every 500 uc adds another 1 lb. When you reach paragon tier, the bag's weight drops by half and every additional 1,000 uc adds another 1 lb. When you reach epic tier, the bag's weight drops by half again and every 100,000 uc adds another 1 lb. Once invested, you do not get this value back. When you scavenge technology, the GM may award a certain value in uc of additional widgets. You can only use widgets to repair and modify items.

Adaptation: You learn how to reverse engineer technology you acquire and gain the ability to rebuild it with increased insulation and redundant electronics and gears for it to operate in ED fields without disruption.

First, you must find or purchase a piece of technology with a rated tech level of TL0 and TL1 (later feats can improve this). You dismantle the item and reassemble it. The new item replicates the old in every way except it grows in size and weight. As a result, many large items cannot be converted.

You must be trained in the Engineer skill to adapt anything. The time to accomplish the adaptation is one day (8 hours of hard work) per tech level of item. You must also invest uc = 25% the original cost of the item (round up). You may use your widget bag for this cost. Its weight increases by 100% if it weighs less than 10 lbs, +50% if it weighs between 10 lbs and 50 lbs, and +20% if it weights over 50 lbs.

Weapons: One-handed small arms become two-handed small arms. Two-handed small arms become heavy weapons. Heavy weapons cannot be adapted as they would be too large for an adventuring party to carry (though rumors suggest a few grind towers have them built in). Speciality weapons and grenades cannot be adapted. Weapons requiring tripods when adapted automatically come with one during the procedure.

Power Armor: Because the increased weight and the need to adapt it to gimfen appendages, power armor's check penalty incurs a further -2 penalty.

Medical gear and professional equipment cannot be adapted. Neither can battery cells as they benefit from the shielding of the adaptation while inside the weapon (EDF checks are only for batteries when outside of equipment). You should purchase an EDF muffler bag. Batteries cannot be adapted as the procedure would drain the battery in the process.

The original item being adapted is not retained as it is taken apart and incorporated into the new shape. This new shape is no longer sleek or beautiful. It is ugly, clumsy, and heavy. It spits, whines, and creaks with every movement, seemingly on the verge of blowing apart at any second, though never doing so. The technology looks clumsy, with exposed tubes and cables running to backpack mounted insulated power packs. Goggles are massive helmet assemblies. Armor hobbles around quickly, shifting its weight left and right like a drunken narros. Worse, the style of adaptation is unique to you. Only you know exactly how you adapted the item and attempts to teach others the technique results in utter confusion for anyone other than a gimfen with equal craft ranks. Even if explained, the exact supplies would be required, including the original item.

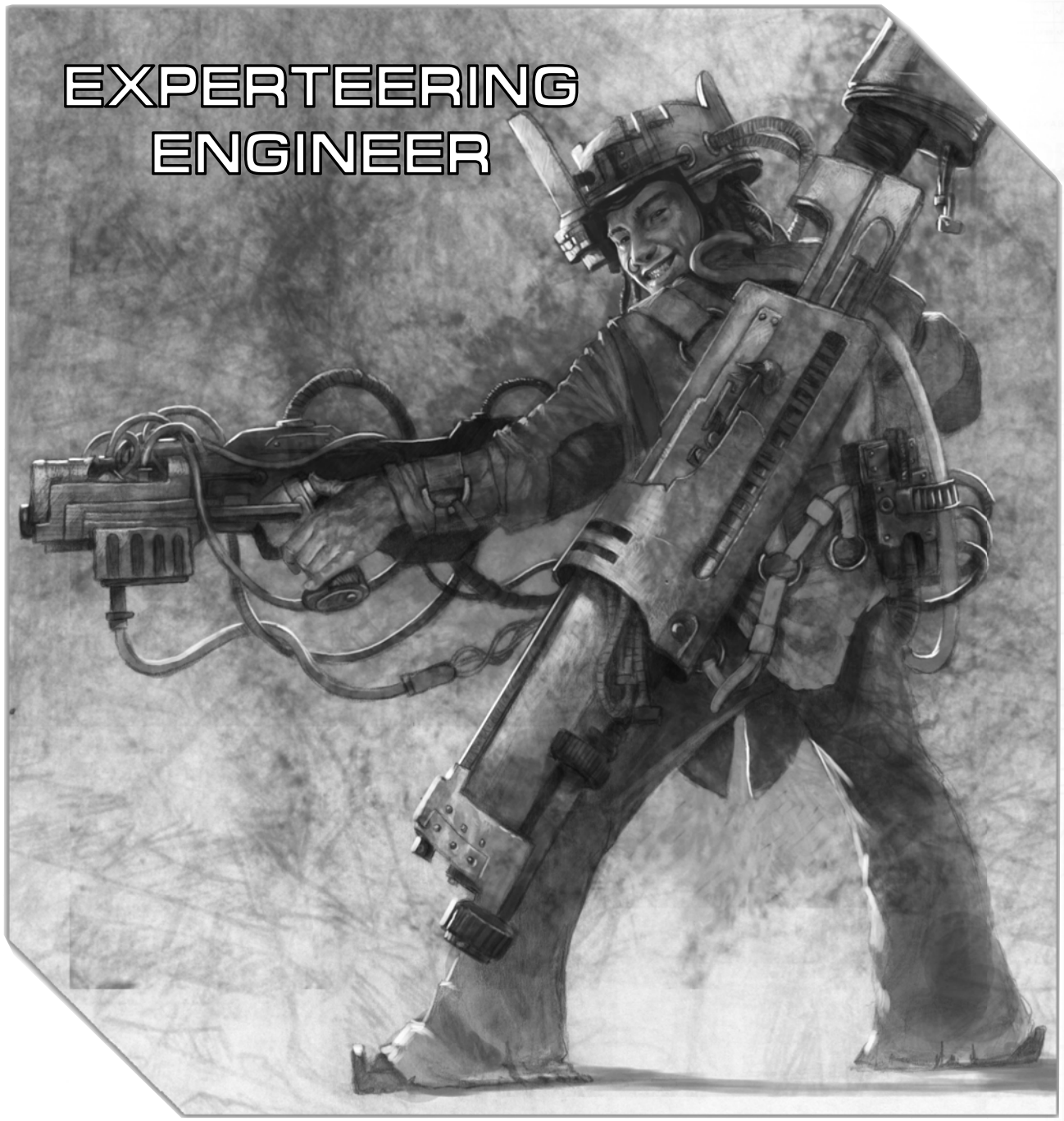
Further, the item adapted is so fragile and requires so much fine-tuning by you that, if the item is given to another to use, it breaks after a round. Not even another gimfen could figure out the eccentricities of the device before it fails. As a result, you can neither lend nor sell your monstrosities to anyone and they are only useful to you.

You must spend 5 uc x tech level of the item from your widget bag each week for every piece of adapted technology you possess to keep them running. You can trade gp to uc or directly into widgets on a 1-to-1 basis if find a techan merchant willing to trade. You do not need to maintain TL0 technology, though it can still disrupt if you do not adapt it. They break if not maintained.

You are proficient with using your adapted technology even if you didn't have the proficiency with it previously. If you have a laser gun, you are proficient with that specific adapted laser gun, but not the original or others you find along the way.

Results: Adapted technology does not disrupt from ambient EDF. It can still disrupt from active attacks (EMP weapons) or if an attempt is made to enchant the weapon.

EXPERTEERING ENGINEER



and dominate their world, a natural byproduct of a short-lived evolved species.

The gimfen, although developing a resistance to technology, still lack the drive to develop their own, especially in comparison to the fast pace of mankind. For thousands of years they languished with the few advances they stumbled upon through mere luck. All of that changed when they returned and discovered humanity. The short-lived hairless apes found industry and technology second nature. Gimfen cannot innovate, but they can replicate. After gleaning every nugget of information they could acquire, they started to adapt what they learned so it could operate outside the walls of bastions.

The gimfen engineer is the result of this growth. Instead of hiding inside or underneath the grind towers of Gnimfall or the dozens of other communities around Canam, they embark into the outside world with this newfound knowledge. They travel the world finding technology they can either use outright, or return home to their people. Their greatest ability is their knack to reverse engineer human technology they encounter and modify it to operate without disruption in the lands of magic. Most employ this ability in the field of high tech weapons, but some utilize it with standard gear as well. They are limited to what they can adapt, as the result is usually clumsier and substantially larger than the original. Gimfen engineers are an unusual sight in Canam. Rare though they are, their presence proves that technology's eventual dominance over magic is inevitable.

FARGON DISCIPLINED

Path: Regional
Prerequisite: From Fargon, Narros

BENEFITS

Specialty: Choose one more skill from your chosen class's trained skills to be trained in.

Master Class: At character creation, choose one trained skill among those chosen from your class. Once a day, you can re-roll one unfavorable roll for that skill.

As is their way, most narros dedicate the entirety of their energy in the application of the task at hand. They reserve nothing for the possibility of failure. They consider one plan, one option, one course for their life. There is no casual hobby. When a narros enters the military (which most are required to do for at least ten years in their youth), they think of nothing else. Waking at sunrise, they train until the fall of night. Others turn to spellcraft. Some embrace medicine. Many take to the mines. When they finally choose their preferred career, there is very little that will change their minds. And in turn, they throw everything of themselves into that path, rejecting hobbies or passing fads. Despite this being a common stereotype of nearly all narros, the ones in Fargon take this course to near fanaticism. Each city has a certain skew towards a certain path, but it hasn't changed a broad range of dedicated warriors and wizards coming from the sprawling kingdom in the North.

FREE HOUSE CITIZEN

Path: Regional
Prerequisites: Born from any Free House in Canam

BENEFITS

Local Knowledge: Receive a +2 to all Regional History rolls dealing with your free house of choice. You also choose to have an additional +1 bonus in one of the following skills: Arcana, Nature, Religion, Stealth, Streetwise, or Thievery.

Expanded Language: Free Houses are often multicultural. You gain one language from the following list: Argose, Damasan, English, Englo-Lingo, Indic, Narroni, Onsespeak, Romanic, Semetic, Sinitic, or Slavic.

A very small segment of the echan population in Canam considers themselves free from obligations. They have no debts and answer to no one but themselves. With growing concerns of raiding bogg and pugg swarms, the number of truly free people dwindle daily. Many congregate around the huge nations of Canam like Limshau, Kannos, or Baruch Malkut. Others try desperately to win favor in a bastion. Many others simply settle for one of the many free houses across the land. The free houses are sovereign states squeezed between and around larger kingdoms. They are relatively self-sufficient and, despite their pride, spend most of their diplomatic capital towards earning favor with a larger kingdom. They do this either through trade goods or noble marriage, though the latter is unsuccessful with the fae houses.

Those raised in free houses must contend with a chaotic upbringing. Free houses are renowned for being unable to supply the needs of their people. There is not enough food, not enough shelter, not enough clean water, and not enough law enforcement. Those adept in the skills required for adventuring often acquired these skills from nefarious sources – robbing or pilfering their necessities on the streets. Before finding their calling, many of these travelers lived a sordid past with sins they would prefer not bring up.

On the converse, those seeking adventure with roots in a free house may have come from a rich peasant household, adorned in the rare and costly purple-dyed tunics that set them apart from the serfs. It's possible they were related to royalty or to a family with ties to the inner circle of the aristocracy. Why these individuals would choose to leave such a station could be obvious or rooted in issues best suited for privacy.

If their path keeps them around their homeland, they will obviously have needed expertise when dealing with the local customs and practices. If outcast, they may wish to remain as far away from their home as possible.

HALFMASTER

Path: Discipline
Prerequisite: From Kannos

BENEFITS

Proficiencies: You gain proficiency with all polearms and the quarterstaff.

Habaukeedo: As a move action, any polearm weapon in your hand can shift from being a reach weapon to a non-reach weapon as well as an off-hand staff. It now counts as two weapons, though the staff end is not enchanted if the other end is (you cannot enchant both sides). If you used the weapon as a reach weapon that round, you gain no benefits from two-weapon feats or powers. You cannot change your stance until the beginning of your next round. You cannot use Habaukeedo if you are wearing heavy armor. You can use Habaukeedo while on a mount.

Not everyone in Kannos is privileged enough to be trained on a horse since learning to walk. As Kannos lacks fruitful mines, their only other major donation to warfare is their renowned spearmen. There are dozens of different schools in Kannos teaching a different approach to spear and lance use. Some soldiers are trained how to use massive spears that root in the ground while others learn how to tuck a lance under the shoulder and brace for a solid hit. Some launch them to distant enemies while others prefer their use as thrusting weapons in close combat.

The most exclusive and taxing discipline is the art of habaukeedo, which involves using every inch of a polearm. This brings the weapon closer, holding it more like a quarterstaff. Like all soldiers in Kannos, halfmasters were forced to take to the field with inadequate armor, and the need to deflect incoming attacks the best they could, resulted in the evolution of the art.

A halfmaster may hold the weapon out long for a decisive kill before the opponent's weapon could sneak in, but then they may switch to a tight formation when surrounded.

It is thought the art of Habaukeedo derived from either the narros or from human allies in Genai. Unlike a slow and disciplined spear wall, halfmasters often leap out in a charge, running after enemy squads after the cavalry had broken them. They seldom form lines with other halfmasters, preferring to allow room for their wide range of attacks.

HERBALIST

Path: Discipline
Prerequisite: Wisdom 14 or higher

BENEFITS

Ethnobotany: You gain Heal as a class skill. If you select it again with your class, you gain a +2 bonus to that skill. You also gain a +1 bonus to Nature.

Wildcrafting: You gain a medicine pouch (wildcrafting bag) which offers 20 temporary hit points. If using any power that restores hit points to you or another, using second wind, or spending a healing surge, you can heal additional hit points by pulling from your crafting bag (up to 10 per instance, 15 at paragon, and 20 and epic). Hit points pulled from the bag are lost and must be recovered. Through standard adventur ing, you recover 5 hit points a day in temporary hit points (10 at epic). The GM may also award temporary hit points dependant on certain conditions (skillful nature or perception rolls). You may also purchase increases at a rate of 1gp/1 temporary hit point in certain shops. You cannot have more temporary hit points in your wildcrafting bag than 20 + your class level (so, you could have 21 at 1st level). At paragon, this total increases by +10 and at epic, it increases by +20.

Passed from master to disciple, this old knowledge reappeared when the advanced technologies of MRIs and catscans fell apart in the world of magic. By using whatever is found or on hand, an herbalist can perform basic medical aid. An herbalist can recreate analgesics, sedatives, or even stimulants. They can sterilize wounds or simply determine which nearby plants are edible or poisonous. It is not uncommon for an herbalist or wildcrafter, as they are also known, to pick leaves, berries, or stones from the ground as they walk and this talent has earned some of them positions of authority in smaller or less developed communities. They are even revered in a few locations where they are given the title medicine man or shaman. A lesser accepted (and more derogatory) term is witch doctor. This is not a magical art, nor is it a pseudo-science like homeopathy. The techniques the herbalist uses are tested and proven knowledge passed down through centuries of trial and error. In this new age, more items of benefit can be found on the roadside, but the wisdom hasn't changed.

INCARNATE

Path: Supernatural
Prerequisite: None

Many of the fae claim an intrinsic connection with the primal elements. Impossibly graceful laudenian children, and narros youth with an intuitive understanding of stone and earth are two examples of Attricana's whimsical influence.

BENEFITS

Descent from Harmony: Choose an Incarnate Element from the list below:

Air: Once per encounter, if you move, you can pass through 1 square without having to acknowledge its terrain or any creature within it. You do not provoke opportunity attacks during this move. You cannot pass through a wall.

Earth: You ignore difficult terrain if that terrain is the result of rubble, uneven stone, or earth.

Fire: Once per day, if struck by a fire attack (from an enemy, an ally, or yourself), you can spend a healing surge as an immediate reaction.

Water: You have a +5 bonus to Athletics when swimming. In addition, if you fail a swim roll by 5 or more, you only fail by 4 or less. Also, once a day, you can breathe water until the end of an encounter (or five minutes if out of an encounter).

The Incarna are those rare individuals with the ability to harness these forces and direct them. Each Incarnate generally reflects their bonded element in both personality and appearance. Chaparran Fire Incarnates can be very quick tempered and rash, even for a chaparran, whereas Earth bonded narros' stoic, reserved nature would set them apart from the majority of their race. An Air Incarnate is generally flighty, imaginative, and difficult to pin down in conversation. The Water Incarnate is subtle and usually adapts to any society he or she is living within.

It can be difficult to discern an Incarnate from birth, but the telltale signs begin emerging in early childhood. Earth bonded children's voices are coarse, their skin easily calloused. Air Incarna are very light skinned, where the Fire bonded is dark, almost bronzed. Of all the Incarna, only water is easily discovered as not many children can swim underwater for hours at a time without surfacing.

KAVALIER

Path: Discipline, Regional
Prerequisite: Must be from Kannos

BENEFITS

(All benefits require the rider to be riding a natural beast)

Like rabbits up there: You are given a riding horse for free. Said horse is especially well trained. It receives a +1 racial bonus to Reflex, Fortitude, and Will defense and a +2 to Intelligence.

Grace and Lithe: If you select the Mounted Combat feat, you can also mount or dismount your steed as a move action. You suffer no penalties by riding your mount without a saddle.

Equestrian Evasion: You may choose the Equestrian Evasion as an alternative utility power.

There are horsemen and cavalry across the world. Some are honored and have a long lineage. It takes an especially brilliant soul to be among the chosen of the Kannos cavalry,

Equestrian Evasion
Kannos Kavalier **Utility Power**

You and your horse dance around incoming fire as you trample down your foes.

Encounter • Martial, Mounted
Move action **Personal**

Effect: While on your mount, you make a move action. You may move, run, or double move. If you remain out of combat by the end of your turn, both you and your mount have a +4 bonus to AC and Reflex defense until the beginning of your next turn.

the elite kavaliers. What distinguishes a Kannos kavalier from other mounted military is the lack of heavy armor. Kannos is rich in fertile land. Huge livestock populations begot the largest number of horses in Canam. They are weak, however, in mineral resources and must trade with the narros and their human allies in Janoah in the East. Since most farms had to survive on their own, every farmhand, stable boy, and wrangler learned to ride and control a steed the moment they could balance on two legs. By puberty, reins were an afterthought and the saddle was an indulgence rarely taken. They could only afford bows and swords. Armor – especially barding – was an extravagance few could afford.

Kannos kavaliers ride light in armor and nimble in their saddle (when they use them). Their horses are lifetime partners and often share sleeping quarters.

Some traditions match a young fighter to a steed early in life. The squire and mount live their lives responsible for the other, loyal to the end. They form an unspoken bond and never leave each other's side, save for the odd tavern wench. More often than not, kavaliers prefer the company of their animals to people and often sleep in stables as horses make great alarms.

The front lines of a Kannos army are populated with such simple cavalry, offering the illusion of an inept and under equipped host until it charges.

Kannos kavaliers are quick on both two feet and four. They leap upon their mounts without a stir and drive even the most skittish animals into combat without a stutter. There is no greater waste in warfare than a trained warhorse with an incompetent rider and there is very little more dangerous than a Kannos kavalier and his mount.

KNIGHT OF THE WALL

Path: Discipline, Regional
Prerequisite: Must be from Abidan

BENEFITS
Proficiency: You are proficient with all shields.
Shield Lock: If a knight and at least two allies (but no more than four) link their shields and form a wall, their line receives an additional +1 to AC. At 21st level, it increases to +2. They also receive a +2 to defense against charge and bull rush attacks. If the wall is successfully broken, forcing the wall to number less than three, the bonuses are lost. The wall cannot move.
Note: Allies benefitting do not require the Knight of the Wall lifepath.

On the bridge Tethuss, the holy warriors of Janoah live their lives in defense of a single cause—to protect the south from the pagus hordes threatening to sweep down the continent. Though some of them braved the waters or pushed through the mountains, most pagus still believe the fortress of Janoah is the easiest way to cross.

The knights on the wall, behind the buttresses and manning the bridge, never initiate invasion. They are rarely taken from their footing. Their defensive stance turns into an offensive one and opponents find themselves facing a fortress of shields covered in spikes and blades.

This knight looks to his shield as his primary ally. By combining their efforts, many knights can link to form a fortress against attack. This practice began with the first assault across the bridge, where thousands of pagus ran across to assault the walls. The front line facing the hordes were ill equipped and the wall behind had yet to be completed. The phalanx held fast, with the front warriors standing guard with light shields on each arm while forces behind held onto long spears. The pagus could neither push nor break the wall and the battle was quickly won.

To date, few have ever bested a Janoahn knight in shield and sword combat. They are proud to stand on Tethuss and few ever leave the fortress. Some do though, venturing either across the bridge, or south from the city. The reasons may be their own, but their shields represent their honor, so are never separated from them. They avoid mounted combat and prefer to be charged rather than the ones charging.

An entire industry has stemmed from this art form. Shields built and released from Janoah circulate across Canam. Even pagus were seen using them, though only the knights on the Bridge wield them properly.

"Your Knight Commander's a real bastard," Aiden started up. "You should check him for rabies."

Gram didn't touch his plate. He only sloshed a mouth of wine. "His loyalty is proven, despite his tactics."

"You're going to tell me his heart is in the right place?" Aiden took in a sip as he asked, also keeping his distance from the food.

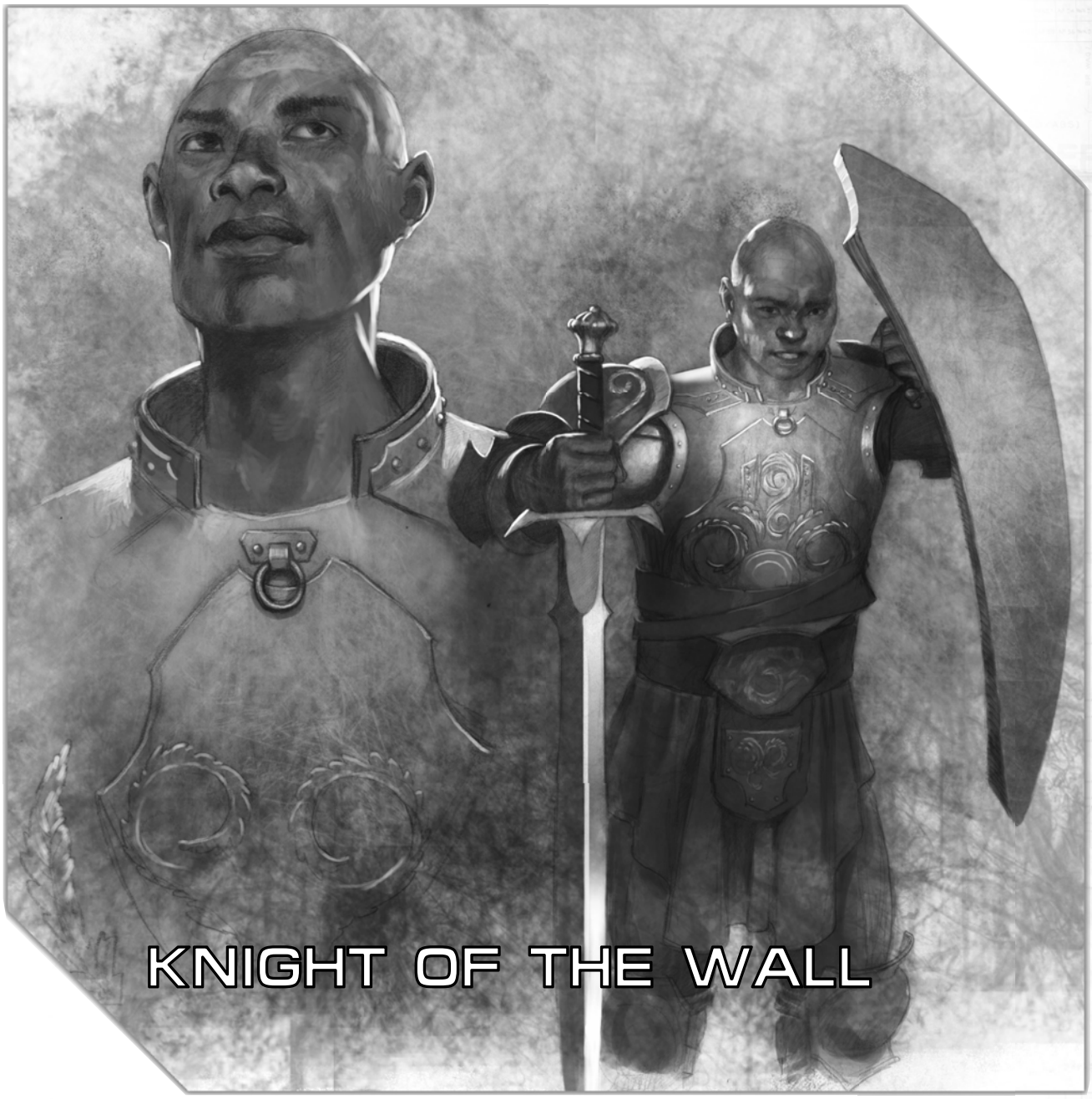
"No, he lost it somewhere in his colon."

KOANA STUDENT

Path: Discipline
Prerequisite: From Limshau

BENEFITS
Dedicated Researcher: You gain a +1 bonus to Arcana.
Arcane Comprehension: A spell carries a spark of life within it. Once per encounter, as a free action, you can re-roll a missed attack roll for any at-will spell.

It is said Limshau's rise to prominence as one of the world most respected and admired nations didn't reach a stride until it absorbed nearly 5,000 humans from Angel, thanks to



KNIGHT OF THE WALL

Ravenar Limshau IV's "Crusade of Knowledge." Until then, all damaskans were the same across the world. It was at that point the obsessive drive to record history reached a fevered state. Damaskans had always been social creatures with a preference for learning and acquiring knowledge, but they were somewhat clumsy in their application and book-binding was a complicated procedure few of them had mastered. The printing press was just beyond the capacity of most elves to discover on their own. The influx of mankind changed that, which explains why, after only 500 years, damaskans in Canam look and act slightly askew from those across the Ocean. The addition of the printing press catapulted their society in a direction unheard of before with the fae. As no books or scrolls came with them when the gate opened, the damaskans only had their memory to work from and, even then, few remembered the details of their history. It was assumed they were similar to the damaskans of Damasia – towering spires filled floor to ceiling with color-coded scrolls with little else to differentiate them.

Given that, it is thought the prevalence of the book totem didn't become fashionable until the damaskans gleaned what they lacked from the human immigrants. Damaskans maintain they developed book binding thousands of years before the exodus but simply lacked the push to learn the automated press. They do admit, however, the circulation of books in the old age was reserved almost exclusively for the early damaskan wizards.

Today, Limshau sports the greatest number of wizard academies in Canam, though not the largest actual schools. Larenoak in Dawnamoak, the Logos Academy in Abidan, and the Elsis Tower in Laudenia are all much larger and

more prestigious, though all pale in comparison to Kirjath-Sepher on the other side of the world.

There is not one school that stands out in Limshau. All of them are respected in different ways. Nearly three hundred years ago, they allied to found the Koana District—a geographical unbound organization of all the schools in the Limshau kingdom. They set a standard of quality control maintained by every school. Despite different learning techniques and totem endorsement (though the book is still overwhelmingly chosen), every Koana academy must follow strict guiding principles which includes heavy arcane study, daily lectures, and rigorous repetitive exams and workshops. Unlike other fae schools, which try to apply a theological approach to magic, supporting a "gut intuition" and encouraging natural talent, Koana schools maintain that true wizard mastery only comes with heavy research and exercise. A Koana student is expected to remain at the school for at least 12 years, though they are encouraged to remain longer if they wish.

LAUDENIAN MAGE

Path: Discipline
Prerequisites: Intelligence 14, Laudenian

BENEFITS

Trained Since Birth: You gain a +1 to Arcana.

Instinctual Defense: You gain resistance 3 to psychic or radiant attacks (pick one). This resistance increases to 4 at 11th level and 5 at 21st level.

Totem Adept: If you chose the Staff as your totem, you may choose Wisdom instead of Constitution as the bonus to defense against a single attack (See the D&D 4E PLAYER'S HANDBOOK on "Staff of Defense").

The arcane arts might have originated with the dragons, as all the words of power derive from their language, Pleroma, but it is the laudenians that created the modern wizard that circulates the world today. They found a way to tap into the holy language of the oldest magical race and transplant the capacity of their written form into totems that wizards can use in the application of their art. Until then, all fae were in awe of the power of dragons and forever slaves to the whims of Attricana. Laudenians, frightened by the concept of being slaves to anything, even Attricana, tried to discover a way to control it. This path began because of a dire need to prevent the degradation of their species from the influence of magic. They hoped the words would uncover a way to control the chaotic power of the gate.

They failed in this endeavor but did discover a way to harness some of the gate's power through the use of the dragon language. They believed that by learning how the dragons direct their power by focusing on a single word and all that that means, a wizard could replicate the same effect. The laudenians, somewhat ignorant to change, found the staff the most reliable totem and never supported another option. Eventually, the chaparrans would adopt the same when several of them stole the knowledge from acquiescent laudenians. It would not be until the damaskans arrived that alternative totems emerged. They embraced the book and soon after, the narros also developed a similar practice utilizing shields and weapons.

In the modern age, nearly every race uses every form of totem available except for laudenians, who still stubbornly use the staff. They have used this single implement for their totem since the dawn of their species, having claimed the original fae showed them the wisdom in the choice. Damaskans believe it is the original fae, not the laudenians, who developed the knowledge before they vanished. Laudenians refute this of course, and there is no way to prove either case.

Unlike any other casters, the laudenians are known to be the most numerous in proportion to their population and the most powerful on average. They know this and make a point of reminding those who know, don't know, or don't care.

LIBRARIAN

Path: Regional
Prerequisite: From Limshau

BENEFITS

Branch Expertise: You gain a +1 to Regional History (Limshau). You also gain an additional +1 to either Arcana, History (pick another named location in Canam), or Religion.

Selected Lore: Choose a number of creatures from the Amethyst bestiary or from the MONSTER MANUAL equal to your Intelligence modifier. You are an expert on said creatures and pass all DC20 (and under) knowledge skills when recalling about their lore.

Initially, the servants of Limshau, those responsible for the organization and defense of knowledge, referred to themselves simply as librarians, a title still in use today. Modern librarians carry an encyclopedic recall of every book they are exposed to the in the wing they call home. Librarians often remain in a certain wing of the city for their entire lives.

Eventually they were no longer required to defend the pages as diligently when the custodians emerged. The librarians were delegated to the uninspiring duty of maintaining the treasures of the city the custodians protected. Their combat prowess dipped significantly in the waning centuries.

Like the custodians, the librarians have been often found outside of the walls of the cities, having taken on a duty to retrieve some precious bit of knowledge. Perhaps a single volume among the thousands sworn under their care had gone missing. Perhaps the final critical tome of a series had finally been located and this single loyal servant would delegate the responsibility to no other. As always, simply curiosity may also possess them to leave but this occurs more often with custodians as the librarians are settled in their daily tasks, taking enjoyment behind their desk.

Even more so than the custodians, the librarians treasure the written word and will most certainly carry several books wherever they go. They are also prone to chronicling every moment of their excursions from the walls. Though they may certainly possess some combat prowess, they would undoubtedly lack some of the physical disciplines to make the cut into the custodians. Often, the librarian has

left because of a singular need. They are not as prepared for the outside world, despite having intimate knowledge of its inner workings.

MALKUT OUTCAST

Path: Regional
Prerequisites: From Baruch Malkut, human

BENEFITS

Unfortunate Origin: You gain a +2 bonus to Regional History (Baruch Malkut).
A Little Nervous: You suffer a -1 to all Charisma-based rolls against any fae.
Privileged Youth: +2 to Arcana, Nature, or Religion (pick one).
Know their tricks: +2 to defense against charm effects.

"Would you prefer I take commission and sell her to Matronis?" His words were calm. Any arrogance Aiden had washed quickly. "Shall I make her compliant for you," Gram continued. "Maybe break her and sell her back?"

"Stop!" Aiden snapped and pushed the chair to slam against the table.

"Brace for it," Gram came back quickly. "Those you meet farther south won't be lying when they say that."

You are dreadfully humiliated of your origin. You were raised in a world where humans have declared themselves superior, children of the true god, and as such are masters of all creatures of the Earth. You were raised under the leadership of a king blessed with immortality. He accused others outside his realm of being heathens and heretics or worse, patsies for demons parading around in pleasant clothes and alluring skin. As judgment, these demons deserved extermination, but if they can be indentured to help the kingdom's cause to shroud the world in their greatness, so much the better. You had no option and no cause to think otherwise. You believed this was true for it came from the lips of your parents. Your teachers explained the history of the world and the slow extermination of the human race through a gradual process of corruption by whispers rather than swords.

You might have lived on a farm along with them, whip in your hand and revulsion in your heart. Then one day, or maybe over many, it changed. It is possible you always had issues with the practice. You couldn't understand how such evil could be attached to such innocence. Regardless of the shape of their ears, who were the demons that enslaved others? As a slaver, you might have been born into the career, or took to it easily in a culture that supported it, but that doesn't mean you believed in its practice. You might never have approved of the system but went along silently because of pressures from your government or family.

When you reached an age where rebellion was the norm, you might have recoiled against the business and escaped the hated reputation. Despite talents learned, you want nothing to do with your past and actively try to destroy the machine you operated within. Likewise, you might have rebelled against the system because of events that occurred late in life, when you are forced to face the sins you have committed. Perhaps you saw the eyes on an innocent fae and realized the truth of the evils you were perpetrating.

But there is no room in the kingdom for those who do not absolutely support their king in his plan for the world. You are either with King Darius and his crusade against the infidels, or you side with those fated for gallows or a cross. You must swear absolute fidelity to Baruch Malkut or be counted among the enemy. Therefore, you left, abandoning your family, your holdings, and any claim to any land. Sometimes, you appear overtly friendly to fae, trying desperately to offset any accusation that that you remain loyal to that old belief. You keep said origin secret, but you know it will surface eventually. You also believe it is fate you will eventually return to face your sins and family directly, and this time you won't flee.

REDCAP

Path: Discipline
Prerequisite: Gimfen

BENEFITS

Choose one of the following abilities:

Hip Shot: You do not provoke an opportunity attack from adjacent squares when firing ranged weapons from a shortbow. If firing an arrow into an adjacent square, the shortbow is counted as a melee weapon.
Bleeding Wound: You add an ongoing 2 damage (save ends) effect to one selected melee-based encounter attack power of your choice when you activate it. This effect must be declared when activating the power and is used up for that encounter when the power is initiated. If you land a critical hit, the ongoing damage is increased to 4. At 21st level, the ongoing damage increases to 4 (8 if it is a critical). You may use Bleeding Wound two times per encounter. At paragon this increases to 3 and at epic, this increases to 4.

Before gimfen were renowned for their capacity for suppressing the disruption of technology, they were desperate to stake a claim in some area of expertise. They were a young race broken from the damaskans late after the emergence of the pagus, at a time when all the fae were coming to terms with the possibility they may face extinction at either the hands of their corrupted cousins, or from their own degraded forms. As the chaparrans were vanishing in the forest as nymphs and faeries, and the narros into the depths of the earth as ogres and trolls, gimfen emerged as a bright, bubbly, light of playfulness.

They fought for many years to find a niche where they could excel. Because of their diminutive forms, several of them took to being fast, quick-strike hunters. They would squirm and wriggle through battle lines, striking targets as they passed through legs. They eventually chose the shortbow as their preferred weapon because of its versatility and compatibility to their size. It is even adorned on the Salvabrooke flag.

Gimfen, nearly as much as chaparrans, adore ranged combat, but – where chaparrans prefer it because it keeps them away from the blood of the melee – gimfen favor it because it allows them to strike anyone they want, any-

where they want. These gimfen love getting close for the strike, and whether wielding a bow or blade, don't find it a satisfying kill unless blood stains their clothes. This gave them a disturbing nickname – redcap – taken from human mythology most gimfen don't respond well to. Some hate the term because they don't wear hats. Others simply think it sullies a reputable profession as a close-combat warrior which commands as much respect as any chaparran ranger or damaskan fighter.

Regardless, the name stuck and some of the more renowned assassins and war heroes in gimfen history have been labeled as such. Gimfen that choose an honorable path prefer the term, "siddosamma", which means "War-fueled" in the gimfen tongue. The more wicked ones embrace the redcap legend to even the extent of donning a hat.

SALVABROOKE SEEKER

Path: Regional
Prerequisites: From Salvabooke, Gimfen; Cannot be Lawful Good

BENEFITS
Petite Larceny: You gain Thievery or Acrobatics as a trained skill or a +2 to the skill if taken as trained with the class.
Quick Recovery: Choose one of the following skills: Acrobatics, Athletics, or Thievery. Once a day, if you fail a roll with this skill by 5 or more, you can re-roll.

Gimfen are overeager to try anything once. They live their lives as the mirror opposite of narros. Where the narros eventually decide the path they would take for the entirety of their lives and never deviate, gimfen rarely settle. Many that grew near machinery have embraced engineering as chosen their profession, but their shops are often littered with half-completed projects and ideas only partially realized.

In Salvabrooke, most citizens are shopkeepers, shopworkers, or members of the small but ferocious military. Others take to thievery or careers where similar talents can be exploited. Regardless of their path, they always add a zest to their performance. Messengers run over roofs, flipping and sliding in their sprint. Tricksters are theatric and take minutes setting up their scam, entertaining their marks, and making the ruse almost welcoming in the end.

These unguided individuals love the chase – the pursuit of anything, either as the target or as the arrow. If you point them, they will run. Some apply this in a respectable craft while many employ more nefarious ones. Occasionally, they steal just for the thrill of taunting a chase, abandoning their pilfered possession around the block or even returning it and thanking the pursuer for a good chase. Some sell it back to the owner for a mild fee, claiming they are enriching the lives of those around by disturbing the order of their lives.

In the eyes of many gimfen, governments and rules are part of the corruption of the other side. As Attricana encourages its chaotic drive for life in all forms, said lives prefer the anarchy of an unpredictable existence and strive to introduce some chaos in the world around to ensure all the others remember that laws are part of a method of control and thus, part of the problem. To them, life is designed to rebel against conformities and laws need not be a requirement for civility.

These gimfen don't like being called anarchists, preferring the term seeker, as they are always searching for something they hope they never find, because the pursuit is the true purpose in life. For many of them, the chase ends when they die, hopefully a long ways away from where they started.

SQUIRE OF ABRAHAM

Path: Discipline
Prerequisites: Choose any religion, from Abidan

BENEFITS
Devout: You gain Religion as a trained skill.
Skill Bonuses: You gain a +2 bonus to Bluff, Diplomacy, or Intimidate.
Started Young: You gain proficiency in one weapon and one suit of armor.

Abidan is the religious nexus of Canam, a nation where its constitution demands freedom of religion for all. Unlike the nation of Trinitas on the other side of the planet, Abidan attempts to keep faith away from its government. It has not stopped a dedicated order of knights to be sworn under a single god. This order is known across the land for humility and valor. This is the Line of Abraham, and the envy of every apprentice in the kingdom.

A knight fights only when necessary. They carry a strict faith in themselves or in the religion they are associated with and swear absolute loyalty to that devotion and its tenets. They believe the shields of truth and virtue protect better than any armor forged by man. A potential squire is selected young and trains along side a great knight for many years, well into adulthood. Some of the most respected soldiers in the Janoahn army are still awaiting approval into the line. Eventually, one is asked to take a personal crusade—to find a personal truth and to discover one's soul in the exploration of the outside world. Only when students feel the path directs them home do they finally do so, in hopes of being accepted in the order.

To be of this group is not to be some church bound priest or a zealot screaming from a soapbox. This devout disciple has taken it upon herself to preach the word of god to the unbeliever while also defending the tenants of faith against the heathen and infidel. This champion emerges in several different lights.

This could be a crusader to inspire the masses. They march along the front line of an army, motivating troops and rousing faith in the cause. A crusader loves preaching the power of faith, usually reserving such displays for when potential combat occurs. Crusaders often lead charges, standing proud, commanding holy warriors into battle, and further solidifying their status among the others. Crusaders hope for the day when they control armies of their own.

This champion could also be a fanatic. Fanatics think of nothing other than upholding their faith against the heathens of the world. They may even subscribe that redemption falls only to the worthy. A fanatic seldom breaks a

combat stance to support an ally unless said ally shares the same faith or comes under assault. A truly noble fanatic wishes to help the needy but believes destroying one's enemy is the best way to accomplish that.

Finally, the champion could be a missionary. These followers of the faith don't consider themselves right wing extremists. They seldom enlist others for the glory of combat and rarely join an army bent for war. Surprisingly though, missionaries handle themselves almost or equally well in situations where they must protect themselves or those who need defending. Their calling forces them from the church to venture as nomads – with or without the assistance of other missionaries – into the wilderness of the outside world. There, they would not seek the believers but the atheists. One would appear not as the prancing paladin marching proud and tall, but as a simple follower, wise beyond years.

Missionaries frequently approach areas of need and depart without ever expressing a belief or preaching a cause. In their eyes, being loyal by the doctrine of their faith and helping those less fortunate, even to the point of raising weapons against evil, comes before attempting to preach to the potentials. They neither require conversion as a prerequisite for offering wisdom or assistance nor agreement with their beliefs as a condition for friendship and loyalty. They arrive to help first. Almost all settlements welcome the missionary. Of course, fanatics and paladins may enter claiming the same title. The missionary is well educated and survives alone in the dangers of the wild when others run screaming or die in the cold.

Regardless of the result, some squires never return, finding a calling far more important—a calling only a god could bestow. A few do return, shaped by the world into an either a broken soul bent for drunken tavern tales of better times or a noble knight of the Line of Abraham.

TASKIN-KADA WATCHER

Path: Discipline
Prerequisite: From Taskin-Kada

BENEFITS
Patterns in Chaos: You gain +1 to Perception, Insight, and Stealth.
Double Take: Once a day, you can re-roll a Perception, Insight, or Stealth roll if you don't like your first result. You must take the second result.

Taskin-Kada, a respected city in Abidan, developed a counter-intelligence group for the express purpose of maintaining surveillance on potential enemies, and occasionally, potential allies. This gave rise to the watchers, an echelon of individuals trained in the art of stealth to rival even the assassins from Baruch Malkut. The watchers are not spies but observers. They never steal anything other than the unaltered history revealed before their eyes. With a reputation for honesty and accuracy, the word of a watcher carries weight in an Abidan court. That reputation allowed the organization to expose corruption within a trading guild in Sclavia and recover Savarice's pilfered holy blade when stolen by thieves under blessing of Darius Konig.

When the watchers are not observing within the kingdom, the majority are committed to actions external, dealing with neighbors both friendly and hostile. Dozens patrol lands north of the Tethuss Bridge, a necessary task, though it costs the most lives. The majority of them travel south, to watch the nation of Baruch Malkut. Despite the impressive distance between the two nations, and the fact that several other kingdoms lie in between, Savarice never forgot his experiences near that land and considers the rival nation the greatest threat to Canam, more so than the pagus to the north. Taskin-Kada took an especially vested interest in Baruch Malkut. With a large Jewish population present, the people of Taskin-Kada despised the use of Hebrew words as a name for one of the most malevolent nations on Earth.

As a member, you can either be tasked by a secret mission or be one that has left the order for personal reasons. Your specialty deals with espionage in other nations and you are not cut for dungeons, though you would not be frightened of the concept.

VIVICATOR

Path: Supernatural
Prerequisite: None

BENEFITS
Skill Synergy: You gain a +1 to Heal.
Hand of the Unspoken: You gain the paladin's Lay on Hands ability as an encounter power (See the D&D 4E PLAYER'S HANDBOOK on "Lay on Hands").

Regardless of magic, despite the position or lineage, death is still certain. Almost everyone believes, with hardly an exception that souls continue past their mortal prison. While some believe the spirit rises to an afterlife, others affirm that the soul recycles from animal to animal, only occasionally being blessed into one of higher intelligence. Some religions forbid the interrupting of this process for any reason. Forcing a spirit back to its original body interrupts the fate written for that soul when god blessed that baby emerging from the womb. This never stopped the obsessed and the mournful to attempt any course of action to bring someone back from the dead.

Those that claim they are blessed with magic from their deity cannot prove their gift came from any divine power. In the end, they are con men or take shortcuts to god via some proven magic from an ungodly source.

Stories began circulating in the past centuries of aberrations of magic, more so than the already numerous oddities covering the globe. These are creatures of higher intelligence gifted with a powerful magic with apparently no source or explanation. Several monsters already flaunt powerful magic, but these are limited to less potent spells. No magical beast can spontaneously bring the dead back to life. With the greatest creatures with natural magical ability comes great size, with the greatest of the world towering over the rest. How is it then that a few humans and fewer fae have been rumored to be able to generate great magic with no source? Some of these gifted stumbled upon this talent in childhood or through puberty. Most lose control of their power, killing themselves and, unfortunately, others in

the process. Some are killed by a fearful public, declaring the youths were servants of darkness. A modicum hid their powers, turning to clerical and arcane studies to master and mask their ability with the accepted arts. No one would question how one spell is cast differently than others. This leaves a minute group that live their lives possessing a single immense power. Casting it always comes with a heavy internal price, resulting in the eventual death of the user if the ability is abused.

Despite the flamboyant possibilities, the only known ability replicated in this way is the notorious ability to heal those injured. Some even claim to bring the living from the dead. These beings blessed (or cursed) can cast said power, taking on the sacrifice in its casting or bestowing the cost on a willing other. A few have taken to being regular healers with no sworn deity with an uncanny ability to lift those from near death. All keep this power from the public eye, offering it in private to a select few with desperate causes or deep pockets. Most aware of the legends refuse to acknowledge these aberrations exist, for a hermit with life's dedication to his god could commit as great a power as the head priest of a temple. But what of the story of the child with a gift which could only be from a god? Echalogias believe this gift is the result from magical saturation. Since more humans are emerging with this power than fae, some echalogians speculate that mankind is undergoing a similar change as the fae, but in much more positive ways.

The knowledge of these beings is kept silent and the majority of the world is unaware of their existence. Though some claim themselves gifted by a god or gods, there are others that boast the same abilities with no such faith. Despite the power to heal the diseased and raise the dead in this new world, God remains unproven.

After the server left, Raven whispered just loud enough for Aiden and Mahan to hear. "Five in the distant corner." They both leaned forward to listen. "The short one looks like a hairless chick still with the tooth to break out of the egg. A naturalist I imagine. The robes mark him from Jairus. They prefer isolation and the company of men only." Aiden and Mahan darted their eyes quickly to find the group in question. They located them almost out of sight, bathed in shadow nearly behind a table divider. "The three by the band, their leather packs feature a style only seen by workers from Sykar. The young one's face appears too small for his head, probably needs glasses but refuses to wear them. Wide eyed, probably a businessman. The other across worked a farm, built like a pagus, but sits with no awareness of his surroundings. The woman carries child but not due for some time. Surprised they came this far. Doubt they will survive. They will burden us rather than offer assistance. Boggs will smell the gestation from across the forest and surely attack." Aiden spun his head around and looked across the band. Instead of seeing the family, his eyes moved past to a group of local brutes staring back. The recently finished game of billiards forced them to find other ways to expel excess energy. Aiden diverted his attention away from the locked eyes and turned back to Raven.

Mahan looked elsewhere, past Raven's back, to the bar across the other wall. "You missed one, sharp eyes." He said.

"Really?" she responded. "Your god bless you with superior vision?"

"Among other endowments," he smiled. He nudged his chin, pointing without fingers, "Bar...single one. Note the shield." Aiden turned back again, slower this time.

"Single?" said Raven, head still down, not following Aiden's turn.

"Look at the shield." Mahan repeated. Aiden stared. He noticed the black and red furs from a firewolf, a creature not seen this far west and south, hanging off the man. The figure wearing the pelt across his back looked inches taller than anyone else sitting at the bar. He sipped a small drop of heavy alcohol. When lowering the tiny glass, he laid it alongside a dozen brothers. The shield hung down from the back, held by thick leather straps. A pristine symbol pushed through mud and dried blood. The image showed a small dagger with an angled grip for punching rather than slashing. Three blades rose from the grip, one from the center, two from either end.

"Ohhh..." Aiden smiled at the symbol and turned back to the table, "No one takes a Kantis shield without tearing it away in battle."

"You know of Kantis?" Mahan asked.

"Yeah…somewhat. Encyclopedia Kakodomanica, volume four."

"You trust those books so well and you still don't count yourself one of faith."

"Mine can be disproven."

"As I am hoping you will not soon discover."

"I'll be fine."

"The lone hero dark in the corner is a cliché I have yet to see."

"Events have worked out well so far."

"Like I said...if I was a betting man."

"Yeah, yeah." Aiden gulped a mouth of water and dropped the cup. "Back in a minute." Aiden stood and weaved his way to the bar, leather pack still dangling from his shoulder. Raven raised her eyes, a little surprised at Aiden's forwardness. The tavern's dim gaslights from hanging balls illuminated her perfect complexion and sharp features. Though the ears remained hidden, the billiard players took notice and identified their victim.

Raven leaned in to speak as softly as she could and still be listened. "I do not understand the banter."

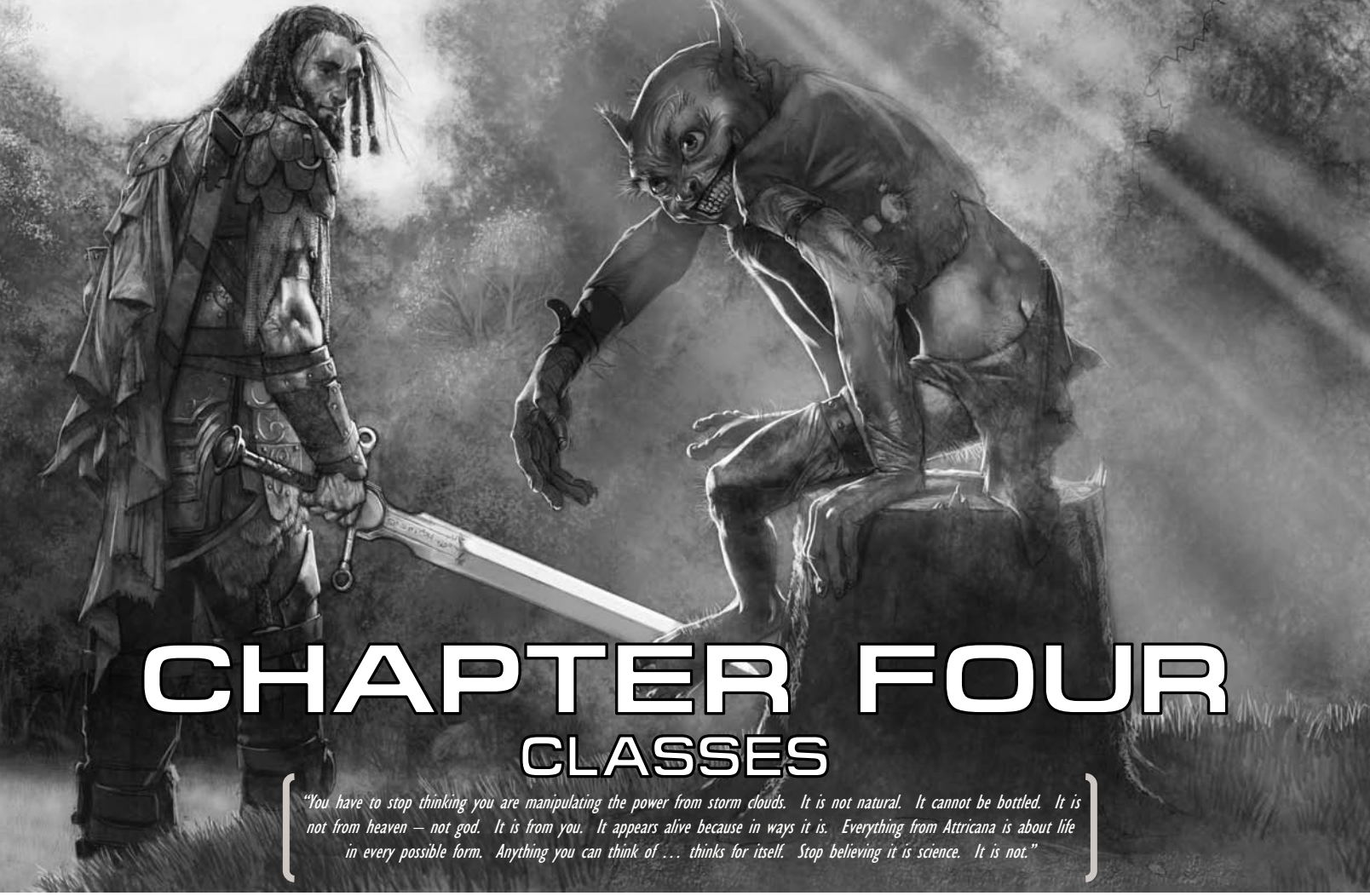
Mahan settled back on his chair rather than meet her half way across the table. "You would have to read a lot of stories by men from before. Elves every write fiction about men?"

"No."

"And yet our fiction is filled with you."

"Echalogical Influence," she explained.

"So prevalent, you gave it a name. Works of wonder, proven pure and tangible. How fortunate for the dreamer."



CHAPTER FOUR
CLASSES

"You have to stop thinking you are manipulating the power from storm clouds. It is not natural. It cannot be bottled. It is not from heaven – not god. It is from you. It appears alive because in ways it is. Everything from Attricana is about life in every possible form. Anything you can think of … thinks for itself. Stop believing it is science. It is not."

In the fantasy world of Amethyst, there are real people and there are heroes, but mostly there are real people. The tales about great warriors are often fictionalized or heavily exaggerated. This story is not about the ordinary, but the exceptional. The same is true for the world of science. Players are creating those few extraordinary examples of heroism, regardless if they wield a sword or a firearm

FANTASY CLASSES

The following classes are available from the D&D PLAYER'S HANDBOOK:

FIGHTER

(See the D&D 4E PLAYER'S HANDBOOK on "Fighter").

RANGER

(See the D&D 4E PLAYER'S HANDBOOK on "Ranger").

ROGUE

(See the D&D 4E PLAYER'S HANDBOOK on "Rogue").

WARLORD

(See the D&D 4E PLAYER'S HANDBOOK on "Warlord").

WIZARD

(See the D&D 4E PLAYER'S HANDBOOK on "Wizard").

TOTEM MAGIC

The term wizard covers a wide spectrum of spellcasters and magic users across the world. They may wish to protect good or destroy everything around. They still, however, follow one common belief: The gates contain unlimited power and sit waiting to be harnessed.

Wizards discovered long ago that certain shortcuts exist to channel energies from the gates. These came in the form of words in the ancient language of the dragons. Some take seconds to spout while others take hours, but by understanding the power of these words, a wizard can channel immense power in specific ways to create amazing affects that break every natural law of science. Wizards all share a common desire to study the behavior of these ancient words and discover new ways to utilize their potential.

A wizard's intelligence allows the recall of massive amounts of information. A wizard finds fascination in the history of the arcane, believing rules exist in a seemingly unpredictable form. It is an almost scientific study of the ways of magic.

Non-human mages revealed that certain words in vocal and written form channel immense power from the gates. This power laid with the dragons for millions of years before the fae pursued this path. These words, found in the ancient tongue of the first language ever spoken, Pleroma, connect to specific energies – akin to spells. A wizard must first understand how the word works in all ways, absorbing its meaning into his or her soul. The

books of a spell caster reflect this knowledge. The bigger the library, the greater the understanding the wizard possesses of the arcane arts.

The final key relies on the power word. The mage inscribes the word on his focus totem and memorizes it. When the mage speaks that word, the energy channels through the totem and the spell is cast. The most common focus totem is the spellbook, however, different cultures insist on different focus totems. These words may appear mundane or extravagant, depending on the flamboyance of the wizard and the distinction of his or her totem. Obviously, an orb or a sword looks flasher than a staff or book. Each spell resembles a different symbol or sets of symbols, depending on the complexity or power from the spell. Some are so large, they cannot be found on a totem and must be in their own book for recall (i.e., rituals)

Note: Wizard is the only available class experienced in Pleroma.

MAGIC SOURCE

Magic stems from one of two sources. One choice comes from Attricana, the other from Ixindar. Where Attricana is chaotic and whimsical, Ixindar is never-changing and uniform. There is little flash with Ixindar magic. It is also a corrupting force, whispering new thoughts and ideas into its caster. It is not a healthy option for heroic characters and is not available in this book. It does offer a variety of different abilities and powers, not the least of which is the replication of magic without disruption. Although not enforced, all necrotic spells are Ixindar based and should not be chosen by an Amethyst character in a canon game.

TOTEM MASTERY

A totem is required for all spells. It counts as the required implement for casting spells. A few implements can be selected as totems.

A wizard can only cast spells if his totem is in his possession (i.e., holding it or simply touching it). The word in physical form must be in hand when the wizard speaks it. If the totem is stolen or taken in combat, the wizard is powerless. Stealing a totem is useless to a thief as there is not enough information about the word for another caster to use it. Another wizard could learn the spell but by the time they understand it, they have already committed enough research to find the words on their own.

Certain high-level spells are so rare they can only be found inscribed on unique items spread around the world. Sometimes, wizards must quest for them as others would quest for magic weapons. A wizard's honor insists these items either remain in their location or be taken to Kirjath-Sepher or Limshau for storage. The wizard must be able to cast the spell to inscribe the word on his focus totem.

At 1st level, a wizard chooses a totem. Specific totems offer certain abilities depending on their type. Wizard can change his totem later, but it takes time and money. He must purchase the new item and invest 300 gp in materials. Transferring the spells also takes significant time (a day per spell). Totems can never be spread over multiple pieces (so it could never be armor).

Wands were from the whims of writers. Few casters ever needed them. They were the training wheels of sorcerers. Children used them in areas where magic was taught young. Aiden was never given such a crutch to depend on. No competent caster ever employed a wand. Hands were needed to fiddle the fingers properly to control the spells cast. With one hand taken by the totem, putting a wand in the other was a colossal waste of digits.

Available Totems include:

Book of Knowledge: The most common totem on Earth is the book. It is the most powerful totem and the easiest to master. Huge schools dot the planet dedicated to this belief. More wizards use book totems than any other mage. Limshau employs them almost exclusively. The majority of human wizards employ books, as do most damaskans. They believe that power from Attricana and Ixindar has its own rules and is not random, which means it can be eventually understood. Remember, all mages carry books, but the final Pleroma power words rest inscribed in the book wizard's totem. The advantage of a book is that it can include Pleroma trigger words and several rituals all in one (in contrast to other totems where additional books are needed for rituals. It operates the same as a spellbook (See the D&D 4E PLAYER'S HANDBOOK on "Spellbook"). When you cast a spell, it emanates from your hands, not your book. A few cautious wizards have even strapped their books to their belt to grab in a moment's notice while keeping their hands free otherwise.

In addition, because book wizards study the science of magic more intently than any other wizard, you gain a +1 bonus to Arcana. Once per day, you may also persist a sustain minor as a sustain free action for one round. It might not look it, but books have the potential to be the most powerful totems.

Note: Books count as orbs when employing and purchasing them.

Orb of Imposition: The orb is an uncommon choice for most fae and is often found with wizards practicing the dark side of magic, the energy tied to the polar power of Ixindar. Occasionally, a few tenenbri have been caught using an orb, but this choice is seen predominantly with negative casters or with humans that come about their training from a less than respectable source. (See the D&D 4E PLAYER'S HANDBOOK on "Orb of Imposition").

Shield of Strength: Although wizards cannot use armor as a totem, they can choose a shield. The symbols usually start on the inside, but as the wizard learns more spells, they must eventually cover the front as well. It must be a Light or Heavy Shield. The narros are well regarded as the instigators of this selection and it appears in no other cultures save for the rare human village.

If you choose a shield, you gain proficiency but only with this specific shield (if you choose a light shield, it's only *this* light shield and no other light shields you find along the way). The shield can only be light steel, wooden, magnarros, coruthil, or angelite. The item may be enchanted. In addition, when using the Shield Utility Spell, you gain a +6 power bonus to AC (See the D&D 4E PLAYER'S HANDBOOK on "Shield").

Note: You cannot purchase regular magic shields and use them as implements as they have no enhancement bo-

nus. Shields count as wands when employing and purchasing them.

Staff of Defense: Outside of the book, the staff is one of the most common totems used. It was the first totem that found circulation. Many less civilized communities capable of competent wizardry often use it. A staff also remains popular with the traveling wizard, as it's less clumsy and more effective outside. Staff totem mages continue to stay fashionable with many fae races including chaparran and laudenian, the latter using it almost exclusively. Although the book is the most favorable choice, wandering adventurers use the staff more than any other (See the D&D 4E PLAYER'S HANDBOOK on "Staff of Defense").

Weapon of Confrontation: Although choosing a weapon seemingly appears without penalty, the benefits are double-edged. Wizards with weapon totems often have a need to wield them in combat despite never being able to match a fighter on even ground. This does not stop a large number of wizards from using weapons (although most of these do not study the arts of the arcane with as much dedication as others). Narros and tenenbri argue about who developed it first. Narros began with the shield but claim the transition to weapon was an obvious one while the tenenbri claim they hold the sole claim on the weapon totem. Many human cultures embrace the weapon totem.

If you choose a weapon, you gain proficiency with the weapon but only with this specific weapon (if you choose a longsword, it's only this specific longsword and no other longswords you find along the way). The weapon can only be one of the following: Bastard sword, battleaxe, falchion, greataxe, greatsword, longsword, maul, or warhammer. The weapon must be composed mostly of wood and/or steel (or magnarros, coruthil, or angelite). The item may be enchanted later.

In addition, if you wish, you may turn any at-will spell into a Dexterity vs. Reflex or Strength vs. Reflex attack. This is automatic and takes no action. If so, the spell becomes a melee attack. It loses all range, burst, blast, or area effects (melee attack only). You gain 1[W] damage with the attack. You do not gain the weapon's proficiency bonus to hit when using a spell.

Note: If choosing the weapon as a totem, you can purchase magical weapons and employ their enhancement as any implement to attack and damage rolls.

TECHAN CLASSES

Techan classes are cut from a different cloth from traditional fantasy roles. Where one group stumbles into each other after a round of mead in a dingy tavern, the techan parties have trained together as a cohesive unit long before attempting a voyage in the wastelands.

A techan party that is not in constant communication and whose members think of only themselves and not the group will meet a quick and painful end. Techans have neither healing potions nor gods to pray for blessing. They have no elemental control over water or air. They have no symbiosis or sympathy from the surrounding environment. When in open echa, they are foreigners, encroachers often unwelcome. In order to survive, they must form groups, loyal bonds that remain stalwart even in the face of overwhelming horrors.

Of course, many bastion born take jaunts into echa without fear of reprisal, but these are not those people. Tourists stick to the main road and sleep in large caravans escorted by swords. They spend most of their time in large cities, safe from the dreadful fiends of fairy tales. Those travelers are naïve to the truth. Their adventures are sanitized, pre-chewed for their consumption to swallow easily. A techan party has no such luxuries. They venture in the deep forest, into the darkest dungeons, taking on the worst of horrors for the possibility of pittance. They rescue lost vacationers, scavenge lost technology, and fend off the cities from the invading forces approaching from all sides. Techans don't take on these jobs for glory. They do so out of duty for the bastion they were born from, out of loyalty to another, or for the acquisition of power and wealth.

A techan party must operate as cohesive unit, remaining in contact and providing support. They can't act selfishly or abandon their comrades in need. In the middle of battle, their loyalty is not for their government or for the coins in their purse, but for the brothers and sisters alongside them in the thick of combat.

In this new time in this new world, techans care nothing for gender, race, age, or religion. They don't judge their comrades based on beliefs, preferences, or vices. In the end, they are all human … techan humans, and as members of the true human race, they must work together to push back the wave of enchantment which threatens to drive out mankind's footprint forever.

NEW ACCESSORY KEYWORDS

Auto: An attack power with the auto keyword requires the use of a weapon with the auto or heavy auto property. Several powers with the auto keyword offer additional benefits when used with a heavy auto weapon. An auto weapon firing as part of an auto attack power uses 5 shots per attack (attack rolls, sustain effects, etc). A heavy auto weapon firing as part of an auto attack power uses 10 shots per attack (attack rolls, sustain effects, etc). *Note:* When using powers without the auto keyword, you can still use auto and heavy auto weapons. In which case, an auto weapon fires 1 shot per attack roll even though a heavy auto still uses 10 shots per attack roll (it has no single-shot option).

Explosive: If you have a power with this keyword, you may activate it instead of the basic grenade or explosive attack.

Sniper: A power with the sniper keyword requires the use of a sniper weapon or any weapon with the sniper property.

Vehicle: A power with the vehicle keyword requires a vehicle to activate. If this is an attack power, the attack roll is modified by the maneuver value of the vehicle.

GROUNDER

"Ion pulse, this is no peasant puck!" Tasia shouted and orbited in front of the two disabled soldiers. She still had her weapon trained on the woods but hadn't taken a shot. She took a quick moment to glance at her energy cell. The weapon indicator wasn't illuminated. "Disruption. Switch to Pop-guns!"

Grounders in the military are often soldiers, occasionally referred to as grunts. They occupy the largest ratio of the armed forces of any bastion. You are not this person. You stood out from the others. You have probably exhibited a natural talent that could have paved the way for officer training. For a variety of reasons, you have declined. As part of an elite team, you were already on the road to a special forces unit. If you are part of a mercenary company, you could have become disenfranchised, tempted by the offers of wealth, or took on a personal mission that forced you to leave the service.

Role: Defender/Controller. You are responsible for the safety of the comrades next to you. Since you are considered the source of the heaviest weapons, you will also gather the most attention. Without you, the others would be overrun.
Power Source: Martial. You have the ability to maximize the capacity of the weapon or weapons in your hand.
Key Abilities: Dexterity or Strength, Constitution, and Wisdom

Armor Proficiencies: Light, heavy (including advanced armor)
Weapon Proficiencies: Small arms (one-handed and two-handed), heavy weapons, simple melee. Choose two additional special weapons to be trained in. They cannot be a higher tech level than your bastion of origin.
Bonus to Defense: +2 Reflex, +2 Will

Hit Points at 1st level: 13 + Constitution score
Hit Points per Level Gained: 5
Healing Surges per Day: 9 + Constitution modifier

Trained Skills: From the class skills list below, pick four.
Class Skills: Acrobatics (Dex), Athletics (Str), Demolitions (Wis), Endurance (Con), Intimidate (Cha), Perception (Wis), Vehicle Operation (Dex)

Build Options: Front grounder, heavy grounder

Although demonstrating some natural leadership skills, your range of authority is usually limited to those brothers-in-arms you can see around you. When the firing starts, you rely on training and inherent reflexes to save yourself and the men and women around you. You have embraced this path with a profound gusto. You don't know how to handle just one weapon; you can handle them all. You don't know how to just put one on set of armor; you can wear any of them, up to the largest power armor.

You are a grounder, and like the medieval knights of ancient legend, you are the first and last line of defense for the king. Your rifle is your sword and your faith absolute—faith that the group you have joined operates as a well-oiled machine. And unlike technology, this is not a machine that can be broken my magic.

CREATING A GROUNDER

Grounders fill a variety of roles. You can be the leader or the heavy support. You can target enemies from a distance or get up close. You are only as good as the men and women next to you. The majority of your abilities require the help of others to succeed. Your power is the weapon in your hand and the strength you offer your allies as backup. On your own, you are doomed to fail. Let others deal with actual objectives. You need Dexterity or Strength to aim and handle your weapons. You need Constitution because you are the biggest target on your side.

FRONT GROUNDER

Even if you answer to another authority, when the bullets fly, you act on instinct as part of a unit. You keep your weapons light so you can move without stumbling. You will seldom employ heavy auto weapons and prefer maneuvers to frontal assaults. The majority of your abilities should be ones that assist the group as a whole rather than deliver the maximum damage to a target.

Suggested Feat: Crossfire
Suggested Skills: Acrobatics, Athletics, Intimidate
Suggested At-Will Powers: Double-Tap, Combat Posture, Potential Push
Suggested Encounter Power: From the Knee
Suggested Daily Power: Got Their Back

HEAVY GROUNDER

Your job is not to talk but to deliver maximum stopping power. You wield the heaviest weapons and the heaviest armor. You are also often the slowest. You take orders rather than give them in hopes those orders include the release of hundreds of rounds of ammunition. You will have the most powerful weapons in the entire team and you use them to keep enemies at bay, pinning them and bringing down the largest opponents in the encounter.

Suggested Feat: Proper Firing Position
Suggested Skills: Athletics, Endurance, Intimidate
Suggested At-Will Powers: Rapid Fire, Double Tap, Snap-Shot
Suggested Encounter Power: Pinning Fire
Suggested Daily Power: Strafe

GROUNDER CLASS FEATURES

Grounders are trained for years in the application of ground combat. You know how to use all weapons and to maximize their capacity on the battlefield. You gain the additional unique class features based on Method of War.

METHOD OF WAR

Your approach to warfare is dependent on two combat styles (you gain both).

Light on Your Feet: When wielding a two-handed small arm, you can move any distance without suffering the

-2 attack penalty with firing two-handed small arms.

Sure Footed: If you move more than 1 square or are moved more than 1 square, you suffer a -2 penalty to attack rolls with heavy weapons until the beginning of your turn (meaning you must shoot first and then move to avoid the penalty). This rule is identical to normal rules with two-handed small arms but a heavy weapon doesn't count as a two-handed small arm. This replaces the current penalty for moving and firing with heavy weapons.

RECOIL ABSORPTION

Though ranged fire normally utilizes Dexterity for attack and damage, when wielding two-handed small arms or heavy weapons, you can use Strength for all attack and damage rolls instead.

TRAINED AS REFLEX

You may select two of your chosen 1st-level at-will powers. These powers are considered basic attacks (either ranged or melee). You cannot swap out an at-will ability you have selected to be a basic attack.

MEAT SHIELD

If an enemy equal in size to you is killed and you are in an adjacent square to it by the end of your turn, it provides cover. Only you can gain the effects of the shield. The meat shield cannot move but you can move around it. You can use a one-handed small arm while holding onto the shield without penalty (as you are holding up the body). If using a two-handed small-arm, you suffer a -1 penalty to attack rolls while holding the shield. If you let go, the meat shield drops and cannot be re-used. You cannot use a heavy weapon with a meat shield.

BROTHERHOOD

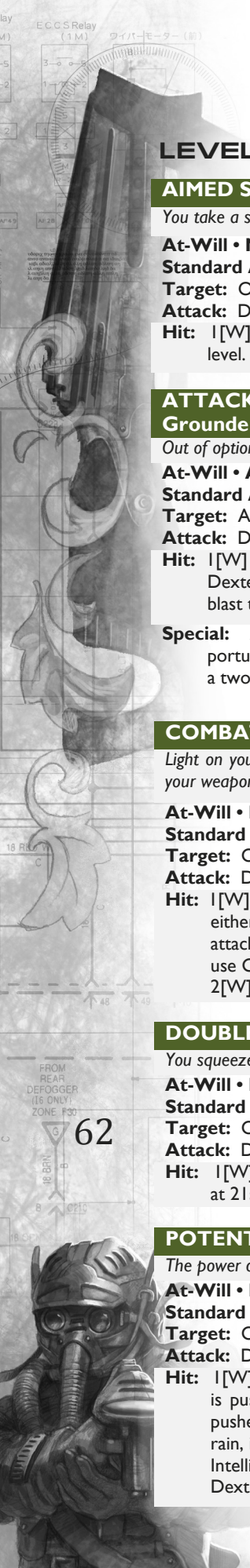
If an ally in an adjacent square is hit by an attack, you gain a +1 power bonus to attack the enemy that initiated that attack until the end of your next turn.

GROUNDER CLASS POWER

AREA DENIAL **Grounder Class Feature**

You cover a person or area and attack anything that gets too close.

At-Will • Martial, Weapon, Zone
Move Action **Area** burst 1 within 10 squares
Target: Select one area burst anywhere in line of sight and in range. You may target an ally, but the power does not move if the ally moves.
Effect: You may initiate a ranged basic attack against any single target that enters the area as an immediate interrupt. This effect ends at the beginning of your next turn.



LEVEL 1 AT-WILL EXPLOITS

AIMED SHOT — Grounder Attack 1

You take a second to aim before firing a shot.

At-Will • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature in range
Attack: Dexterity +2 vs. AC
Hit: 1[W] damage. Increases to 2[W] damage at 21st level.

ATTACK OF NECESSITY — Grounder Attack 1

Out of options, become a hero.

At-Will • Auto, Martial, Weapon
Standard Action **Close** Blast 3
Target: All creatures in blast
Attack: Dexterity vs. Reflex
Hit: 1[W] damage. Increase damage to 2[W] + Dexterity modifier damage at 21st level. Increase blast to 4 at 21st level.
Special: Although a blast effect, you still provoke opportunity attacks from adjacent squares if wielding a two-handed small arm or a heavy weapon.

COMBAT POSTURE — Grounder Attack 1

Light on your feet, you dart across the battlefield. You keep your weapon at your chin and fire at your enemies.

At-Will • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and you can either shift 1 square or gain a +1 power bonus to attack the same target on your next action if you use Combat Posture again. Increase damage to 2[W] + Dexterity modifier at 21st level.

DOUBLE-TAP — Grounder Attack 1

You squeeze off two quick shots to multiple targets.

At-Will • Martial, Weapon
Standard Action **Ranged** weapon
Target: One or two creatures
Attack: Dexterity vs. AC, two attacks
Hit: 1[W] damage. Increase damage to 2[W] damage at 21st level.

POTENTIAL PUSH — Grounder Attack 1

The power of your firearm sends the enemy tumbling back.

At-Will • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and the target is pushed back 1 square. If the target cannot be pushed because of an obstruction or difficult ter rain, it takes additional damage equal to your Intelligence modifier. Increase damage to 2[W] + Dexterity modifier at 21st level.

RAPID FIRE — Grounder Attack 1

You fire a controlled burst towards an area.

At-Will • Auto, Martial, Weapon
Standard Action **Wall** 3 in Weapon Range
Target: One creature
Attack: Dexterity vs. Reflex
Hit: 1[W] damage. Increase damage to 2[W] at 21st level. Increase wall to 4 at 21st level.

SNAP-SHOT — Grounder Attack 1

You bring up your weapon quickly and fire a controlled shot to a vital location.

At-Will • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and one ally within 5 squares gains a +1 power bonus to attack the same target until the beginning of your next turn. Increase damage to 2[W] + Dexterity modifier at 21st level.
Special: If you score a critical hit, you can immediately make another Snap-Shot attack.

LEVEL 1 ENCOUNTER EXPLOITS

BRACED SHOT — Grounder Attack 1

You bolster your weapon against a wall to improve your accuracy.

Encounter • Martial, Weapon
Standard Action **Personal**
Requirement: You must be adjacent to a wall or some form of cover.
Effect: Gain a +1 power bonus to attack rolls until the beginning of your next turn and perform a basic attack. Enemies targeting you while you are in cover suffer an additional -2 to attack until you move from that square.

FIRE SUPPORT — Grounder Attack 1

You provide long range support to allies deep in an enemy engagement.

Encounter • Martial, Reliable, Weapon
Standard Action **Ranged** weapon
Target: Any creature or creatures you can see that attacked an ally the previous round. Target(s) must be 5 or more squares away.
Attack: Dexterity vs. AC, two attacks
Hit: 1[W] + Dexterity modifier damage and the target is knocked prone.

FROM THE KNEE — Grounder Attack 1

You crouch quickly and brace your elbow against your knee for a secured firing position.

Encounter • Martial, Weapon
Move and Standard Action **Ranged** weapon
Requirement: The weapon being used with the power must be a two-handed small arm or a heavy weapon.
Target: One enemy
Attack: Dexterity +2 vs. AC
Hit: 1[W] + Dexterity modifier damage.
Special: If you don't move (forced or otherwise), you retain the +2 bonus to attack rolls until the beginning of your next turn.
Sustain Move and Standard: This power ends when you move or are moved. The bonuses to attack do not compound.

PINNING FIRE — Grounder Attack 1

Your weapon fires fast, forcing an enemy down. Your target is not prepared and would rather take cover.

Encounter • Auto, Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and the target is slowed until the beginning of your next turn.
Sustain standard: You may initiate another pinning fire attack on the same target. Subsequent attacks on the same target gain a +1 power bonus to attack. This is not cumulative.

LEVEL 1 DAILY EXPLOITS

GOT THEIR BACK — Grounder Attack 1

An ally is hurt. You yank them back and step forward to prevent a break in the line.

Daily • Martial, Weapon
Immediate Reaction **Melee** touch
Trigger: An ally in an adjacent square is hit with an attack.
Effect: You automatically swap places with the ally.
Target: Creature that activated the trigger
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.

STRAFE — Grounder Attack 1

You lay down a line of fire as you make a dash across the enemy's flank.

Daily • Auto, Martial, Weapon
Standard Action **Wall** 5 in weapon range
Effect: Make a move action. You may run, shift, or walk.
Target: All creatures in wall
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.

TRAILING BLOOD — Grounder Attack 1

Monsters still have blood vessels and this one is leaking badly. The pain distracts it enough for others to train their weapons.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] damage and the creature is slowed and suffers 5 ongoing damage (save ends both).
Effect: Until the target makes the save, you and all allies gain a +1 power bonus to attack that target.
Miss: Half damage and no ongoing effects.

WILDFIRE — Grounder Attack 1

There's too many of them. You keep the trigger pulled and plow a road.

Daily • Auto, Martial, Weapon
Standard Action **Close** Blast 6
Target: All creatures in blast
Attack: Dexterity vs. Reflex. Only half normal ammunition is used per attack (round down).
Hit: 1 point of damage and the target is knocked prone.
Special: If you suffer no penalties to attack rolls of any kind when activating this power, you don't provoke an opportunity attack from adjacent squares if wielding a two-handed small arm or a heavy weapon.

LEVEL 2 UTILITY EXPLOITS

CAUTERIZE — Grounder Utility 2

The fight is getting too intense. Your injuries are clouding your aim. You place the barrel of your weapon over your wound to stop the blood-loss.

Encounter • Healing, Martial
Free action **Melee** touch
Target: You or one ally in reach
Effect: You or the ally can spend a healing surge but only regain half the indicated hit points.

FOR THE COMMON HONOR — Grounder Utility 2

In an instant, you weigh the options and realize someone else's life is more vital than your own.

Daily • Martial
Immediate Interrupt **Range** 2
Trigger: One bloodied ally within range is hit by an attack.
Effect: You suffer the hit and any effects instead of the ally.

IN A LINE — Grounder Utility 2

You cover your allies and they cover you.

Encounter • Martial
Move Action **Personal**
Requirement: You and up to 4 allies must be in adjacent squares to each other.

Effect: All allies sacrifice their move action on their next turn to make a move action at once on your round. You and all allies affected can make a move action. Until the start of your next turn, as long as the group remains together, the group can move without granting opportunity attacks. This includes walk, run, or double move (but not charge or bull rush attacks). If an ally cannot move, they cannot participate in this power. As long as the formation holds, you and every ally involved also gain a +1 bonus to AC until the beginning of your next turn.

Sustain Move: The moment you or an ally breaks from formation, the effect ends.

MAN DOWN! — Grounder Utility 2

You drop to a knee near a fallen ally and ensure that ally is safe until help arrives.

Daily • Martial
Standard Action **Melee** touch
Target: One dead, unconscious, or otherwise prone ally

Effect: Shift 1 square into an occupied square with the target ally. Ally cannot be targeted by any ranged or melee attacks as long as the target remains in the square and receives a +3 bonus to any defense against any area attacks. The effect lasts until the target stands or until you move from the square.

LEVEL 3 ENCOUNTER EXPLOITS

COVERING FIRE — Grounder Attack 3

You protect an ally's movement through hostile terrain.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage and the creature is immobilized and cannot make opportunity attacks against any allies until the beginning of your next turn.

LONGARM SPECIALITY — Grounder Attack 3

The discharge of your weapon is a rush.

Encounter • Martial, Reliable, Weapon
Standard Action **Ranged** weapon
Requirement: You must be wielding a two-handed small arm or a heavy weapon.
Target: One creature
Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier + Wisdom modifier damage.

TAKE OUT THE KNEES — Grounder Attack 3

You decide against a killing shot and aim for something tender and crippling. You just hope to hell it has knees.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC

Hit: 1[W] damage and the target is knocked prone (save ends).

SHOOT AND SCOOT — Grounder Attack 3

You lay down suppressive fire and take advantage of the chaos to move into a better position.

Encounter • Auto, Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature.
Attack: Dexterity vs. AC

Hit: 2[W] damage.

Effect: Regardless if you hit or not, you can make a move action.

Special: You can commit to the move action regardless of the weapon being carried and you suffer no penalties to attack if you do move.

LEVEL 5 DAILY EXPLOITS

ALWAYS HAVE A BACKUP — Grounder Attack 5

Your enemies are far too close for your rifle. You lower the long bore and draw out your pistol for a close encounter.

Daily • Martial, Weapon
Immediate Interrupt **Ranged** weapon
Trigger: An enemy in an adjacent square attempts to make an opportunity attack against you.
Requirement: You are wielding a weapon that grants an opportunity attack if fired.
Effect: You interrupt the enemy's attack by drawing out any one-handed small arm and making an attack
Target: Creature that targeted you for an opportunity attack
Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and the target can no longer make the opportunity attack against you. The enemy is still counted as having used an opportunity attack.

I THINK I GOT IT ANGRY — Grounder Attack 5

Your shot finds its target. Its eyes find you.

Daily • Martial, Reliable, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage and target is marked for the rest of the encounter.

CARRY TO SAFETY Grounder Attack 5

You drag an injured ally to cover. Since his arms are free, he takes the opportunity to fire back.

Daily • Martial, Weapon
Standard Action **Personal**
Requirement: Must have a bloodied ally in an adjacent square.

Effect: Shift 4 squares and move your ally with you. You must move farther away from the nearest enemy to you.

Secondary Effect: Your selected ally makes a ranged basic attack at any point during the move.

Tertiary Effect: At the end of the move, you can make a ranged basic attack.

KINETIC POTENTIAL Grounder Attack 5

You unleash a barrage of gunfire so intense, enemies are sent flat on their backs.

Daily • Auto, Martial, Weapon
Standard Action **Ranged** 5
Target: One, two, or three creatures
Attack: Dexterity vs. AC, three attacks

Hit: 1[W] + Dexterity modifier damage and target is knocked prone.

Special: If you use a heavy auto weapon, targets also suffer 5 ongoing damage (save ends).

STANDING BARRAGE Grounder Attack 5

You lay down a field of fire against entrenched or approaching foes.

Daily • Auto, Martial, Weapon
Move and Standard Action **Area** burst 1 in weapon range
Target: All creatures in burst
Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage and the target is immobilized until the beginning of your next turn.

Sustain standard: The barrage remains and you can attack targets inside again. You can sustain for as many rounds as your Strength modifier. You can not move the area.

LEVEL 6 UTILITY EXPLOITS

COMBAT INEFFECTIVE Grounder Utility 6

Your team is not doing so well. You pull yourself and one comrade out of the fray.

Encounter • Martial
Move Action **Close** burst 5
Target: You and one ally in range

Effect: You and your ally gain a move action.

HEAD DOWN Grounder Utility 6

Your team is not doing so well. You pull yourself and one comrade out of the fray.

Encounter • Martial
Move Action **Personal**

Effect: Make a move action and gain a +4 bonus to AC and grant no opportunity attacks or combat advantage until the start of your next turn.

HIT IT. THAT USUALLY WORKS! Grounder Utility 6

You are not much for fancy engineering. Hit it with a rock.

Daily • Martial
Minor Action **Personal**

Effect: Receive a +5 bonus to your next disruption saving throw.

LEVEL 7 ENCOUNTER EXPLOITS

AGGRAVATE THE WOUND Grounder Attack 7

Your shot struck a creature's previously sustained wound, causing further damage.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and target fails it's next saving throw or extend a condition the target currently suffers from for 1 additional turn.

RIDDLE THE TARGET Grounder Attack 7

You don't care so much for accuracy. Raw desperation sets in as you try to keep back the monstrosity bearing down on you.

Encounter • Auto, Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and target is pushed back 2 squares and is slowed (save ends).

SHORT CONTROLLED BURST Grounder Attack 7

To conserve ammunition, you control your fire to specific targets rather than spray chaotically at your foes.

Encounter • Auto, Martial, Weapon
Standard Action **Ranged** weapon
Target: One, two, or three creatures
Attack: Dexterity vs. AC, three attacks

Hit: 1[W] + Dexterity modifier damage.

Special: You only use half your usual ammunition with each strike (round up).

TARGET OPENING Grounder Attack 7

You wait in hopes of getting an enemy to poke out from cover.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature currently gaining benefits from cover
Attack: Dexterity vs. AC. Reduce cover penalties by your Wisdom modifier (Max 0).

Hit: 2[W] + Dexterity modifier damage and select on ally in an adjacent square. The ally gains a +1 power bonus to attack the same target on their next turn.

LEVEL 9 DAILY EXPLOITS

BLOODY MESS **Grounder Attack 9**

You hit several vital arteries, causing profuse bleeding. The carnage you wrought is visible to everyone around.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC, three attacks
Hit: 2[W] + Dexterity modifier damage.
Special: One hit with this power causes 3 ongoing damage (save ends). Two hits cause 6 ongoing damage (save ends). Three hits cause 10 ongoing damage (save ends).

CREEPING BARRAGE **Grounder Attack 9**

A nonstop field of fire tracks an assaulting or flanking enemy.

Daily • Auto, Martial, Weapon
Standard Action **Area** burst 2 in weapon range
Target: All creatures in burst
Attack: Dexterity vs. Reflex
Hit: 1[W] + Dexterity modifier damage and target is immobilized until the beginning of your next turn.
Sustain standard: The barrage continues. You can shift the barrage up to 3 squares every turn. If you miss all creatures in the burst, you can no longer sustain.

HE AIN'T HEAVY **Grounder Attack 9**

You grab a fallen ally and throw him over your shoulder. You fire back to the enemy as you withdraw.

Daily • Martial, Weapon
Standard Action **Personal**
Effect: You shift as many squares as 1+ your Constitution modifier to an ally that is unconscious or otherwise helpless. You pick up that ally in an adjacent square.
Secondary Effect: Make a ranged basic attack.
Tertiary Effect: After the attack, if you have picked up your ally, you can shift as many squares equal to 1+ your Constitution modifier. You cannot shift unless you take your ally with you.

LEVEL 10 UTILITY EXPLOITS

IT'S WORKING JUST FINE **Grounder Utility 10**

An ally complains about a disrupted piece of technology. Turns out, the safety was left on.

Daily • Martial
No Action **Personal**
Effect: Re-roll an EDF check at the end of the initiative order. Must accept new result.
Special: This ability cannot be used if a natural 20 is rolled for the EDF check.

JUMP IN FRONT **Grounder Utility 10**

An ally complains about a disrupted piece of technology. Turns out, the safety was left on.

Daily • Martial
Immediate Interrupt **Personal**
Trigger: You and at least one ally are struck by an area effect no bigger than burst 3 or blast 7.
Effect: You are automatically hit for as many attacks as the area's burst or half its blast size (round up). Your allies are not affected by the attack and are pushed out of the area (if possible). If still in the area, they may suffer additional effects (if any) but not damage.

TAUNTING MOCKERY **Grounder Utility 10**

You scream obscenities and hurl rocks to anger an opponent.

Encounter • Martial
Minor Action **Ranged** 20
Target: One creature
Effect: Target is marked for the remainder of the encounter.
Special: You can make a ranged basic attack against your marked target as an immediate interrupt if it attacks any other ally, but after the attack, the mark ends.

SNAP OUT OF IT **Grounder Utility 10**

You grab an ally and scream loud enough so their mind hears nothing else. Your very will pushes them back to reality. The ally blinks, shakes his or her head, and resumes the battle.

Daily • Martial
Move Action **Melee** touch
Target: One ally in reach
Effect: Targeted ally automatically recovers from one condition they currently suffer from or they may spend a healing surge.

LEVEL 13 ENCOUNTER EXPLOITS

CLEARING THE ROOM **Grounder Attack 13**

Your weapon fires back so fast and so loudly, most enemies recoil just from the noise.

Encounter • Auto, Martial, Weapon
Standard Action **Ranged** 5
Target: One, two, or three creatures
Attack: Dexterity vs. AC, three attacks
Hit: 1[W] + Dexterity modifier damage and target is pushed back 2 squares. Targets that cannot move farther back than 2 squares suffer an additional 2 [W] damage.
Special: If you use a heavy auto weapon, targets are pushed back 4 squares and suffer additional damage if they cannot move farther back than 4 squares.

CONCENTRATE FIRE Grounder Attack 13

You offload every round into a single target. The weapon gets jittery keeping still for this long.

Encounter • Auto, Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage.

STACKING BURST Grounder Attack 13

You launch two identical volleys of gunfire, nearly on top of each other. Opponents don't expect the second one as quickly.

Encounter • Auto, Martial, Weapon
Standard Action **Area** burst 1 in weapon range
Target: All creatures in burst
Attack: Dexterity vs. Reflex; two attacks each target
Hit: 1[W] + Dexterity Modifier and the target is dazed until the beginning of your next turn. If hit twice, they are dazed (save ends).

LONG BARREL STRIKE Grounder Attack 13

Pistols have no accuracy or range. The kinetic power of a rifle cannot be matched.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: You must be wielding a two-handed small arm or a heavy weapon.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and the target is dazed until the beginning of your next turn.

LEVEL 15 DAILY EXPLOITS

DOWN FIGHTING Grounder Attack 15

You ignore all those pesky holes and bleeding wounds in the face of the humiliation of falling before winning a fight.

Daily • Martial, Weapon
Immediate Reaction **Personal**
Trigger: You are reduced to 0 or fewer hit points
Effect: You do not fall unconscious. On your round, you may still make a single basic attack.
Target: Any creature in range
Special: You cannot move.
Sustain Free: Every time you fail a death save, you can make another basic attack. You can do nothing else. If you make a death save, you fall unconscious. You can voluntarily fail the save.

NERVE SHOT Grounder Attack 15

Your shot causes a full body spasm and the creature falls limp.

Daily • Martial, Reliable, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage and the target is knocked prone and immobilized (save ends both).

TRACKING FIRE Grounder Attack 15

As your first shot impacts, you gain vital information about wind direction and the agility of the target. Your second shot finds its place even easier.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.
Effect: If you hit, you may follow-up with a secondary attack on the same target.
Secondary Attack: Dexterity +2 vs. AC
Hit: 1[W] + Dexterity modifier damage.
Effect: If you hit, you may follow-up with a tertiary attack on the same target.
Tertiary Attack: Dexterity +4 vs. AC
Hit: 2[W] + Dexterity modifier damage.
Miss: Half damage if you miss with the first strike.

LEVEL 16 UTILITY EXPLOITS

ECHO OF THE GUN Grounder Utility 16

You scream louder than your discharging weapon as you shake off the damage sustained.

Daily • Healing, Martial
No Action **Personal**
Effect: On your turn, spend a healing surge or save from one of the following conditions: blinded, dazed, marked, slowed, stunned, or weakened.

TOSS CLIP Grounder Utility 16

You throw a clip or cell to an ally who has run out of ammo.

Encounter • Martial
Immediate Reaction **Ranged** 4
Effect: You reload an ally's weapon with a clip or cell from your weapon. You must have ammunition or the proper cell for the ally's weapon. The ally does not need to take an action to reload the weapon.

WARRIOR AND MEMBER OF A TEAM Grounder Utility 16

A comrade is about to fall. You jump in so a medic can attend to them.

Encounter • Martial
Move Action **Ranged** 6
Target: One bloodied ally
Effect: Swap positions with ally.

LEVEL 17 ENCOUNTER EXPLOITS

CENTER PEEL Grounder Attack 17

You create a diversion and a precious opportunity for a wounded ally to break off and retreat.

Encounter • Martial, Weapon
Standard Action **Close** burst 5

Effect: Make a ranged basic attack.

Secondary Effect: Up to three allies within 5 squares may shift as many squares as 1+ your Wisdom modifier. You do not gain the benefits of this effect.

COVER, RELOADING! Grounder Attack 17

An ally ducks to reload quickly. You mask his vulnerability with increased aggression.

Encounter • Martial, Weapon
Immediate Reaction **Close** burst 3

Trigger: An ally within 3 squares runs out of ammo on their primary weapon on their round

Effect: Make a basic attack.

FULLY AUTOMATIC CONTROL Grounder Attack 17

You unleash a flurry of fire towards an enemy.

Encounter • Auto, Martial, Weapon
Standard Action **Ranged** weapon

Target: One or two creatures

Attack: Dexterity vs. AC, two attacks

Hit: 3[W] + Dexterity modifier damage.

Special: If firing with a heavy auto weapon, damage increases to 4[W] for one of the hits but ammunition usage doubles for that hit.

RIFLE STOCK IN THE FACE Grounder Attack 17

An enemy raises his club, sword, or any other archaic implement of barbarity and you respond with your own medieval reply.

Encounter • Martial, Weapon
Immediate Interrupt **Melee** touch

Trigger: An enemy hits you with an opportunity attack

Effect: You attack back, using your ranged weapon as a club.

Attack: Strength +4 vs. AC or Dexterity +4 vs. AC. The tech level of the weapon does not offer its enhancement to hit or damage.

Hit: 2d6 + Strength modifier damage and your enemy's attack is thwarted.

LEVEL 19 DAILY EXPLOITS

MINDLESS MAYHEM Grounder Attack 19

You never release the trigger, sending a tsunami of firepower to the enemy.

Daily • Auto, Martial, Weapon
Standard Action **Ranged** weapon

Requirement: You must wield a heavy auto weapon.

Target: One, two, or three creatures

Attack: Dexterity vs. AC, three attacks

Hit: 3[W] + Dexterity modifier damage and the target is knocked prone.

Special: Using this power expends triple ammunition with each attack.

SUPPRESSING FIRE Grounder Attack 19

You spray an area to keep enemies from moving.

Daily • Auto, Martial, Weapon
Standard Action **Area** burst 2 in weapon's range

Target: Each creature in burst; twice as many shots are used per creature attacked

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage and target is slowed (save ends).

Effect: Until the beginning of your next turn, anything that moves from that area takes 2[W] damage. Targets are attacked once per attempt to move. This does not require an attack roll. Only targets caught in the area at the beginning of this attack suffer damage.

Sustain Standard: You may attack the exact area again and the effect remains.

TECHANS AND THEIR WEAPONS Grounder Attack 19

Fear through superior firepower.

Daily • Fear, Martial, Weapon
Standard Action **Ranged** weapon

Requirement: Must wield a primary weapon of TL4 or higher.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage and the target is pushed back 2 squares and cannot move any closer to you (save ends).

LEVEL 22 UTILITY EXPLOITS

BLOOD POISONING Grounder Utility 22

Your attack breaches a vital organ, causing leaking fluids and infection. The target's body starts to fail.

Daily • Martial
No Action **Personal**

Effect: Add 15 ongoing damage to any single hit (save ends) that does not inflict ongoing damage.

JUST GOT THE WIND KNOCKED OUT
Grounder Utility 22

What? Nah, nah, I'm doing just fine.

Daily • Healing, Martial
Immediate Reaction **Personal**
Trigger: You suffer damage from any attack
Effect: You ignore the damage and any effects from that attack. You don't make saving throws for conditions that are suppressed (save ends all).
Special: If you fail the save (or at the end of the encounter), you suffer the damage and the effects from the attack.

QUICK CHANGE — Grounder Utility 22

Changing clips or cells has become an impulse, able to switch them without even being consciously aware of it.

Daily • Martial
Free action **Personal**
Effect: Replace a clip or cell on a weapon in hand. If your weapon requires both, choose which one gains the benefit of this power.

LEVEL 23 ENCOUNTER EXPLOITS

ADVANCED ASSAULT
Grounder Attack 23

You push the attack, forcing your enemy to fall back or take a round in the face.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Effect: Shift 3 squares towards a target.
Target: One creature you moved towards
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage. The target must be at least 3 squares further away from you before the beginning of your next turn or take an additional 2[W] damage.

CRIPPLING WOUND — Grounder Attack 23

Your shot deflects off a hardened skull. It's seeing double now.

Encounter • Martial, Reliable, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and the target is stunned until the beginning of your next turn. It is dazed on the following turn (save ends). The target also suffers a -4 penalty with all attack attacks (save ends).

METICULOUS AIM — Grounder Attack 23

Every once and a while, an enemy just walks in front of your crosshairs.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity +4 vs. AC
Hit: 2[W] + Dexterity modifier damage.

LEVEL 25 DAILY EXPLOITS

FEELING LUCKY — Grounder Attack 25

Out of ammo? Helpless? Apparently not…

Daily • Martial, Weapon
Standard Action **Personal**
Requirement: Your primary weapon must be out of ammunition.
Effect: Gain two basic attacks, ignoring ammunition usage for this attack. After this attack, you truly are out of ammo.
Miss: Oh, you guess you *were* out of ammo.

OVERWATCH — Grounder Attack 25

You keep a careful eye on an ally or allies from an advantageous position. You wait for enemies to poke out their heads.

Daily • Auto, Martial, Weapon
Standard Action **Area** burst 3 in weapon range
Requirement: Select an Area Burst 3 at least 10 squares away.
Target: All creatures in burst
Attack: Dexterity vs. Reflex
Hit: 2[W] + Dexterity modifier damage and the target is marked until you terminate overwatch.
Sustain Move: Targets hit continue to be marked until overwatch is no longer sustained. You use ammunition equal to the initial attack each time you sustain but you don't do additional damage.
Miss: Half damage and the target is not marked.

SLICING SWEEP — Grounder Attack 25

You fire your laser and lay a swath of destruction, carving into flesh and terrain.

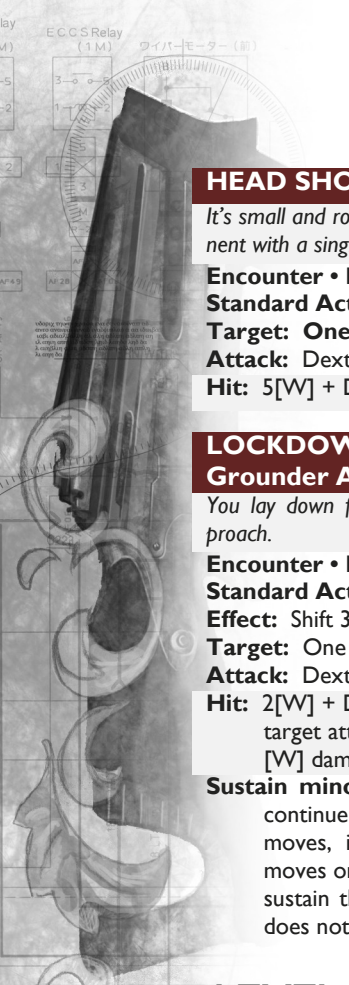
Daily • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: You must be wielding a weapon with the laser property.
Target: Four creatures in range that cannot be more than 2 squares away from another targeted creature
Attack: Dexterity vs. AC
Hit: 4[W] + Dexterity modifier damage

LEVEL 27 ENCOUNTER EXPLOITS

ADVANTAGEOUS WOUND
Grounder Attack 27

You must have struck it in a tender spot. The creature screams in pain and grabs the wound. Your allies take this moment to move into a better position.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 4[W] + Dexterity modifier damage and all allies within 3 squares of the creature struck can shift as many squares as 1+ your Wisdom modifier. One ally of your choice can make a basic attack.



HEAD SHOT — Grounder Attack 27

It's small and round, but you take a chance to end your opponent with a single shot.

Encounter • Martial, Reliable, Weapon
Standard Action **Ranged** weapon
Target: **One creature**
Attack: Dexterity -4 vs. AC
Hit: 5[W] + Dexterity modifier damage.

LOCKDOWN ADVANCE — Grounder Attack 27

You lay down fire to keep a target inoperative as you approach.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Effect: Shift 3 squares towards a target.
Target: One creature you moved towards
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and if the target attempts to move on its next turn, it takes 3 [W] damage.
Sustain minor: If the target hasn't moved, you can continue the lockdown, pinning the target. If it moves, it takes 3[W] damage. If the creature moves or you move out of range, you cannot sustain this attack. Sustaining Lockdown Advance does not repeat the attacks.

LEVEL 29 DAILY EXPLOITS

MAKE A DECISION — Grounder Attack 29

Someone's life is in danger. You have one shot. Make it count.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity + 2 vs. AC
Hit: 5[W] + Dexterity modifier damage.
Special: You score a critical hit on a natural roll of 18, 19, or 20.
Miss: Half damage.

MEASURED RESPONSE — Grounder Attack 29

You respond back to an attack with proportioned level of aggression.

Daily • Auto, Martial, Weapon
Standard Attack **Area** burst 1 in weapon range
Target: All creatures in burst
Attack: Dexterity vs. Reflex; use triple ammunition with each strike
Hit: 4[W] damage
Effect: If the target is bloodied before or after the initial damage, it takes an additional 2[W] damage.
Miss: Half damage and no additional damage.

ONE LINER — Grounder Attack 29

You utter a memorable line others will quote again later. Thankfully, it coincided with an astoundingly lucky hit.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 5[W] + Dexterity modifier damage.
Miss: 5[W] damage.

MARSHAL

"If your weapon jams, use it as a club. If your energy cells cascades, throw it as a grenade." She pulled the weapon back. The recruit began to rise but she brought her knife sharply to his chest. He stopped. "The knife cuts as easily no matter the skin."

Role: Defender/Leader. You are responsible for the safety of the comrades next to you. You organize the actions of others in the fields to maximize firing potential while also keeping allies out of potential crossfires. Without you, the team's coordination begins to break down.
Power Source: Martial. Although trained in the same basic principles as the others, you have also been trained specifically in combat strategies and military foresight.
Key Abilities: Dexterity, Intelligence, and Charisma.

Armor Proficiencies: Light, heavy (except advanced armor)
Weapon Proficiencies: Small arms (one-handed and two-handed), simple melee
Bonus to Defense: +1 Reflex, +3 Will

Hit Points at 1st level: 12 + Constitution score
Hit Points per Level Gained: 5
Healing Surges per Day: 7 + Constitution modifier

Trained Skills: From the class skills list below, pick four at 1st level.
Class Skills: Athletics (Str), Bluff (Cha), Diplomacy (Cha), Insight (Wis), Intimidate (Cha), Perception (Wis), Vehicle Operation (Dex)

Build Options: Faceman, officer

You possess either a natural talent for leadership or have undergone extensive training to deal with stressful situations. You know the dangers that lurk in the open world and can anticipate the actions of your enemies. You began life as a basic grunt or grounder but were separated early in life, groomed and greased into an elite commander of war. You could be in a position of authority because everyone else is bound by contract to obey your commands as their employer. This is unlikely a sign of weakness because poor leadership in the field results in a short lifespan for all in involved.

You could have developed this natural talent for leadership from several sources. You may have been a natural spotted from the rank and file of the military or gathered your authority from friends and followers on the street. Regardless, your will and words can stiffen the backs of others. You can turn the tide of battles with your tactics. Out of combat, you are often the first and last to speak, with a skew to either intimidation or diplomacy. You can talk your way out of a situation or be the one to instigate a fight. In the end, the marshal points the way.

CREATING A MARSHAL

As a marshal, you often began your life training to be grounder but moved into a command position either by accident in the field when your commanding officer fell to enemy attack or by taking classes on how to be someone responsible for a team. Perhaps you have a natural talent for leadership despite being a soldier like the rest. Alternately, you might have been funding the team, so leadership is assumed. Thankfully, you are no rank amateur and have experience dealing with the expected issues of the outside world. You have to be intelligent and adaptive. Dexterity and Intelligence are vital as is Wisdom, regardless of how you proceed with the class.

FACEMAN

Beyond your combat abilities, you are the public face of the group. Outside of combat, you do all the talking. You consider it a failure if weapons are used as ammunition is finite in fantasy. You would much prefer to talk your way out of situations and depend on your charisma to handle the crises that occur. Others might have even accused you of being an echan appeaser, as you seem to want to avoid unnecessary conflict. You lead the group in combat but prefer to let them handle themselves and assist when needed rather than control the entire functions of the unit. You also tend to be more flamboyant than other marshals.

Suggested Feat: Synchronicity
Suggested Skills: Bluff, Diplomacy, Perception
Suggested At-Will Powers: Make Room, Mark of the Puppeteer, Tactical Alteration
Suggested Encounter Power: Moment of Apprehension
Suggested Daily Power: No Time to Bleed

OFFICER

You earned the respect of others based entirely on the blood you have shed alongside them. Onlookers would not be able to discern you from others on the front line except that you are the one speaking the most, though it never appears to hamper your combat abilities. You are expertly trained in combat situations. You can analyze an encounter before the first weapon is raised. You can pinpoint threats and coordinate the group to ensure a quick and decisive victory.

You bolster the line, keeping the unit aware of oncoming threats. You inspire others to fight beyond their limits. They would die for you and you for them, but the real mark of a leader is to fortify your line of attack to be so indomitable as to ensure your enemies die for their own causes, whatever they may be.

Suggested Feat: Synchronicity
Suggested Skills: Athletics, Bluff, Intimidate

Suggested At-Will Powers: Lead the Group, Make Room, Mark of the Puppeteer
Suggested Encounter Power: To the Line
Suggested Daily Power: No One Hits the Chief

MARSHAL CLASS FEATURES

Your abilities are all about controlling the battle theatre. By positioning allies to maximize their talents, you are more than just another weapon on the field. You gain a perspective of the battle like a bird soaring high overhead. It's a knack your allies envy. Your class features reflect this capacity.

COMMAND PRESENCE

Choose one of the following options at character generation which dictate your position on the battlefield.

By Example: You have a close burst 2 aura of authority. All allies within 2 squares gain a +2 bonus to Reflex, Will, and Fortitude defense. You don't gain the benefits of this bonus.

Over The Radio: You can select two allies within 20 squares as a free action on your turn. The targeted allies gain a +2 bonus to Reflex, Will, and Fortitude defense.

FOR THE GOOD OF THE TEAM

You can sacrifice your move action on your turn to give another ally in line of sight a minor action immediately or on his turn. You can sacrifice your standard action on your turn to give another ally in line of sight a move action immediately or on his turn. You can also sacrifice your action point to another ally on your turn. Once per encounter, taking no action, you can swap your initiative order for any ally.

TRAINED AS REFLEX

You may choose one 1st-level at-will power. This power is considered a basic attack. You cannot swap out an at-will ability you have selected to be a basic attack.

ENCOURAGING SUPPORT

When you use second wind, one ally in an adjacent square can use an immediate reaction to spend a healing surge and gain the benefit from second wind without spending a standard action. The ally is not counted as having used second wind.

MARSHAL CLASS POWERS

You gain Spotter as a class power.

SPOTTER — **Marshal Class Feature**

You relay an opponent's position and weak spot to an ally for a clean kill.

At-Will • Martial
Move Action **Ranged** 20
Target: One creature
Effect: You aid an ally in line of sight on a ranged attack roll. The ally must make an attack before your next turn. The ally gains a +1 power bonus to attack the target you selected until the beginning of your next turn.
Special: If you are using a targeting scope or a weapon with one, the range increases to 40.

LEVEL 1 AT-WILL EXPLOITS

DOUBLE-TAP — **Marshal Attack 1**

You squeeze off two quick shots to multiple targets.

At-Will • Martial, Weapon
Standard Action **Ranged** weapon
Target: One or two creatures
Attack: Dexterity vs. AC, two attacks
Hit: 1[W] damage. Increase damage to 2[W] damage at 21st level.

LEAD THE GROUP — **Marshal Attack 1**

You stand in front, a proud example of the uniform. Where you point, others will shoot.

At-Will • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] damage. Increase damage to 2[W] damage at 21st level.
Special: Two allies gain a +1 power bonus to their attack rolls on a single target of your choice until the beginning of your next turn.

MAKE ROOM — **Marshal Attack 1**

You are a good soldier, but there are others in a better position with a better shot. You give them the opening they need.

At-Will • Martial, Weapon
Standard Action **Ranged** 10
Target: One ally
Effect: Ally makes a ranged basic attack. The ally gains a bonus to damage equal to your Intelligence modifier. You choose the target.

MARK OF THE PUPPETEER
Marshal Attack 1

You shoot at the ground, and maybe the legs for good measure, in hopes of leading the target into another's line of fire.

At-Will • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature in range
Attack: Dexterity vs. AC
Hit: 1[W] damage and you can slide the target 2 squares. Increase damage to 2[W] at 21st level.

TACTICAL ALTERATION
Marshal Attack 1

You outmaneuver your opponent and feign him into a poor strategic position.

At-Will • Martial
Move Action **Range** 10
Target: One enemy
Attack: Intelligence +2 vs. Will
Hit: No damage but the target is marked. At the time you create the mark, you can shift the marked target's attention (the source of the mark) to any ally within 10 squares and in line of effect to the enemy. The mark lasts until the beginning of your next turn.

LEVEL 1 ENCOUNTER EXPLOITS

DISTRACTING SHOT — Marshal Attack 1

You make your foe believe an attack is impending from a flank. You cause it move from cover.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature that has cover against you
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and you suppress its cover until the end of your next turn.

INTO THE FIRE — Marshal Attack 1

You rescue an ally from impending doom and get them out of an enemy's attack.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and target is marked until the end of your next turn. One ally in line of sight may shift 1 square.

MOMENT OF APPREHENSION
Marshal Attack 1

Your weapon's discharge takes your enemy off guard. It rethinks its action.

Encounter • Fear, Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and make a secondary attack against the same target.
Secondary Attack: Intelligence vs. Will
Secondary Hit: The target cannot move any closer to you until the end of your next round. You may still move closer to it.

STICK TO THE PLAN — Marshal Attack 1

You bark orders to ensure your team members are in their correct positions.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and you shift two allies within line of sight 1 square.

LEVEL 1 DAILY EXPLOITS

NO ONE HITS THE CHIEF
Marshal Attack 1

You're hit and your comrades don't take kindly to that.

Daily • Martial, Weapon
Standard Action **Personal**
Target: One creature that hit you in the previous round
Effect: Two allies can each immediately make a single basic attack against the target that hit you.

FORCE IT BACK — Marshal Attack 1

Combine all fire on the target and drive it back.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Effect: You and one ally in line of sight each make a basic attack. With every hit, you can slide the target 1 square.

NO TIME TO BLEED — Marshal Attack 1

You're hit but the others can't see you squirm.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature that has hit you
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and you or an ally in line of sight can spend a healing surge.

MAKE IT DANCE — Marshal Attack 1

Your gunfire aims low, making your foe dive for cover rather than continue its attack.

Daily • Martial, Weapon
Immediate Interrupt **Ranged** weapon
Trigger: One creature makes a move towards you or any ally
Target: Creature that initiated the trigger
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and the target stops. All allies, including you, have combat advantage towards the target until the end of your next turn.

LEVEL 2 UTILITY EXPLOITS

BRING ME EVERYONE — Marshal Utility 2

Everyone?

Daily • Martial
Move Action **Close** burst 10
Effect: All allies within range can shift 2 squares as long as they end their movement closer to you.

IN A LINE — Marshal Utility 2

You cover your allies and they cover you.

Encounter • Martial
Move Action **Personal**
Requirement: You and up to 4 allies must be in adjacent squares to each other.

Effect: All allies sacrifice their move action on their next turn to make a move action at once on your turn. You and all allies affected can make a move action. Until the start of your next turn, as long as the group remains together, the group can move without granting opportunity attacks. This includes walk, run, or double move (but not charge or bull rush attacks). If an ally cannot move, they cannot participate in this power. As long as the formation holds, you and every ally involved also gain a +1 bonus to AC until the beginning of your next turn.

Sustain Move: The moment you or an ally breaks from formation, the effect ends.

WARRIOR'S CREED — Marshal Utility 2

I will never accept defeat. I will never quit.

Daily • Martial
Move Action **Ranged** 10

Effect: You and up to 4 allies in range gain a +5 power bonus to defense against fear-based attacks until the end of the encounter and a +2 power bonus to all defenses until the end of your next turn.

LEAVE NO MAN BEHIND — Marshal Utility 2

You grab an ally by the shoulder and drag him to safety.

Daily • Healing, Martial
Move Action **Melee** touch
Requirement: Occupy an adjacent square to any bloodied ally.

Effect: Spend a healing surge. You do not gain any hit points. Instead, your ally gains hit points as if spending a healing surge. You both shift as many squares as 1+ your Intelligence modifier. You both must remain in adjacent squares during the move.

LEVEL 3 ENCOUNTER EXPLOITS

ENCOURAGING FIRE — Marshal Attack 3

You stand with your allies and support their fire.

Encounter • Martial, Reliable
Immediate Interrupt **Special**
Trigger: An ally misses on a ranged attack against a target.
Target: The missed creature.
Attack: Dexterity +2 vs. Reflex or Intelligence +2 vs. Reflex

Hit: No damage from you, but your ally is counted as having hit with his or her missed roll.

TOO CLOSE — Marshal Attack 3

Swords and claws are so primitive. Firearms are much more civilized.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature closest to you
Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and the target is pushed back as many squares as your Intelligence modifier. Target is also slowed until the beginning of your next turn.

TARGETING LOCK — Marshal Attack 3

You paint the target to assist others in aiming.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC

Hit: No damage but all allies gain a +2 power bonus to attack that one target until the beginning of your next turn.

AROUND THE CORNER — Marshal Attack 3

You remain behind cover but reach your weapon around for a few blind attacks.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity -2 vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: Enemies gain an additional -3 cover penalty to attack you while behind cover until the beginning of your next turn.

LEVEL 5 DAILY EXPLOITS

BACK TO BACK — Marshal Attack 5

They have your back–you have theirs. Your firing arc is now complete with not a single hole in your defense.

Daily • Martial, Weapon
Standard Action **Close** burst 1
Requirement: You and a single ally are in adjacent squares.

Effect: You and the adjacent ally can each make a basic attack at +1[W] damage. You and your ally both receive a +2 bonus to Reflex defense and AC until the beginning of your next turn.

CARRY TO SAFETY — Marshal Attack 5

You drag an injured ally to cover. Since his arms are free, he takes the opportunity to fire back.

Daily • Martial, Weapon
Standard Action **Personal**
Requirement: Must have a bloodied ally in an adjacent square.
Effect: Shift 4 squares and move your ally with you. You must move farther away from the nearest enemy to you.
Secondary Effect: Your selected ally makes a ranged basic attack at any point during the move.
Tertiary Effect: At the end of the move, you can make a ranged basic attack.

COVER OPPORTUNITY — Marshal Attack 5

You take the full force of your enemy's attacks to offer your allies a chance to recover.

Daily • Healing, Martial
Standard Action **Personal**
Effect: Make two basic attacks. Any target you strike is marked until the end of your next turn. Any allies in adjacent squares of a struck enemy can spend a healing surge.

LEVEL 6 UTILITY EXPLOITS

LOOK ALIVE! — Marshal Utility 6

You grab an ally by the shoulder, help them up, and reassure them of the triviality of their wound.

Encounter • Healing, Martial
Standard Action **Melee** touch
Target: One bloodied ally
Effect: Ally can spend a healing surge. If the ally is prone, you may stand them up.

QUICK PATCH — Marshal Utility 6

Look, just give me a shot for the pain.

Daily • Healing, Martial
Move Action **Melee** touch
Target: Your or one target (must be bloodied).
Effect: You or the ally can spend a healing surge.

READING BODY LANGUAGE — Marshal Utility 6

You step in during an escalating conversation and attempt to smooth out the ripples of an impending confrontation. If the situation requires, you can also spot a liar.

Daily • Martial
No Action **Personal**
Effect: Gain a +5 bonus to Bluff, Diplomacy, Insight, or Perception on your next skill roll.

RULES OF ENGAGEMENT — Marshal Utility 6

You analyze the situation and coordinate fire on the greater threat.

Daily • Martial
Standard Action **Personal**
Effect: You learn the levels and roles of all creatures in the encounter.
Secondary Effect: You may select one creature in the encounter. You and all allies receive a +1 bonus to damage rolls against that creature until the end of the encounter.

LEVEL 7 ENCOUNTER EXPLOITS

AGGRAVATE THE WOUND — Marshal Attack 7

Your shot struck a creature's previously sustained wound, causing further damage.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and the target fails its next saving throw.

BLIND SPOT — Marshal Attack 7

An enemy comes out of nowhere. You make a quick attack before it can assault a comrade.

Encounter • Martial, Weapon
Immediate Interrupt **Ranged** weapon
Trigger: A creature initiates its first attack of the encounter on an ally (not you). It cannot be a surprise round.
Target: The triggered creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and the creature suffers a -4 to attack the targeted ally until the end of your next turn.

COORDINATED FIRE — Marshal Attack 7

You shout to an ally to focus his weapons on your target.

Encounter • Martial, Weapon
Standard Action **Close** burst 5
Effect: You and one ally within 5 squares make a ranged basic attack against the same target.

STEP OUT OF LINE — Marshal Attack 7

You are not one to follow your own advice.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Effect: Shift as many squares as 1+ your Intelligence modifier. You cannot end in an adjacent square to any ally.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.

LEVEL 9 DAILY EXPLOITS

HE AIN'T HEAVY **Marshal Attack 9**

You grab a fallen ally and throw him over your shoulder. You fire back to the enemy as you withdraw.

Daily • Martial, Weapon
Standard Action **Personal**

Effect: You shift as many squares as 1+ your Constitution modifier to an ally that is unconscious or otherwise helpless. You pick up that ally in an adjacent square.

Secondary Effect: Make a basic attack.

Tertiary Effect: After the attack, if you have picked up your ally, you can shift as many squares equal to 1+ your Constitution modifier. You cannot shift unless you take your ally with you.

I'LL HOLD THEM OFF **Marshal Attack 9**

You bring down the hammer on your foes, giving your allies the moment they need to pull back.

Daily • Martial, Weapon
Standard Action **Area** burst 1 in weapon range
Target: All creatures in burst
Attack: Dexterity vs. Reflex.

Hit: 1[W] + Dexterity modifier damage and all allies within 5 squares can make a move action. They must move away from the enemy closest to them. The move can be a shift, walk, or run.

LINE OF RESOLUTION **Marshal Attack 9**

You and an ally mark a line and refuse to let any opponents past.

Daily • Martial
Move Action **Range** 10
Target: Select one ally no more than 10 squares away within line of sight.

Effect: Draw a direct line of squares between you and your ally. Target any enemies that enter or leave one of those squares. You or your ally may take an immediate interrupt to make a basic attack against that target. If hit, the target stops on the square.

Sustain Move: The interrupt line persists. This effect stops if the distance between you and the ally is greater than 10 squares or if line of sight is broken by terrain, grenades, etc.

LEVEL 10 UTILITY EXPLOITS

BOAR'S HEAD **Marshal Utility 10**

You and your allies move in a pincher formation towards the enemy.

Encounter • Martial
Move Action **Special**
Requirement: You and up to four allies must be in adjacent squares with another.

Effect: You and up to four allies affected can make a move action simultaneously. You must maintain formation at the end of the move. This does not count as move actions on your allies' turns.

BOLSTER THE LINE **Marshal Utility 10**

You shout a few inspiring words and quote the soldier's creed. The backs of those around you stiffen.

Daily • Martial
Standard Action **Close** burst 4
Target: Up to four allies

Effect: Allies gain temporary hit points equal to twice your Intelligence modifier. The hit points last until the end of the encounter.

CONTROL THE BATTLE THEATRE **Marshal Utility 10**

You bark out orders and change your pattern of attack.

Daily • Martial
Standard Action **Close** burst 10

Effect: You and up to four allies in range can shift as many squares as 1 + your Intelligence modifier.

ON YOUR FEET, SOLDIER **Marshal Utility 10**

Who needs medical training when you have volume?

Daily • Martial
Minor Action **Ranged** 5
Target: One bloodied ally

Effect: Ally spends a healing surge.

LEVEL 13 ENCOUNTER EXPLOITS

DISTRACTING FIRE **Marshal Attack 13**

Your attack causes your enemy to rear its head, allowing others for the killshot.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage and one other ally within 5 squares gains a +3 power bonus to attack the same target until the beginning of your next turn. Ally also scores a critical hit on a natural roll of 18, 19, or 20.

ROOTED LINE OF DEFENSE **Marshal Attack 13**

It's big and it's lumbering towards you. Thankfully, you have a line of guns ready to take it down.

Encounter • Martial, Weapon
Immediate Interrupt **Ranged** weapon
Trigger: A creature attempts a bull rush or charge attack.
Target: Triggered creature
Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage and one ally can make a basic attack that includes your target as their target.

SLOW IT DOWN — Marshal Attack 13

The creature struggles to maintain balance.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature without phasing
Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier damage and the target is slowed (save ends).

WATCH MY BACK — Marshal Attack 13

You call for an assist from a comrade that takes care of the enemy behind you.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: You must be flanked by two creatures.
Target: One creature flanking you
Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Special: Any ally in line of sight makes a ranged basic attack on the other creature flanking you. You do not grant combat advantage until the beginning of your next turn.

LEVEL 15 DAILY EXPLOITS

FOCUS FIRE — Marshal Attack 15

Allies follow your fire to the same target.

Daily • Martial
Standard Action **Personal**

Effect: Make a basic attack at +1[W] damage and two allies within 10 squares of you gain a +4 power bonus to their attack rolls against the same target until the beginning of your next turn.

HEARTEN THE SQUAD — Marshal Attack 15

There stands the enemy and your group must destroy it to further the cause of man or money.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage and up to three allies within 5 squares may either make a basic attack or spend a healing surge.

Miss: Half damage and no additional effect.

PLAN B — Marshal Attack 15

You realize things are going badly and act quickly with a backup.

Daily • Martial, Weapon
No Action **Melee/Ranged** weapon
Trigger: You fail a skill challenge or a single Bluff, Diplomacy or Intimidate check.
Target: One enemy

Effect: Make a basic attack. Any target struck is dazed (save ends).

LEVEL 16 UTILITY EXPLOITS

COMBAT EXPERIENCE — Marshal Utility 16

What is this "know thy enemy" crap? It isn't about what you read in books.

Daily • Martial
Minor Action **Close** burst 10
Target: You and up to four allies

Effect: All allies gain a +3 bonus to all saving throws until the end of the encounter.

MAINTAIN FORMATION — Marshal Utility 16

A team stays together.

Encounter • Martial
Free action **Personal**

Effect: Select one ally more than 3 squares away. You may shift up to 4 squares towards that ally or you may shift that ally 4 squares towards your location.

SECOND SET OF EYES — Marshal Utility 16

Two sets are better than one.

Daily • Martial
Minor Action **Ranged** 1
Target: One adjacent ally

Effect: Both you and your selected ally gain a +2 bonus to Reflex defense and a +2 to AC.

Sustain Minor: The effect ends if either of you move beyond an adjacent square.

PLAN OF ATTACK — Marshal Utility 16

Don't just all of you run headstrong into a fight. Let's think this through.

Daily • Martial
Standard Action **Personal**

Effect: Up to four allies (not including you) gain +3 power bonus to attack rolls until the beginning of your next turn.

LEVEL 17 ENCOUNTER EXPLOITS

DIRECT THREAT — Marshal Attack 17

You stand against the most dangerous opponent on the field.

Encounter • Martial
Standard Action **Personal**

Effect: You can shift any marks on any allies to yourself. You gain temporary hit points equal to your Constitution modifier. You then can make a basic attack at +2[W] damage.

CENTER PEEL — Marshal Attack 17

You create a diversion and a precious opportunity for a wounded ally to break off and retreat.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon

Effect: Make a ranged basic attack.

Secondary Effect: Up to three allies within 5 squares may shift as many squares as 1+ your Wisdom modifier. You do not gain the benefits of this effect.

SET AN EXAMPLE — Marshal Attack 17

You stand in front with your weapon in hand to show the others how it's done.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and all allies (not you) within 5 squares gain +2 to AC until the beginning of your next turn.

TARGET PRIORITY — Marshal Attack 17

He is a friend and all, but your ally does not fully appreciate the concept of firing at the greater threat.

Encounter • Martial, Weapon
Standard Action **Personal**

Effect: You inform two allies within 5 squares which target to fire at. You and the allies each make a basic attack against said enemy. You and all allies also gain a +2 power bonus to attack rolls until the beginning of your next turn.

LEVEL 19 DAILY EXPLOITS

SECURE PERIMETER — Marshal Attack 19

You form a circle with your comrades when surrounded by invading creatures. You make a final stand against the onslaught.

Daily • Martial
Standard Action **Close** burst 3
Target: Up to four allies (including yourself).

Effect: You and/or any ally involved in this power can make a basic attack to any enemy that approaches 5 squares or closer to you or any participating ally as an immediate interrupt. Targets hit are immobilized until the beginning of your next turn.

Sustain Standard: This power ends if you or any allies move beyond 3 squares of any other member.

Miss: If you miss, another ally can still use their interrupt to attack the same enemy.

Special: Once an enemy is within 4 squares, it can no longer be targeted by this power

LEAD THE SHOT — Marshal Attack 19

The time for talking is over. You give your ally the sign to end the conversation.

Daily • Martial
Standard Action **Range** 1
Target: One enemy.

Effect: Select one ally in line of sight to activate an attack power which targets your selected enemy. Ally gains a +2 bonus to attack rolls with that power. Before or after the attack, you gain a move action.

THREAT ANALYSIS — Marshal Attack 19

With feint and strategy, you shift the attention of your enemies elsewhere.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Effect: Regardless if you hit, you may transfer any marks on any participants of an encounter to any other participants. You cannot transfer marks on allies to enemies or vice-versa. You cannot transfer marks to targets out of line of site of the creature employing the mark. You may also mark two targets in line of sight but apply the source of those marks to any allies in the encounter.

LEVEL 22 UTILITY EXPLOITS

FACE SLAP — Marshal Utility 22

Sometimes a stricken comrade only needs a good smack to wake up.

Daily • Healing, Martial
Minor Action **Melee** touch
Target: Once unconscious ally

Effect: You remove the unconscious effect. If the ally was unconscious from being reduced to fewer than 0 hit points, they are healed to 1 hit point.

FOCUS TARGET — Marshal Utility 22

You order an ally to focus her attention on a specific target—the greatest threat of the moment.

Encounter • Martial
Move Action **Ranged** 10
Target: One ally

Effect: Pick an enemy in the encounter within line of sight. The ally receives a +4 power bonus to attack and scores a critical hit on a natural roll of 18, 19, or 20 until the end of their next turn.

PLUG THE SAME SPOT Marshal Utility 22

Instead of random fire, you continually hit the creature where it hurts.

Daily • Martial
No Action **Personal**
Requirement: You must score a critical hit on a target.

Effect: For the rest of the encounter, every time you or any ally scores a critical hit on the creature, it is stunned until the beginning of your next turn.

PULL IT TOGETHER Marshal Utility 22

You resort to anger, encouraging support, or violence to get an ally to shrug it off.

Daily • Healing, Martial
Move Action **Melee** touch
Target: One ally suffering from any of the following conditions: Blinded, Dazed, Deafened, Slowed, Stunned, or Weakened

Effect: You suppress one of the listed conditions currently affecting the ally.

Sustain Minor: As long as the effect is still in place, you can sustain the suppression. You must remain in an adjacent square to the target.

Special: The ally still saves for the effect while it is being suppressed.

LEVEL 23 ENCOUNTER EXPLOITS

IT WAS THE PLAN ALL ALONG Marshal Attack 23

You scream for an ally to get down, making his foe vulnerable to attack.

Encounter • Martial
Standard Action **Range** 40
Target: One creature
Requirement: An ally must be adjacent to the target creature.

Effect: Ally in the adjacent square shifts 1 square away from the target.

Secondary Effect: You and up to two allies (but not the one that shifted) can make basic attacks against the target creature.

OUT OF NOWHERE Marshal Attack 23

As it turned out, your enemy had completely misjudged your plan and you lead them directly into a trap.

Encounter • Martial
Standard Action **Close** burst 10

Effect: You can swap the positions of any allies in range. Swapped allies cannot be more than 5 squares apart from each other. Each ally can only be swapped once and no allies can be moved more than 5 squares from their starting position. After you are done swapping ally positions, up to three allies in range gain a basic attack. You cannot swap an ally that has been dominated, immobilized, petrified, restrained, slowed, stunned, or rendered unconscious.

MUST GET A HOLD OF MYSELF Marshal Attack 23

The others can't see you lose control. You must strike back before they lose hope.

Encounter • Martial, Weapon
Free action **Ranged** weapon
Requirement: Successfully make a saving throw against a charm, fear, or illusion attack.
Target: The creature that affected you
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage.

LEVEL 25 DAILY EXPLOITS

ENCOURAGING ACTION Marshal Attack 25

You refuse to let these injuries defeat you. You come back with a zeal that inspires others around you to do the same.

Daily • Healing, Martial, Weapon
Standard Action **Ranged** weapon
Requirement: You must be bloodied.
Target: One creature in range
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage.
Special: All allies within 2 squares can spend a healing surge.

Miss: No damage, but allies can still spend a healing surge.

ON A PILE OF CORPSES Marshal Attack 25

You scream in defiance as you stand on a hill built from the bodies of your enemies. Your allies take the lead and join you in your battle cry.

Daily • Healing, Martial, Weapon
Standard Action **Ranged** weapon
Target: You and up to four allies in line of sight

Effect: Targeted bloodied allies spend a healing surge. Targeted allies that are not bloodied each gain a ranged basic attack. You may choose to spend a healing surge or make a basic attack.

Secondary Effect: All affected allies can shift up to 4 squares towards your location.

SQUAD PINPOINT OBJECTIVE Marshal Attack 25

You find the most dangerous opponent – the enemy commander, or the largest monster. Everyone coordinates their attack along with yours.

Daily • Martial, Reliable, Weapon
Standard Action **Ranged** weapon
Target: One enemy
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and 5 ongoing damage (save ends).

Effect: Every consecutive successful hit on that creature – by you or any ally – increases the ongoing damage by +2 (Maximum 20). This continues until the target saves.

LEVEL 27 ENCOUNTER EXPLOITS

BRILLIANT OPPORTUNITY
Marshal Attack 27

Your tactical planning has created an opening. You shout to an ally to act.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage and an ally in an adjacent square gains a standard action she may use immediately or on her next turn.

PERFECT TIMING
Marshal Attack 27

You've planned ahead for this moment. You knew where your enemy would be, where they would strike, and when their weakness would be revealed. You give your allies the word and they act according to plan.

Encounter • Martial
Standard Action
Target: Three allies in line of sight (not you)
Effect: All targeted allies gain a basic attack they may use as an immediate interrupt for any trigger until the beginning of your next turn.

TOUGH LOVE
Marshal Attack 27

Sometimes an ally is just not doing very well and you have to push them out of the way to show them how it's done.

Encounter • Martial, Weapon
Immediate Interrupt **Ranged** weapon
Trigger: An ally in an adjacent square misses on an attack roll.
Effect: You push the ally into any adjacent square and move into their square.
Target: The creature the ally targeted
Attack: Dexterity vs. AC
Hit: 4[W] + Dexterity modifier damage and the pushed ally regains hit points as if spending a healing surge (ally is not counted as having spent a healing surge).

LEVEL 29 DAILY EXPLOITS

SHOCK AND AWE
Marshal Attack 29

You display overwhelming battle awareness. You coordinate your unit as the head of a fully functioning organism of destruction.

Daily • Martial, Weapon
Standard Action **Close** burst 5
Target: 4 allies in range
Effect: Targeted allies shift as many squares as 1+ your Intelligence modifier.
Secondary Effect: You and all allies can make a basic attack.
Special: All damage and hit rolls receive a bonus equal to 1+ your Intelligence modifier.

PUSH FOR VICTORY
Marshal Attack 29

A critical enemy has fallen. Their line is failing. Crush them now.

Daily • Martial
Immediate Interrupt **Personal**
Requirement: An enemy brute or elite is killed in the encounter but not on your round.
Effect: You and up to four allies in the encounter can make a basic attacks.

BATTLE SYMPHONY
Marshal Attack 29

Your strategy has paid off. Your opponents are puppets. Allies target where you want. You perform a magnum opus of combat—your concert of sharp gunfire, thunderous explosions, and the silence of your fallen foes.

Daily • Martial
Standard Action **Close** burst 10
Effect: Up to four allies in range shift as many squares as 1+ your Intelligence modifier. They may perform a basic attack before or after they move. You may slide every creature hit by this power as many squares as 1+ your Intelligence bonus.

OPERATOR

Stone held his hand up. "Hey, don't get too close with the pulse—" Stone was cut off as the energy cell in Friedkin's rifle shorted out. "Dammit, Friedkin. Have to replace that battery now!"

"Sorry, sir."

Role: Leader/Striker. You are responsible for the safety of the comrades next to you. You maintain the technological superiority of the group, keeping machinery operating, patching injuries when they arrive, and disabling and enabling demotions. You are also, on average, the most experienced member in regards to echa. Without you, the others would be lost with broken technology.
Power Source: Martial. You know how to handle yourself in a fight, but you can also keep others fit to handle themselves in a fight as well.
Key Abilities: Intelligence, Wisdom, and Dexterity

Armor Proficiencies: Light, heavy (except advanced armor)
Weapon Proficiencies: Small arms (one-handed & two-handed), simple melee
Bonus to Defense: +2 Reflex, +2 Will

Hit Points at 1st level: 10 + Constitution score
Hit Points per Level Gained: 5
Healing Surges per Day: 6 + Constitution modifier

Trained Skills: From the class skills list below, pick five.
Class Skills: Demolition (Int), Engineer (Int), Heal (Wis), History (Int) Insight (Wis), Perception (Wis), Sciences (Int), Streetwise (Cha), Thievery (Dex), Vehicle Operation (Dex)

Build Options: Mechanic, Medic

The general-use operative, the jack-of-all-trades – the techan group will be hard pressed to survive without their operator. The operator is a vital member, especially as a group ventures deeper and deeper in the world of fantasy. You found the outside world fascinating, but you are not one to forget the damage it did to your species and their legacy. The progress of man has faltered and you strive to get it back.

But to destroy a thing, you must understand a thing. You refuse to turn a blind eye to that world, for naivety is a sure path to death. Grounders are only good for shooting stuff. That primitive attitude is a sign of archaic military monsters. True survival deals with mankind's unique ability to adapt, to understand the ways and flaws of a system. As an expert in this world, you know how to survive in it, but more importantly, you know how to survive in it without magic.

You don't specialize in one talent but many. You are the linguist, the mechanic, the medic, and the professor rolled into one role. You understand the relationship between magic and technology and can repair the results when they clash. You have seen the types of injuries sustained on human flesh by the claws and spells of monsters and the conditions other doctors would scratch their head over. You know more about the regions and monsters of the world more than any other. Of all the members of a techan group, you are probably the only one that could survive on your own. Not that you would want to.

CREATING A OPERATOR

The operator is the foremost authority on the outside world and its effects on man and machinery. You have studied echa and know it as well as anyone that has spent their entire life out there. Unlike others, you may not have the fevered hatred of the world of fantay. You have been accused of being a sympathizer, but one must know an enemy in order to defeat it. You address this with two possible approaches. One is to support the group as a doctor and the other is to maintain the technological supremacy of the team as a whole. Wisdom and Intelligence are vital but, like all techans, you must have a high Dexterity as you will be expected to pick up a weapon from time to time.

MECHANIC

As a mechanic, you made your choice. You prefer air conditioning, internet, and machines that automatically wash dishes. You wish to keep the technology of man from breaking down in the unreality of the fantasy world. You have learned enough of the chaos of outside life to know a few tricks to keep technology from going on the fritz the moment it leaves the walls of a bastion. You can keep machinery working and clear up jams when they occur.

Obviously, you will want to keep your utility choices to ones dealing with staving off technological disruption, though being multi-talented is useful, too.

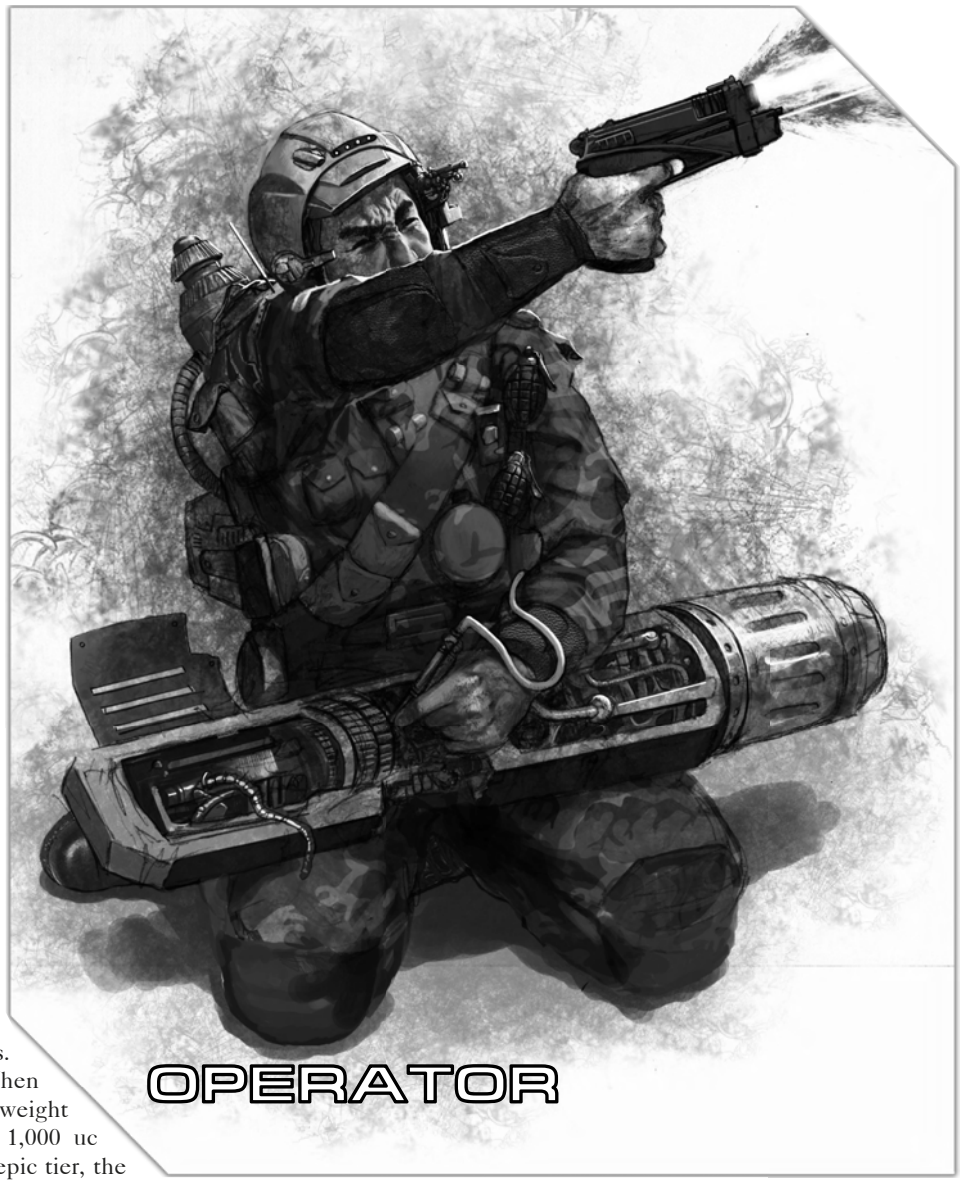
Suggested Feat: Skill Focus (Engineer)
Suggested Skills: Demolition, Engineer, Vehicle Operation
Suggested At-Will Powers: Field Shot, Flash of Genius, Weapon Savant
Suggested Encounter Power: Clear the Blockage
Suggested Daily Power: Move to Assist

MEDIC

You may be forced into violence, but you are primarily a medic. You consider the lives of your team members more important than any others and will always choose your allies over other injuries on the battlefield. You have no apprehension in firing upon others that threaten your team. Monsters do make your job harder.

As a medic, a high Wisdom is vital as it is connected to your Heal skill, which improves the recovery of those you want to heal. Choosing powers with the healing property would be a given, but choose carefully. It would also be advised to pick up a few mechanical-based powers as well.

Suggested Feat: Skill Focus (Heal)
Suggested Skills: Heal, Insight, Perception
Suggested At-Will Powers: Evasive Overdrive, Field Shot, Flash of Genius
Suggested Encounter Power: Protect the Fallen
Suggested Daily Power: Awareness of Anatomy



OPERATOR CLASS FEATURES

You have the following class features.

VIOLENCE IS PRIMATIVE

Instead of selecting a daily attack power with a new level (5th, 9th, 15th, etc), you can instead select a Utility power of from any lower level from your class. This applies only to daily attack powers but you can replace them with any utility power (daily or encounter).

TRAINED AS REFLEX

You may choose one 1st-level at-will power. This power is considered a basic attack. You cannot swap out an at-will ability you have selected to be a basic attack.

WIDGET BAG

You keep pieces handy for on-site repairs. You have enough parts on hand for 200 uc worth of repairs. These parts cannot be sold or traded. They are useless to others. The bag weighs 5 lbs. It cannot be disrupted and the parts work with the device you attempt to repair. You can increase the size of this widget bag later by investing in more widgets. Every 500 uc adds another 1 lb. When you reach paragon tier, the bag's weight drops by half and every additional 1,000 uc adds another 1 lb. When you reach epic tier, the bag's weight drops by half again and every 100,000 uc adds another 1 lb. Once invested, you do not get this value back. When you scavenge technology, the GM may award a certain value in uc of additional widgets. You can use widgets to repair and modify items as well as create them.

NOT LIKE THE OTHERS

You do not pay the penalty like other techans in understanding non-human languages. You gain the Language Adept feat.

PRIMARY TARGET

If you don't activate any attack powers on your turn, until the beginning of your next turn, you gain a +2 power bonus to AC and Reflex Defense.

CLASS EXPERTISE

Of the following class powers, select three: Diligent Repairs, Diagnose and Cure, Jury-Rig, Natural Healer, Overdrive.

DIAGNOSE AND CURE
Operator Class Feature

How many fingers do I have up? Thirteen? I think you took a hit in the head.

Encounter (Special) • Healing, Martial
Move Action **Melee** touch
Requirement: You must be trained in Heal.
Target: One ally (not you) suffering from a condition or ongoing damage
Effect: Targeted ally gains a +2 bonus to save against the effect or ongoing damage.
Sustain Minor: As long as you remain in reach, you can continue to offer the bonus to the saving throw until the ally saves against the effect.
Special: You may activate this ability again in the same encounter if you use your healing surge to do so.

NATURAL HEALER
Operator Class Feature

There's an arrow in your head. Whatever you do, don't laugh.

Encounter (Special) • Healing, Martial
Move Action **Melee** touch
Special: You can use this power twice per encounter. At 11th level, you can use this power three times per encounter. At 21st level, you can use this power four times per encounter.
Requirement: You must be trained in Heal.
Target: You or one ally
Effect: Target spends a healing surge. Instead of the healing surge value, the target regains hit points equal to the total skill bonus of your Heal skill, regardless of the value.

DILIGENT REPAIRS
Operator Class Feature

This is going to take more than just a coin.

Encounter • Martial
Move Action **Melee** touch
Requirement: You must be trained in Engineer.
Target: You or an ally with a piece of disrupted equipment
Effect: You make an Engineer check at DC15+2/tech level of the item. The amount you beat the roll by is the bonus the item gets on its next save.
Special: You may activate this ability again in the same encounter if you use your action point to do so.

JURY-RIG **Operator Class Feature**

You pull out the blown fuse and jam in a coin.

Encounter • Martial
Move Action **Melee** touch
Requirement: You must be trained in Engineer.
Target: You or an ally with a piece of disrupted equipment
Effect: The item instantly recovers from disruption until the end of the encounter and then the item in question breaks (See Skills for repairing items).
Special: If the battery has blown, you can replace it as a minor action on your round. You may activate this ability again in the same encounter if you use your action point to do so.

OVERDRIVE **Operator Class Feature**

You attempt to temporarily overdrive a weapon or device, offering it a quick boost at the sacrifice of its operational lifespan.

Encounter • Martial
Standard Action **Melee** touch
Requirement: You must be trained in Engineer.
Target: A piece of undisrupted equipment
Effect: Make an Engineer check. You apply the modification of the Engineer DC you pass (or lower). The modification lasts until the end of the encounter or for 5 minutes. You may apply only one modification per weapon per encounter.

Equipment	Improvement	Engineer DC
Ranged Weapons	+1 to damage	20
	+2 to damage	27
	+3 to damage	37
Electronic Devices	+1 skill bonus	20
	+2 skill bonus	27
	+3 skill bonus	37
Vehicles	+1 to initiative and maneuver	20
	+1 to maneuver and speed	25
	+2 to maneuver and speed	30
Power Armor	+1 to attack and +2 damage with melee weapons	25
	+2 to attack and +4 damage with melee weapons	30
	+3 to attack and +6 damage with melee weapons	37

Aftereffect: After the encounter, you must re-roll the Engineer DC or the item modified breaks, requiring repairs.

LEVEL 1 AT-WILL EXPLOITS

DOUBLE-TAP **Operator Attack 1**

You squeeze off two quick shots in succession to multiple targets.

At-Will • Martial, Weapon
Standard Action **Ranged** weapon
Target: One or two creatures in range
Attack: Dexterity vs. AC, two attacks
Hit: 1[W] damage. Increases to 2[W] damage at 21st level.

EVASIVE OVERDRIVE **Operator Attack 1**

You do everything in your power to avoid getting hit.

At-Will • Martial
Standard Action **Range** 10
Target: One creature
Attack: Intelligence + Dexterity vs. Reflex or Wisdom + Dexterity vs. Reflex
Hit: No damage, but you gain a +4 bonus to AC until the beginning of your next turn against the target. You also neither provoke attacks of opportunity nor grant combat advantage to the target until the beginning of your next turn. You also gain a move action.

FIELD SHOT — Operator Attack 1

You are a field specialist trained in support and backup. Thankfully, you can still handle yourself.

At-Will • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and you can shift 2 squares after the attack. Increase to 2[W] + Dexterity modifier damage at 21st level

FLASH OF GENIUS — Operator Attack 1

You don't enjoy violence as much as the others…but you are good at it.

At-Will • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Intelligence vs. AC or Wisdom vs. AC
Hit: 1[W] + Dexterity modifier damage. Increase damage to 2[W] + Dexterity modifier at 21st level.
Special: If you suffer a disruption with the weapon used with this power by the end of the same round this attack is used, you automatically recover.

WEAPON SAVANT — Operator Attack 1

You may not be as experienced in killing as the others, but you know the tools of death and can work them better to accomplish their task.

At-Will • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage. The damage of the weapon is scaled one level higher (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d8) for the attack. Increase to 2[W] + Dexterity modifier damage at 21st level.

LEVEL 1 ENCOUNTER EXPLOITS

CLEAR THE BLOCKAGE — Operator Attack 1

You quickly modify your weapon to clear a jam, resulting in a slightly greater blast.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: Your weapon must be suffering from disruption.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.
Special: The weapon is disrupted again until it recovers.

LIFE AND LIMB — Operator Attack 1

You dodge and weave though enemies to get to a fallen comrade.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Hit: 1[W] + Dexterity modifier damage and you can shift as many squares as 1+ your Intelligence modifier. You can ignore the occupied square of the enemy you hit.

PROTECT THE FALLEN — Operator Attack 1

You would rather die than allow an ally under your care to come to harm.

Encounter • Martial, Healing. Weapon
Standard Action **Melee** touch**, Ranged** weapon
Target: One ally
Effect: Ally recovers hit points equal to your total heal skill. You then attack an enemy.
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.

LEVEL 1 DAILY EXPLOITS

AWARENESS OF ANATOMY — Operator Attack 1

You know about this opponent and know where to attack to offer others an advantage.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and all allies in the encounter except you gain combat advantage against the target until the end of your next turn.
Miss: Half damage and the target does not grant combat advantage.

SUPPORT ROLE — Operator Attack 1

Your attack is more of a diversion to allow others the opportunity to recover.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.
Effect: Two allies in line of sight can make saving throws against conditions they suffer from.

MOVE TO ASSIST — Operator Attack 1

An ally needs assistance. You fire back as cover to move into position.

Daily • Martial, Reliable, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and you can shift as many squares a 1 + your Intelligence bonus. If you reach an adjacent square to an ally, the ally can spend a healing surge.

LEVEL 2 UTILITY EXPLOITS

CLAMP THE ARTERY — Operator Utility 2

He doesn't even seem to care that he is bleeding all over his new BDUs. You twist a tourniquet around to halt the loss for now.

Daily • Healing, Martial
Move Action **Melee** touch
Target: You or one ally within reach suffering from ongoing damage
Effect: You or the selected ally saves against the ongoing damage. You or the ally are also healed of any damage suffered by the ongoing damage.

EMERGENCY PATCH — Operator Utility 2

You stop what you're doing and see to the injuries of an ally. You know what your priorities are.

Daily • Healing, Martial
Minor Action **Melee** touch
Target: One ally
Effect: Target spends a healing surge. Instead of the hit points the target would normally regain, the ally regains hit points equal to your total Heal skill, regardless of the value.

MORE SCIENCE — Operator Utility 2

Science will not fail you today.

Daily • Martial
No Action **Personal**
Effect: Gain a +5 power bonus to your next Engineer or Sciences skill check or a +2 to all the Engineer or Sciences skill rolls when part of a skill challenge.

NO SWEAT — Operator Utility 2

You turn the key counter-clockwise while pulling the statue's sword, not the other way around.

Daily • Martial
No Action **Personal**
Effect: Add +2d4 power bonus to any skill roll you just made.

LEVEL 3 ENCOUNTER EXPLOITS

ARCHETYPAL MANEUVER — Operator Attack 3

Your talent to avoid attacks is legendary.

Encounter • Martial
Standard Action **Range** 10
Target: Two creatures
Attack: Intelligence + Dexterity vs. Reflex or Wisdom + Dexterity vs. Reflex; two attacks
Hit: No damage, but the target cannot target you specifically for any attack (although you can still be subjected to a burst or blast attack) until the beginning of your next turn. You also gain a move action.

OUT OF THE FIRE — Operator Attack 3

You know when to fight. You grab an ally and pull back, laying down fire as you leave.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: You must have an ally in an adjacent square.
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.
Special: You and the ally can shift as many squares as 1 + your Intelligence or Wisdom modifier.

PATTERN RECOGNITION — Operator Attack 3

You quickly ascertain your enemy's tactics and motives. You taunt it to open a weakness.

Encounter • Martial, Reliable, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage. Add your Intelligence modifier damage to this attack and all others you do until the end of your next turn.

WEAK SPOT — Operator Attack 3

They are still built like us. Cripple the target and gain precious time to plan your next attack.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and the target is weakened (save ends).

LEVEL 5 DAILY EXPLOITS

DISRUPTION BLAST — Operator Attack 5

The weapon's about to go, you decide it should go out in a blaze of glory…and parts.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: A weapon is suffering the effect of disruption.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and the target is deafened (save ends).
Miss: Half damage.
Special: The weapon automatically fails its next disruption save.
Sustain Standard: If the weapon hasn't broken yet, you can repeat this attack. Every time you do, the weapon automatically fails its next disruption save

GET AWAY FROM THEM — Operator Attack 5

You fire wildly, getting the enemy's attention, allowing allies to recover.

Daily • Martial
Standard Action **Ranged** weapon
Target: One creature
Attack: Intelligence + Dexterity vs. Reflex or Wisdom + Dexterity vs. Reflex
Hit: No damage, but the target cannot attack you or any allies until the beginning of your next turn. All allies in reach of the creature gain a move action. You use ammunition with this power.
Miss: Target can still attack but suffers a -2 penalty to all attack rolls until the beginning of your next turn. No additional effects.

I THINK I GOT IT ANGRY — Operator Attack 5

Your shot finds its target. Its eyes find you.

Daily • Martial, Reliable, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage and target is marked for the rest of the encounter.

LEVEL 6 UTILITY EXPLOITS

DISRUPTION SUPPRESSION — Operator Utility 6

Constant tweaking prevents disruption. Just hope your fingers twiddle faster than magic.

Daily • Martial
Move Action **Personal**
Requirement: You must be trained in Engineer.
Target: Any piece of undisrupted or unbroken equipment in your possession
Effect: You suppress the item's capacity to be affected by EDF. The item cannot be disrupted or broken until the beginning of your next turn.
Sustain Move: The item remains immune. Other items are still susceptible.
Special: At 11th level, you can select two items to be suppressed. At 21st level, you can choose 3.

MEDICAL MASTER — Operator Utility 6

No, really, I don't have a god complex.

Daily • Healing, Martial
Standard Action **Close** burst 1
Target: You and one or two allies in range
Requirement: You must be trained in Heal.
Effect: Targets spends a healing surge. Instead of recovering the healing surge value, targets affected regain hit points equal to the total bonus of your Heal skill. Target also gains a +2 power bonus to Fortitude defense against the next attack against it.

SLIPPERY LIKE A HUMAN — Operator Utility 6

You jump out of the grasp of some mighty big hands.

Daily • Martial
Immediate Interrupt **Personal**
Trigger: An enemy attempts a grab.
Effect: Shift as many squares as 1+ your Intelligence modifier.

TREAT PATIENT — Operator Utility 6

Dude, haven't you ever heard of a gag reflex?

Daily • Healing, Martial
Standard Action **Melee** touch
Requirement: You must be trained in Heal.
Target: One bloodied but conscious ally (not you).
Effect: Remove all damage the ally has taken from his last hit.

ADRENALINE BOOST — Operator Utility 6

A quick injection reinvigorates the soul and charges the spirit.

Daily • Martial
Standard Action **Melee** touch
Target: You or one ally in reach

Effect: Spend a healing surge. Instead of gaining hit points, the target resets one encounter ability that had been used already.

LEVEL 7 ENCOUNTER EXPLOITS

DIM MAK SHOT — Operator Attack 7

Your strike causes critical nerve damage that the target doesn't feel until it starts to take a step.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage and, for as many rounds as your Wisdom modifier, every time the target moves, it suffers additional damage equal to your Wisdom modifier.

BIG BORE BLAST — Operator Attack 7

You played with the chemicals in one of the rounds. Time to put it to the test.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: Must be wielding a non-auto weapon that uses chemical propelled ammunition.
Target: One creature
Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and the target is knocked back 2 squares and is prone.

PARTING SHOT — Operator Attack 7

You give the illusion of cowardice but turn quickly and fire back as you move away.

Encounter • Martial, Weapon
Move Action **Ranged** weapon
Effect: Make a move action (shift, walk, or run). At the end of the move, you must be farther away from the closest enemy than when you started the move.
Target: One creature
Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

TARGET OPENING — Operator Attack 7

You wait in hopes of getting an enemy to poke out from cover.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature currently gaining benefits from cover
Attack: Dexterity vs. AC. Reduce cover penalties by your Wisdom modifier.

Hit: 2[W] + Dexterity modifier damage and select one ally in an adjacent square. The ally gains a +1 power bonus to attack the same target on their next turn.

LEVEL 9 DAILY EXPLOITS

ACCIDENTAL DISCHARGE — Operator Attack 9

In an attempt to clear your weapon, it goes off.

Daily • Martial, Weapon
No Action **Ranged** weapon
Requirement: Your weapon makes a save after being disrupted.
Effect: The weapon goes off. Luckily, it was aimed at something.
Target: One creature
Attack: Dexterity -2 vs. AC

Hit: 2[W] + Dexterity modifier damage.

Miss: Half damage.

AGGRAVATE THE WOUND — Operator Attack 9

Your shot struck a creature's previously sustained wound, causing further damage.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and the target fails its next saving throw or extend a condition the target currently suffers from for one round.

Miss: Half damage and no additional effect.

STAY OUT OF THE WAY — Operator Attack 9

You're fully aware of your lack of training in combat. When your allies step in, you step out.

Daily • Martial, Weapon
Immediate Reaction **Ranged** weapon
Trigger: You are in an adjacent square to an enemy and an ally moves into any adjacent square.
Effect: Shift 2 squares.
Target: The creature you shifted away from
Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.
Secondary Effect: You may shift another 2 squares.
Miss: Half damage and no secondary movement.

LEVEL 10 UTILITY EXPLOITS

PACKED FULL OF ELECTROLYTES
Operator Utility 10

Energy drinks have nothing compared to what you concocted in the lab.

Daily • Healing, Martial
Minor Action **Melee** touch
Target: You or one human ally in reach
Effect: Ally spends a healing surge. The ally gains temporary hit points equal to his healing surge value.

FROM THE BRINK — Operator Utility 10

You perform a mechanical miracle and will a hopelessly broken piece of equipment back to life.

Daily • Martial
Move Action **Melee** touch
Requirement: You must be trained in Engineer.
Target: Your or an ally with a piece of broken equipment
Effect: Make an Engineer check at DC20 + 2/tech level. If you succeed, the item is not repaired, only temporarily patched (save ends).
Miss: The item is patched until the beginning of your next turn.

POUND THE CHEST — Operator Utility 10

"LIVE, DAMN YOU!"

Daily • Healing, Martial
Move Action **Melee** touch
Target: An ally that has been reduced to below 0 hit points and is making death saves. The ally must be a human.
Effect: The ally is brought to 1 hit point and is stable. Ally regains hit points equal to the total bonus of your Heal skill.

IT'S WORKING JUST FINE
Operator Utility 10

An ally complains about a disrupted piece of technology. Turns out, the safety was left on.

Daily • Martial
No Action **Personal**
Effect: Re-roll an EDF check at the end of the initiative order. Must accept new result.
Special: This ability cannot be used if a natural 20 is rolled for the EDF check.

LEVEL 13 ENCOUNTER EXPLOITS

LEVEL OF VIOLENCE
Operator Attack 13

You outmaneuver your enemies, allowing yourself a chance to escape.

Encounter • Martial
Standard Action **Range** 10
Target: Two creatures
Attack: Intelligence + Dexterity vs. Reflex or Wisdom + Dexterity vs. Reflex
Hit: No damage, but you gain a +4 bonus to AC until the beginning of your next turn against the target. You neither provoke attacks of opportunity from the target nor grant combat advantage to the target until the beginning of your next turn. You also gain a move action. At the end of the move, you can either spend a healing surge or make a basic attack.

PROP UP THE GUN — Operator Attack 13

You help an injured ally to ready her weapon while attending to her wounds.

Encounter • Healing, Martial
Standard Action **Melee** touch
Target: One bloodied ally
Effect: Ally spends a healing surge. Instead of recovering the healing surge value, ally regains hit points equal to the total bonus of your Heal skill.
Secondary Effect: Target ally can make a basic attack.

TWEAK FIRING MECHANISM
Operator Attack 13

You modify your weapon's capacity and push it beyond the factory specifications.

Encounter • Martial, Weapon
Standard Attack **Ranged** weapon
Requirement: The weapon cannot have an auto or heavy auto property.
Target: One, two, or three creatures
Attack: Dexterity vs. AC, one attack per target
Hit: 2[W] + Dexterity modifier damage.
Special: The weapon suffers a -4 penalty to its first saving throw to recover from disruption if it is affected anytime in the encounter after activating this power.

LEVEL 15 DAILY EXPLOITS

CARRY TO SAFETY — Operator Attack 15

You drag an injured ally to cover. Since his arms are free, he takes the opportunity to fire back.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: Must have a bloodied ally in an adjacent square.
Effect: Shift 4 squares and move your ally with you. You must move farther away from the nearest enemy to you.
Secondary Effect: Your selected ally makes a basic attack at any point during the move.
Tertiary Effect: At the end of the move, you can make a basic attack.

OVERCHARGE — Operator Attack 15

You nearly blow the capacitor out charging up the weapon well beyond its factory specs.

Daily • Martial, Weapon
Standard Action **Area** burst 1 in weapon range
Requirement: Must be wielding a weapon with the plasma or laser property.
Target: All creatures in burst
Attack: Dexterity vs. Reflex. Use double the cell usage.
Hit: 2[W] + Dexterity modifier damage and 5 ongoing fire damage (save ends).
Miss: Half damage and no ongoing damage.

UNEXPECTED REACTION — Operator Attack 15

The enemy slumps to the ground from your attack. Your allies all look in astonishment. You act as if it was intended.

Daily • Martial, Weapon
Standard Attack **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and the target is knocked unconscious (save ends). If it takes any further damage, it is no longer unconscious.
Miss: Half damage and the target is not unconscious.

LEVEL 16 UTILITY EXPLOITS

COORDINATED EDF DEFENSE — Operator Utility 16

A combination of planning and squad placement has allowed the group to stave off the effects of disruption for a moment.

Daily • Martial
No Action **Personal**
Effect: Ignore the result of an EDF roll at the end of the initiative order. This power can be used after the roll is made and you are allowed to be made aware of the results before activating.

DELAY INJURY — Operator Utility 16

You halt the battery of effects from an injury.

Daily • Healing, Martial
Immediate Reaction **Melee** touch
Requirement: You must be trained in Heal.
Trigger: One ally that has been hit.
Effect: You delay the damage until the end of your next turn.
Sustain minor: As long as you remain adjacent to the ally, you can continue to suppress the damage. You can sustain this power until the end of the encounter or 5 minutes.
Special: If you manage to sustain this power until the end of the encounter (or five minutes), the damage is permanently ignored. If you fail to sustain this power during the encounter, the ally suffers the delayed damage at the beginning of his turn.

BOOSTED CLIP — Operator Utility 16

You hand your ally a modified clip or cell (or keep it for yourself). You won't divulge the modifications made. Trade secret.

Daily • Martial
Move Action **Melee** touch
Target: One ally or yourself.
Effect: You have created a modified clip or cell. The damage of the weapon is scaled one level higher (1d4 - 1d6 - 1d8 - 1d10 - 1d12 - 2d6 - 2d8) for the length of the clip. If for an ally, you offer the clip as a free action. You or the ally must still load the clip (taking whatever action is required). The character that uses the clip removes the ammunition from their listing.

MINOR MEDICAL MIRACLE — Operator Utility 16

You thought you were a gonner? You were.

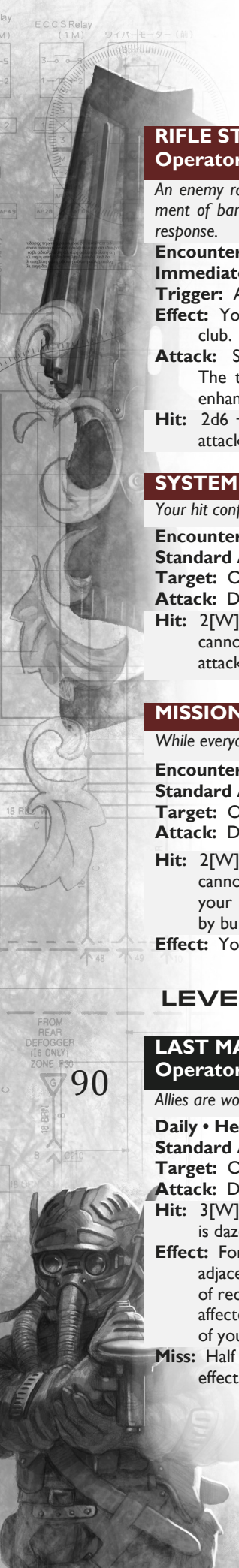
Daily • Healing, Martial
Standard Action **Melee** touch
Requirement: You must be trained in Heal.
Target: One ally that is making death saves or has been killed by failing three death saves in the past round
Effect: You bring the ally back to 1 hit point but they are still unconscious (save ends).

LEVEL 17 ENCOUNTER EXPLOITS

CAREFUL PLACEMENT — Operator Attack 17

While moving to your objective, you carefully place a few shots in such a way as to divert attention away from you.

Encounter • Martial, Weapon
Standard Attack **Ranged** weapon
Target: One or two creatures
Attack: Dexterity vs. AC, two attacks
Hit: 2[W] + Dexterity modifier damage and the target is marked (save ends). The target is not marked against you but any other creature within 5 squares.



RIFLE STOCK IN THE FACE
Operator Attack 17

An enemy raises his club, sword, or any other archaic implement of barbarity and you respond with your own medieval response.

Encounter • Martial, Weapon
Immediate Interrupt **Melee** touch
Trigger: An enemy hits you with an opportunity attack.
Effect: You attack back, using your ranged weapon as a club.
Attack: Strength +4 vs. AC or Dexterity +4 vs. AC. The tech level of the weapon does not offer its enhancement to hit or damage.
Hit: 2d6 + Strength modifier damage and the enemy's attack is thwarted.

SYSTEM SHOCK
Operator Attack 17

Your hit confuses and shocks your opponent.

Encounter • Martial, Weapon
Standard Attack **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and the target cannot activate any powers other than basic attacks (save ends).

MISSION OBJECTIVE
Operator Attack 17

While everyone attacks, you make a move to the goal.

Encounter • Martial, Weapon
Standard Attack **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and the target cannot directly attack you until the beginning of your next turn (though you can still be targeted by burst or blast attacks).
Effect: You gain a move action.

LEVEL 19 DAILY EXPLOITS

LAST MAN STANDING
Operator Attack 19

Allies are wounded. It's all up to the Operator.

Daily • Healing, Martial, Weapon
Standard Attack **Ranged** weapon
Target: One or two creatures
Attack: Dexterity vs. AC, two attacks
Hit: 3[W] + Dexterity modifier damage and the target is dazed (save ends).
Effect: For every target hit, one bloodied ally in an adjacent square may spend a healing surge. Instead of recovering the healing surge value, targets affected regain hit points equal to the total bonus of your Heal skill.
Miss: Half damage for each target and no additional effects.

TECHANS AND THEIR WEAPONS
Operator Attack 19

Fear through superior firepower.

Daily • Fear, Martial, Weapon
Standard Action **Ranged** weapon
Requirement: Must wield a primary weapon of TL4 or higher.
Target: One creature
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage and the target is pushed back 2 squares and cannot move any closer to you (save ends).

TEMPORARY IMPROVEMENTS
Operator Attack 19

You tweak the cell to be more efficient. It neither taxes the system nor uses more ammunition.

Daily • Martial, Reliable, Weapon
Standard Attack **Ranged** weapon
Effect: Make a ranged basic attack. The weapon counts as one damage grade higher (1d4 - 1d6 - 1d8 - 1d10 - 1d12 - 2d6 - 2d8). The weapon also inflicts +1[W] damage with each hit. The weapon does twice its tech level in damage instead of just its tech level. You score a critical hit on a natural roll of 18, 19, or 20. Can be used with Weapon Savant.

LEVEL 22 UTILITY EXPLOITS

FIELD EXPERIENCE
Operator Utility 22

You share what you know about this opponent with others.

Daily • Martial
Free action **Personal**
Requirement: Enemies in the encounter must be fantasy (echan) creatures.
Effect: You and all allies within 3 squares score a critical hit on a natural roll of 19 or 20 with all ranged basic attacks until the end of your next turn.

I CAN HEAR BELLS RINGING
Operator Utility 22

A blast occurs nearby. You narrowly escape its effects.

Daily • Martial
Immediate Interrupt **Personal**
Trigger: You are targeted by an area effect.
Effect: Gain a +10 power bonus AC or Reflex defense to that attack (whichever applies).

MAJOR MEDICAL MIRACLE
Operator Utility 22

I am god.

Daily • Healing, Martial
Standard Action **Melee** touch
Requirement: You must be trained in Heal.
Target: Any ally that has been killed by any means in the past 5 rounds.
Effect: You stabilize the target, raise them to 0 hit points, and they awaken. They also regain hit points equal to the total bonus of your Heal skill.

THE GUM TRICK — Operator Utility 22

I actually don't like gum but sometimes you need a quick adhesive to save the day.

Daily • Martial
Standard Action **Melee** touch
Target: One weapon, power armor, or piece of equipment on you or one ally
Effect: If the item is broken, it is repaired for the remainder of the encounter. If not broken and you select a weapon, add a +4 bonus to all damage rolls as many rounds as your Intelligence modifier. If not broken and you select powered armor, the armor gains a +2 bonus to AC for as many rounds as your Intelligence modifier.

LEVEL 23 ENCOUNTER EXPLOITS

HIGH-LOAD SHOT — Operator Attack 23

You tweak your weapon to discharge a more powerful blast.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: Must be wielding a weapon with the plasma or laser property.
Target: One creature
Attack: Dexterity vs. AC. Use double the cell ammunition
Hit: 3[W] + Dexterity modifier damage and 10 ongoing fire damage (save ends).

JUST WALK IT OFF — Operator Attack 23

You know perfectly well how much damage was done. You attempt to ignore it and continue the fight.

Encounter • Healing, Martial, Weapon
Standard Attack **Ranged** weapon
Requirement: You must be bloodied.
Target: One creature
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage and the target is dazed until the beginning of your next turn. You can then spend a healing surge.

OFF THE SKULL — Operator Attack 23

The shot deflects near the eye. It's thinking twice about being here.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and the target is dazed and blinded (save ends both).

LEVEL 25 DAILY EXPLOITS

ADVANTAGEOUS DISRUPTION
Operator Attack 25

Your item disrupts and you risk losing your battery. No point letting it go to waste. You crack its safety seal and force it to cataclysmically disrupt.

Daily • Martial
Immediate Interrupt **Area** burst 2 within 5 squares
Requirement: You must have been the victim of a disruption effect where a battery operated item requiring an M or H cell is disrupted.
Target: Each creature in burst
Attack: Intelligence + Dexterity vs. Reflex
Hit: 6d6 + Dexterity modifier damage and the target is knocked prone until the beginning of your next round.
Effect: The affected battery is destroyed.
Miss: Half damage and the battery is still destroyed.

DOESN'T FEEL LIKE AN ARROW
Operator Attack 25

The creature struck obviously hasn't seen or felt a bullet before.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 5[W] + Dexterity modifier damage and the target is stunned (save ends).
Miss: Half damage.

NATURAL INSTINCTS — Operator Attack 25

The last attempt worked so well, you try it again, hoping for the same result.

Daily • Martial
Move Action **Personal**
Effect: Reactivate the last attack power you activated. You cannot reactivate a power if it is being sustained.

LEVEL 27 ENCOUNTER EXPLOITS

GAUSS WEAPON TWEAK
Operator Attack 27

You play with the accelerator, increasing the kinetic energy of the weapon. You think it has something to do with the linear or homopolar motors powering the magnetic…honestly, you're not exactly sure.

Encounter • Martial, Weapon
Standard Attack **Ranged** weapon
Requirement: You must be wielding a rail or coil weapon.
Target: One creature
Attack: Dexterity vs. AC; ignore all cover penalties

Hit: 4[W] + Dexterity modifier damage and the target suffers 10 ongoing damage (save ends).

LASER WEAPON TWEAK
Operator Attack 27

You insert a custom-made output coupler. It's in the testing phase and not really ready for combat use. You hoped to have it fully tested by the end of year and sell to a weapon's firm for a profit. You believe you have discovered a new way to amplify the damage capacity without increased stresses on the focus crystal by—oh never mind, load it and shoot.

Encounter • Martial, Weapon
Standard Attack **Ranged** weapon
Requirement: You must wield a weapon with the laser property.
Target: One creature
Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage and the target is blinded (save ends). If you score a critical hit, the target automatically fails its first save against this condition. All allies also gain a +1 power bonus to attack the same target until the beginning of your next turn.

SONIC WEAPON TWEAK
Operator Attack 27

You increase the capacity of the ultrasound carrier wave as well as the…hmm…it appears your allies have stopped listening to you.

Encounter • Martial, Weapon
Standard Attack **Ranged** weapon
Requirement: You must be wielding a weapon with the Sonic property.
Target: One creature
Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage and the target is deafened (save ends) and dazed (save ends). The target is also pushed back 2 squares. If you score a critical hit, the target automatically fails its first saving throw for both conditions. You must roll for each condition separately.

LEVEL 29 DAILY EXPLOITS

FULL ENERGY DISCHARGE
Operator Attack 29

Only you know how do to this without killing everyone around. You push the battery to its limit and release all its potential in one pull of the trigger.

Daily • Martial, Weapon
Standard Action **Area** burst 3 in weapon range
Requirement: The weapon must have the laser or plasma property, not be an auto or heavy auto, and be loaded with a fresh cell.
Target: All creatures in burst
Attack: Dexterity vs. Reflex
Hit: 5[W] + Dexterity modifier damage.
Special: The entire cell is used up and the weapon suffers disruption.
Miss: Half damage, the cell is still used up, and the weapon still disrupts.

I MEANT TO DO THAT
Operator Attack 29

Everyone looks at you. You try and not look amazed that you pulled that shot off. You fail and squeal in glee.

Daily • Martial, Weapon
Standard Attack **Ranged** weapon
Target: One creature
Attack: Dexterity +4 vs. AC

Hit: 5[W] + Dexterity modifier damage.

UNEXPECTED HERO
Operator Attack 29

You prove your mettle and worth as you refuse defeat. Enemies take you for granted. They shouldn't.

Daily • Healing, Martial, Weapon
Standard Attack **Close** burst 4
Target: All targets in burst
Effect: Allies in burst can spend a healing surge. Enemies are attacked.
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage and the target is knocked prone.

STALKER

"Careful," she shouted to Hammerson. "Remember the rules. Don't just drop in there brandishing thumpers. The less you use, the less you have to rely on ."

Role: Defender/Striker. You are responsible for the safety of the comrades next to you. You approach targets by stealth and strike at long range or with blades. You observe enemies and relay information back to the group so they can properly coordinate an ambush. Without you, the others would be unprepared for the shocks and surprises that await them.
Power Source: Martial. Your abilities rely on camouflage and silence. You are skilled with both melee weapons and extreme long-range fire.
Key Abilities: Dexterity, Wisdom, and Strength

Armor Proficiencies: Light, heavy (except advanced armor)
Weapon Proficiencies: Small arms (one-handed & two-handed), simple melee
Bonus to Defense: +2 Reflex, +2 Will

Hit Points at 1st level: 12 + Constitution score
Hit Points per Level Gained: 5
Healing Surges per Day: 6 + Constitution modifier

Trained Skills: From the class skills list below, pick four.
Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Insight (Wis), Perception (Wis), Stealth (Dex), Thievery (Dex), Vehicle Operation (Dex)

Build Options: Sniper, deadeye

Never too close, never too far. Such is the motto of the stalker. You are as important as any member of the group, but you don't spend your travel time walking back to front with an armed comrade. You travel on ahead, away from the distractions of the others, ever vigilante against any encroachers. When on a task, you slither under bushes, stalking your prey. You strike close with the blade or pistol or at distance through the scope.

Stalkers are still members of the team and can contribute to the effectiveness of the group by creating chaos in enemy lines. Nothing is more frightening than a sniper no one can see or an enemy in their ranks no one can target. As a distant set of eyes, you can communicate, via whispers and movements, necessary information on approaching enemies. When engagements get messy, you will still join the thick of it, never abandoning others despite the ambiguity of your location. You do not fear your enemies closing in. Blades are clumsy and heavy and the pistol is deadlier at point blank than from afar.

In the anarchy of the outside world, you can compensate for every situation. If an enemy presents you with a target from over a hill, so be it, but you are equally skilled if you can see their eyes and feel their breath. You don't wish to see a magical monstrosity unless it is behind the targeting reticle of your scope or dead on the ground after you claimed it as a kill.

CREATING A STALKER

Your direction with stalker depends entirely on your range. Would you prefer to be up close and personal or take out your targets at a distance? Wisdom is required for all long-range fire while Dexterity is still vital for all other attacks.

SNIPER

You are a master of long-range fire. You take out targets well beyond the range of any of their weapons. By using gut instincts and field experience you can compensate for wind, gravity, and even the curvature of the planet. Your goal is to never be in direct combat and to prevent your allies from coming to harm. Wisdom is required for all sniper attacks. Dexterity, as always, is vital. When choosing powers, all Sniper-based powers would be the best choice.

Suggested Feat: Firearm Expertise
Suggested Skills: Insight, Perception, Stealth
Suggested At-Will Powers: Aimed-Shot, Sharp Shooter, Passing Kill
Suggested Encounter Power: Swift, Silent, Deadly
Suggested Daily Power: Keyhole Attack

DEADEYE

On nearly the opposite side from the sniper stalker, the deadeye is all about being up close. You use your stealth and trickery to get close to an enemy or sneak behind enemy lines and attack from a flank. You employ light weapons in this practice, slipping by fallen enemies and dancing through battle lines to find your target. Wisdom is as important as Dexterity. Often enough, you may be forced into more archaic encounters, so a high Strength may be a good idea, as well. Deadeye stalkers often employ one or two one-handed small arms (pistols) in their attacks so choosing powers that maximize this approach would be recommended.

Suggested Feat: Akimbo
Suggested Skills: Acrobatics, Athletics, Stealth
Suggested At-Will Powers: Combat Theatrics, Boundary Threshold, Passing Kill
Suggested Encounter Power: Grand Slam
Suggested Daily Power: Kinetic and Fluid

STALKER CLASS FEATURES

All stalkers share the following class features.

ACT ON INSTINCT

While most ranged attacks normally use Dexterity for attack and damage, using powers with the sniper keyword requires Wisdom. You may replace Dexterity for Wisdom for all powers you activate while using a weapon with the sniper property. You may also use Wisdom instead of Dexterity for all attack and damage rolls using one-handed small arms (one or both).

STALKER

ANYWHERE, ANYTIME

You suffer no penalties to attack rolls with one-handed small arms if prone and penalties to attack with one-handed small arms while running is reduced to -1 (from -5).

CINEMATIC STYLE

You can wield a one-handed small arm in your off-hand as an off-hand ranged weapon. When using one-handed small arms, they may also be used as clubs.

CONVERGING FIRE

When using one-handed small arms against a target in an adjacent square, you gain a +1 bonus to attack rolls with those weapons.

FAST SWITCH

Although you take as much time as everyone else to load weapons, you can switch to any of your weapons as a single minor action without dropping any weapons (where normally, it would take two minor actions to return one weapon and draw another)

MARKSMAN TALENT

When using powers with the **sniper** keyword, you gain the ability to inflict additional effects depending on how much you defeat your enemy's defense by.

Enemy's Defense Beaten By	Additional Effect
2	Target is slowed until the beginning of your next turn or inflict 2 ongoing damage (save ends).
4	Target is weakened until the beginning of your next turn round or inflict 4 ongoing damage (save ends).
8	Target is dazed until the beginning of your next turn or inflict 6 ongoing damage (save ends).
12	Target is stunned until the beginning of your next turn or inflict 8 ongoing damage (save ends).

You only apply one condition listed above per attack and may choose which condition goes into effect you are able to (e.g., If you beat the enemy's defense by 10, you may inflict slowed or weakened, but not dazed). If you score a critical hit, you must still determine by how much you beat the enemy's defense. If you do roll a natural 20, add +5 to the attack roll for the purposes of Marksman Talent.

You may decide to use Marksman Talent after resolving an attack. You can employ Marksman Talent as many times per an Encounter as your Wisdom modifier.

REFLEX SHOT

You may use a ranged basic attack with an opportunity action though you must still target the enemy that triggered the action. You may only use this ability with one-handed small arms.

TRAINED AS REFLEX

You may choose one 1st-level at-will power. This power is considered a basic attack (either ranged or melee). You cannot swap out an at-will ability you have selected to be a basic attack.

LEVEL 1 AT-WILL EXPLOITS

AIMED-SHOT — Stalker Attack 1

Not under impulse, you take a second to aim before firing a shot.

At-Will • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature in range
Attack: Dexterity +2 vs. AC
Hit: 1[W] damage. Increases to 2[W] damage at 21st level.

COMBAT THEATRICS — Stalker Attack 1

You unleash a hail of gunfire from a pistol or pistols.

At-Will • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: You must be wielding one or two one-handed small arms.
Target: One, two, or three creatures
Attack: Dexterity-2 vs. AC, three attacks
Hit: 1[W] damage. Increases to 2[W] damage at 21st level.

BOUNDARY THRESHOLD — Stalker Attack 1

You fire around to everything you perceive as an enemy.

At-Will • Martial, Weapon
Standard Action **Close** burst 1
Requirement: You must be wielding one or two one-handed small arms.
Target: All creatures in burst
Attack: Dexterity vs. AC
Hit: 1 point of damage and the target is pushed back 1 square. You may add additional damage from feats, class and weapon features, and weapon enhancement. You cannot inflict a critical effect with this attack.

SHARPSHOOTER — Stalker Attack 1

You check for range and squeeze off a perfect shot.

At-Will • Martial, Sniper, Weapon
Standard Action **Ranged** weapon
Target: One creature at least 5 squares away
Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier damage and you add +1 to your attack roll for the purposes of Marksman Talent for this attack.

PASSING KILL — Stalker Attack 1

A mere low-level thug blocks your path. You don't even give him the luxury of losing momentum.

At-Will • Martial, Weapon
Minor Action **Melee/Ranged** weapon
Attack: Dexterity (Ranged) or Strength (melee) vs. AC
Hit: 1 point of damage. You cannot inflict a critical effect with this attack. You also do not add additional damage from, feats, class and weapon features, or weapon enhancement.

LEVEL 1 ENCOUNTER EXPLOITS

ARMOR PIERCING ATTACK — Stalker Attack 1

You locate an opponent's weakness and place a perfect shot.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC or Reflex (whichever is lower)
Hit: 2[W] + Dexterity modifier damage.

BEYOND THE CALL — Stalker Attack 1

You stop aiming as enemy numbers begin to amass. Your eyes drift from the scope as you shoot.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One, two, or three creatures
Attack: Dexterity vs. AC, three attacks
Hit: 1[W] damage.
Special: You can apply the sniper keyword to this ability.

SWIFT, SILENT, DEADLY — Stalker Attack 1

From across the field of battle, your attack finds its mark.

Encounter • Martial, Sniper, Weapon
Standard Action **Ranged** weapon
Target: One creature more than 5 squares away
Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier damage and gain +1 power bonus to attack the same target again until the end of your next turn.

GRAND SLAM — Stalker Attack 1

You offload your weapons on the target until your fingers tire.

Encounter • Martial, Weapon
Standard Action **Ranged** 5
Requirement: You must be wielding one or two one-handed small arms.
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity Modifier damage.
Effect: If the creature is not bloodied by the attack, you can follow-up with another attack. If you miss on your first attack, you can still follow up with the secondary attack.
Secondary Target: Same creature attacked.
Secondary Hit: 1[W] + Dexterity Modifier damage
Secondary Effect: If the creature is not bloodied by the attack, you can follow-up with another attack. If you miss, you can still follow up with the tertiary attack.
Tertiary Target: Same creature attacked.
Tertiary Hit: 1[W] + Dexterity Modifier damage.

LEVEL 1 DAILY EXPLOITS

CRIPPLE OVER KILL **Stalker Attack 1**

You take the risk by aiming for a smaller but vulnerable location.

Daily • Martial, Reliable, Sniper, Weapon
Standard Action **Ranged** weapon
Target: One enemy more than 5 squares away
Attack: Wisdom vs. AC
Hit: 1[W] + Dexterity modifier damage and you add +10 to your attack roll for the purposes of Marks man Talent.
Miss: Half damage.

KEYHOLE ATTACK **Stalker Attack 1**

The target is dead before the echo of the weapon is heard.

Daily • Martial, Sniper, Weapon
Standard Action **Ranged** weapon
Target: One creature more than 5 squares away
Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier damage and you add +5 to your attack roll for the purposes of Marksman Talent.
Miss: Half damage.

KINETIC AND FLUID **Stalker Attack 1**

You spin, tumble, and jump through an enemy's flank, avoiding fire and counterattacking with deadly accuracy.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: Must be wielding one or two one-handed small arms.
Target: One creature in range
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.
Effect: Shift 4 squares and make a secondary attack against the same target.
Secondary Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.
Miss: Half damage from both attacks.

LEVEL 2 UTILITY EXPLOITS

PERFECT CAMOUFLAGE **Stalker Utility 2**

A combination of gear, terrain, and skill make you untraceable.

Daily • Martial
Minor Action **Personal**
Effect: Gain a +5 bonus to stealth checks for as many rounds as your Wisdom modifier. Penalties to stealth while moving reduce by 5.

FAKE ECHO **Stalker Utility 2**

The sound of your weapon's discharge bounces off a distant wall or the flash is marred by the sun. Enemies have trouble finding where the shot came from.

Daily • Martial
Minor Action **Personal**
Effect: Gain a +10 bonus to opposed stealth checks against attempts to locate you after making a ranged attack.

OUT OF THE FIGHT **Stalker Utility 2**

You know when your body has taken enough punishment. You pull yourself out of combat.

Daily • Martial
Move Action **Personal**
Effect: You can shift as many squares as 2 + your Wisdom modifier.

LEVEL 3 ENCOUNTER EXPLOITS

DEFENSIVE FIRE **Stalker Attack 3**

You fire back to keep back the monstrosity eyeing you for its next meal.

Encounter • Martial, Reliable, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity -2 vs. AC
Hit: 1[W] + Dexterity modifier damage and you receive a +4 power bonus to all Defenses against the creature you hit with this attack until the beginning of your next turn.

ACADEMIC KILL **Stalker Attack 3**

Your attack is less meant for the kill but more to cripple the target and force it into the firing line of your allies.

Encounter • Martial, Sniper, Weapon
Standard Action **Ranged** weapon
Target: One enemy more than 5 squares away
Attack: Wisdom vs. AC
Hit: 1[W] + Dexterity modifier damage and you and all allies in line of sight to the target have combat advantage against the target until the end of your next turn.

AROUND THE CORNER **Stalker Attack 3**

You remain behind cover but reach your weapon around for a few attacks.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity -2 vs. AC
Hit: 2[W] + Dexterity modifier damage and opponents gain an additional -3 cover penalty to attack you while behind cover until the beginning of your next round

WEAK SPOT — Stalker Attack 3

They are still built like us. Cripple the target and gain precious time to plan your next attack.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: **One creature**
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and the target is weakened (save ends).

LEVEL 5 DAILY EXPLOITS

DESPERATE MEASURES — Stalker Attack 5

Out of ammo, but not out of weapons.

Daily • Martial, Weapon
Standard Action **Close** burst 1
Requirement: You must wield one or two one-handed small arms. The weapon(s) are not dis charged and are used as clubs.
Target: All enemies in burst
Attack: Strength vs. AC or Dexterity vs. AC
Hit: 1d6 + Strength modifier damage and the targets are dazed until the beginning of your next turn. At 21st level, increase damage to 2d6 + Strength modifier.

SYSTEMATIC INFLAMMATORY RESPONSE — Stalker Attack 5

The bullet pierced a vital organ and the subject struggles to breath

Daily • Martial, Reliable, Sniper, Weapon
No Action **Ranged** weapon
Target: One enemy more than 5 squares away that you hit this same turn.
Attack: Wisdom vs. Fort
Hit: 5 ongoing damage (save ends) and add +10 to Marksman talent for this hit.
Special: This power uses no additional ammunition.

ONE SHOT — Stalker Attack 5

Just before entering another ballet of destruction, you decide a single shot would probably work just the same.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: You must be wielding one or two one-handed small arms. You cannot use Akimbo with this power.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier + Wisdom modifier damage. If using Wisdom for the attack, then it is Intelligence modifier + Wisdom modifier.

LEVEL 6 UTILITY EXPLOITS

HAND SIGNS — Stalker Utility 6

With silent communication, you instruct an ally to move into an advantageous position or convey important information.

Encounter • Martial
Free action **Ranged** 20
Target: One ally
Effect: An ally in range shifts as many squares as 1+ your Wisdom modifier. Neither of you suffer penalties to stealth checks if you communicate.

LIGHTNING REFLEXES — Stalker Utility 6

Weeks practicing in front of a mirror have finally paid off.

Encounter • Martial, Weapon
Immediate Interrupt **Personal**
Trigger: Initiative order is established.
Effect: Gain a +5 power bonus to Initiative.
Special: If you have a higher initiative order than any enemy in the encounter, you gain a +3 power bonus to attack and damage on your next attack roll.

STEP ASIDE — Stalker Utility 6

You don't freak out. As the creature lunges forwards, you take an almost a casual sidestep.

Encounter • Martial
Immediate Reaction **Personal**
Trigger: A creature initiates a bull rush or charge against you.
Effect: You shift as many squares as 1 + Wisdom modifier.

UNTIL THE LAST BREATH — Stalker Utility 6

An ally runs out of ammunition. You throw your weapon to your comrade in a final effort to hold the line.

Encounter • Martial
Immediate Reaction **Ranged** 5
Trigger: An ally within range runs out of ammunition.
Effect: You throw any weapon in your listing to your ally, which the ally can use immediately. Make sure it's loaded.

ZERO YOUR WEAPON — Stalker Utility 6

You take a moment to configure the targeting scope to compensate for the range to the target.

Encounter • Martial, Sniper, Weapon
Minor Action **Personal**
Effect: Gain +30 squares to the long range of your weapon for your next shot and gain a +2 to attack. If you hit, add a +5 to the attack roll for the pur poses of Marksman Talent.

LEVEL 7 ENCOUNTER EXPLOITS

FIRING DISCIPLINE **Stalker Attack 7**

Your first shot finds its target and disables an enemy just long enough for a follow-up shot.

Encounter • Martial, Sniper Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Wisdom +2 vs. AC
Hit: 2[W] + Wisdom modifier damage and you gain a +2 power bonus to attack with your next ranged attack against the same target.

HEROIC BLOODSHED **Stalker Attack 7**

You're outnumbered. They have better weapons and the intent to eradicate you and your allies. Time to be a hero.

Encounter • Martial, Weapon
Standard Action **Close** burst 1
Target: Every creature in burst
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.
Special: If wielding two one-handed small arms, add your Wisdom modifier to damage. If you are using Wisdom for the attack roll, apply your Intelligence modifier to damage.

PINPOINT ACCURACY **Stalker Attack 7**

You find a nearly microscopic gap in the enemy's cover and exploit it.

Encounter • Martial, Sniper Weapon
Standard Action **Ranged** weapon
Target: One enemy
Attack: Wisdom vs. AC. Ignore the penalty to attack rolls for cover or superior cover
Hit: 2[W] + Dexterity modifier damage.

SPLIT SECOND OPENING **Stalker Attack 7**

An ally injures an enemy, opening a vulnerability you take advantage of.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.
Special: Although an encounter power, you can use this as a ranged basic attack if prompted by an other power (yours or from an ally). You may also apply the sniper keyword to this power.

LEVEL 9 DAILY EXPLOITS

PENETRABLE SHOT **Stalker Attack 9**

You instinctively know where the enemy is hiding. It sure won't be expecting this.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC. You can ignore 1 square of blocking terrain for line of sight and cover
Hit: 3[W] + Dexterity modifier damage.
Miss: Half damage.
Special: You can apply the Sniper keyword to this ability.

THAT'S ONE, THAT'S TWO, THAT'S THREE **Stalker Attack 9**

As you track your future targets, you carefully plan your attack, repeating the path of your weapon. Then the moment arrives, and you put your training to the test.

Daily • Martial, Sniper, Weapon
Standard Action **Ranged** weapon
Target: One, two, or three creatures
Attack: Wisdom vs. AC, three attacks. First attack gains a +3 power bonus to attack; the second attack gains a +2 power bonus to attack; and the third attack gains a +1 power bonus to attack.
Hit: 1[W] + Dexterity modifier damage and the target is dazed until the beginning of your next turn.

WAY OF THE GUN **Stalker Attack 9**

You leap over obstructions and enemy heads, and land in the thick of evil. A tornado of gunfire ensues.

Daily • Martial, Weapon
Standard Action **Close** burst 2
Requirement: Must be wielding one or two one-handed small arms.
Effect: Shift 5 squares. You may shift through enemy occupied squares. You initiate the attack after the movement.
Target: All creatures in burst
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and the target is dazed until the beginning of your next turn and is knocked prone (the prone condition only affects medium or smaller targets).

LEVEL 10 UTILITY EXPLOITS

ADVANTAGEOUS POSITION **Stalker Utility 10**

From what you learned of the landscape, you have found a better placement to maximize combat effectiveness and you direct an ally there.

Daily • Martial
Move Action **Ranged** 20
Target: Up to three allies
Effect: Shift the selected allies 4 squares.

CHECKING THE WIND — Stalker Utility 10

You examine the leaves, the way the grass sways, and compensate your next shot to follow the winds.

Daily • Martial, Weapon
Move Action **Personal**

Effect: Until the end of your next turn, you gain a +2 bonus to attack rolls and every time you beat a target's defense by 5 or more, add +5 to your attack roll for the purposes of Marksman Talent.

SUDDEN BURST — Stalker Utility 10

You knew there was danger and jump into action.

Daily • Martial
Immediate Reaction **Personal**
Trigger: After initiative order is settled.

Effect: Gain a move action and use it immediately. This may occur even if you are the first one to act in the encounter.

BARREL TO THE WOUND — Stalker Utility 10

In a pinch, you use your gun barrel to stop the bleeding. Desperate times…

Encounter • Healing, Martial
Standard Action **Personal**

Effect: Spend a healing surge. You recover additional temporary hit points equal to your Wisdom modifier.

LEVEL 13 ENCOUNTER EXPLOITS

CAREFUL TARGETING — Stalker Attack 13

You take an extra moment to find a weak spot on the target and exploit it.

Encounter • Martial, Reliable, Sniper, Weapon
Move and Standard Action **Ranged** weapon
Target: One creature
Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier + Intelligence modifier damage or 2[W] + Wisdom modifier + Dexterity modifier damage.

CROSS THE ARMS — Stalker Attack 13

Enemies flank from both sides. Thankfully, you have two weapons.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: Must be using two one-handed small arms.
Target: Two creatures that are flanking you
Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and both targets are denied combat advantage against you until the beginning of your next turn.

DIRTY MANEUVER — Stalker Attack 13

Sometimes, the quiet solution is the best one.

Encounter • Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC or Dexterity vs. AC

Hit: 3[W] + Strength modifier damage and the target takes 10 ongoing damage (save ends).

VECTORED VOLLEY — Stalker Attack 13

You open your arms, sweeping your weapons in a firing arc in front of you.

Encounter • Martial, Weapon
Standard Action **Area** wall 7 within 10 squares
Requirement: Must be wielding two one-handed small arms
Target: All creatures in the wall
Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

LEVEL 15 DAILY EXPLOITS

EYE-SHOT — Stalker Attack 15

You see your rival aiming back at you. Your reflexes are better than his.

Daily • Martial, Sniper, Weapon
Immediate Interrupt **Ranged** weapon
Trigger: An enemy makes a ranged attack.
Effect: Make an immediate attack.
Target: One creature that is making the ranged attack against you
Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage and the target is blinded (save ends).

Miss: Half damage and no additional effect.

Special: The target immediately suffers the blinding effect to its interrupted attack.

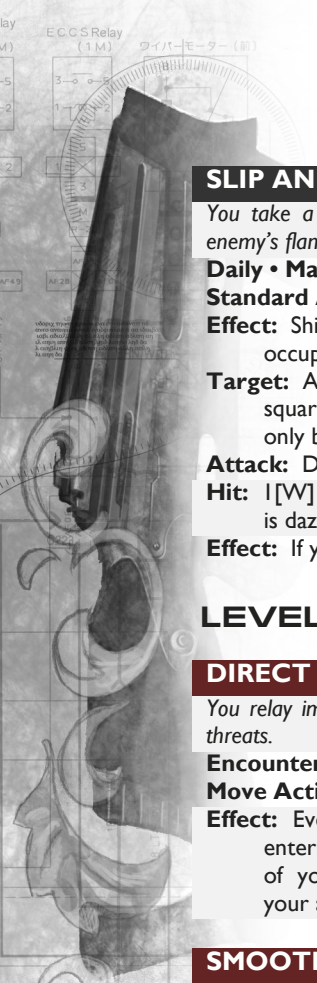
REFLEX SHOT — Stalker Attack 15

Your training creates an instinctual reaction if an ally is struck down.

Daily • Martial, Weapon
Immediate Reaction **Ranged** weapon
Trigger: An enemy scores a critical strike on an ally.
Target: The enemy that scored the critical hit
Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage.



SLIP AND SHOOT — Stalker Attack 15

You take a run, slide on your back, and skid through the enemy's flank, shooting at every target you cross.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Effect: Shift 5 squares. You can pass through enemy occupied squares.
Target: All enemies in adjacent squares and occupied squares in every square you shift. Each enemy can only be attacked once.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and the target is dazed until the beginning of your next turn.
Effect: If you end in an occupied square, you are prone.

LEVEL 16 UTILITY EXPLOITS

DIRECT FIRE — Stalker Utility 16

You relay important information to allies about approaching threats.

Encounter • Martial
Move Action **Personal**
Effect: Every creature within 10 squares of you or that enters within 10 squares of you until the beginning of your next turn grants combat advantage to your allies.

SMOOTH IS FAST — Stalker Utility 16

Knees together, fluid in motion, weapons trained, you skirt effortlessly through combat

Encounter • Martial
Move Action **Personal**
Effect: You may walk or run. You do no provoke opportunity attacks. Also, you do not suffer penalties to attack rolls or grant combat advantage.
Sustain Move: As long as you walk or run, you may continue this effect. If you stop, the power ends.

HOLD THE BREATH, SKIP A BEAT — Stalker Utility 16

Your enemy is in your sights. You hold your breath and discipline even your heart to pause just for a split second as you pull the trigger.

Encounter • Martial, Sniper, Weapon
Minor Action **Personal**
Effect: You gain a +6 bonus to your next ranged attack.

USE THE MIL DOT — Stalker Utility 16

You balance every aspect of your weapon, including compensating for range, gravity and wind.

Encounter • Martial, Sniper, Weapon
Move Action **Personal**
Effect: Double both the normal and the long range of your weapon until the end of your round. Gain your weapon's full proficiency bonus to the attack. If you hit, add +5 to the roll for the purposes of Marksman Talent.

LEVEL 17 ENCOUNTER EXPLOITS

BACKFIRE — Stalker Attack 17

You hit the deck and use the ground as cover as you fire back rather than stand and take an arrow in the face.

Encounter • Martial, Weapon
Standard Action **Close** burst 2
Requirement: You must be prone and be able to fire a weapon.
Target: All creatures in burst
Attack: Dexterity vs. AC. You have no penalties to attack while prone.
Hit: 2[W] + Dexterity modifier damage and you do not grant combat advantage to the target.
Special: You can stand as a free action after this power (if you have sufficient movement available).

BOUNDING OVERWATCH — Stalker Attack 17

An ally watches your back as you move. You then watch your ally's back as they move to catch you.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Effect: An ally in an adjacent square makes a ranged basic attack.
Secondary Effect: You shift 4 squares.
Tertiary Effect: After you move, make a ranged basic attack.
Quaternary Effect: The ally that made a ranged basic attack shifts 4 squares towards your location.

FOUND THE SWEET SPOT — Stalker Attack 17

The target screams in pain and thrashes about from your attack. You must have struck a nerve cluster or something.

Encounter • Attack, Sniper, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier damage and the target is stunned until the beginning of your next turn.
After that, it is weakened and slowed (save ends both).

SUSTAINED FIRE — Stalker Attack 17

You leave nothing for later, unleashing a storm of gunfire.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.
Secondary Target: Same as primary target
Secondary Attack: Dexterity -2 vs. AC
Hit: 1[W] + Dexterity modifier damage
Tertiary Target: Same as primary target
Tertiary Attack: Dexterity -4 vs. AC
Hit: 1[W] + Dexterity modifier damage
Quaternary Target: Same as primary target
Quaternary Attack: Dexterity -6 vs. AC
Hit: 1[W] + Dexterity modifier damage.
Effect: If you hit with all four attacks, you inflict an additional 1[W] damage.

LEVEL 19 DAILY EXPLOITS

GO FOR THE KILL — Stalker Attack 19

It's wounded. Move in now and finish it off.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Target: One bloodied creature
Attack: Dexterity vs. AC
Hit: 5[W] + Dexterity modifier damage and target is marked for the rest of the encounter (or five minutes). You may shift a square.

MAGIC BULLET — Stalker Attack 19

Sometimes science is a funny thing…

Daily • Martial, Sniper, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Wisdom vs. AC
Hit: 2[W] + Dexterity modifier damage and select any other enemy in an adjacent square. That enemy also takes 2[W] + Dexterity modifier damage. You don't use additional ammunition with this effect.
Miss: Half damage to the first target only.

NOT ONE OF MINE — Stalker Attack 19

An ally is about to fall. You snap your weapon around and risk your own death to protect them.

Daily • Martial, Weapon
Immediate Interrupt **Ranged** weapon
Trigger: A creature hits an ally with enough damage to drop said ally below 0 hit points.
Target: The creature that caused the trigger
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and the triggered attack is thwarted, causing no damage.
Miss: Half damage and the ally also suffers half damage from the creature's hit.

TWITCHY FINGERS — Stalker Attack 19

You jolt the trigger spastically, firing rounds nearly on top of each other.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: Your weapon cannot have the auto property.
Target: One creature
Attack: Dexterity vs. AC, three attacks
Hit: 1[W] + Dexterity modifier damage.
Secondary Hit: 2[W] + Dexterity modifier damage.
Tertiary Hit: 3[W] + Dexterity modifier damage.
Effect: If you hit with all three attacks, the target is weakened (save ends).

LEVEL 22 UTILITY EXPLOITS

ADJUSTING WINDAGE AND PARALLAX — Stalker Utility 22

You take a moment to adjust your scope for a variety of conditions, ensuring a perfect shot.

Daily • Martial, Sniper
Standard Action **Personal**
Requirement: Benefits from this power can only apply to a follow-up power with the sniper keyword.
Effect: Your next attack roll gains a +4 bonus to hit. If you hit, add +10 to the attack roll for the purposes of Marksman Talent. Increase damage by +1[W].

DEEP COVER — Stalker Utility 22

Drenched in mud and leaves, layered in war paint, you can't be distinguished from the surrounding terrain.

Daily • Martial
Standard Action **Personal**
Requirement: Must be prone.
Effect: While prone, you can shift up to 4 squares. You also lose any marks placed on you. You gain concealment until you move again.

LURE THE TARGET — Stalker Utility 22

You step out into the open and taunt an enemy to reveal herself. The moment she does is when an ally strikes.

Daily • Martial
Move Action **Ranged** 20
Target: One creature
Effect: The creature is marked (save ends) and all allies gain a +2 power bonus to attack it until the beginning of your next turn.

LEVEL 23 ENCOUNTER EXPLOITS

THE SECOND SHOOTER? Stalker Attack 23

You fire a second shot so fast after the first, your enemy is led to believe there is more than one of you.

Encounter • Martial, Sniper, Weapon
Minor Action **Ranged** weapon
Target: One enemy more than 5 squares away
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.

BOTH BARRELS Stalker Attack 23

You pummel the exact point over and over.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: Must be wielding two one-handed small arms.
Target: One creature
Attack: Dexterity vs. AC; primary weapon
Hit: 1[W] + Dexterity modifier damage.

Secondary Attack: Dexterity vs. AC; off-hand weapon
Hit: 1[W] + Dexterity modifier damage
Effect: If both the primary and the secondary attacks hit, do an additional 3[W] damage.

OFF THE SKULL Stalker Attack 23

The shot deflects near the eye. It's thinking twice about being here.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and the target is dazed and blinded (save ends both).

UNEQUIVOCAL ACCURACY Stalker Attack 23

You hit the sweet spot and it feels it.

Encounter • Martial, Sniper, Weapon
Standard Action **Ranged** weapon
Target: One creature more than 5 squares away
Attack: Wisdom vs. AC. You score a critical hit on a natural roll of 18, 19, or 20.
Hit: 3[W] + Wisdom modifier damage.

LEVEL 25 DAILY EXPLOITS

ASSASSIN'S BULLET Stalker Attack 25

I don't start fights. I don't end them. I prefer to not have them occur at all. Combat is not the solution. A single bullet is.

Daily • Martial, Sniper, Weapon
Standard Action **Ranged** weapon
Target: One creature you have combat advantage against
Attack: Wisdom vs. AC
Hit: 3[W] + Wisdom modifier damage.
Effect: If the creature becomes bloodied by this attack, add an additional 4[W] damage and the target is stunned until the beginning of your next turn

MAELSTROM OF FIREPOWER Stalker Attack 25

Time slows as you show a talent never before seen.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Effect: Activate three at-will attack powers.

TO THE TEMPLE Stalker Attack 25

You flush the weapon to the head of your enemy and muzzle the noise with its skull.

Daily • Martial, Weapon
Standard Action **Range** 1
Target: One enemy.
Attack: Dexterity vs. Reflex
Hit: 4[W] + Dexterity modifier + Strength modifier damage.
Miss: Half damage.

LEVEL 27 ENCOUNTER EXPLOITS

WEAPON PRODIGY Stalker Attack 27

You are a natural predator, able to know where your weapon should be aimed.

Encounter • Martial
Free action **Personal**
Effect: Activate any unused encounter power in your profile.

GUIDE MY HAND Stalker Attack 27

You bring everything you know for a single powerful shot so mighty, even god hears it.

Encounter • Martial, Sniper, Weapon
Standard **Ranged** weapon
Target: One creature that is within double your weapon's long range
Attack: Wisdom vs. AC
Hit: 4[W] + Wisdom Modifier damage. Add +10 to the roll for the purposes of Marksman Talent.

JUMP KILL **Stalker Attack 27**

You leap into position and take a shot.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: You must be wielding one or two one-handed small arms.
Effect: Shift as many squares as twice your Dexterity modifier. You can pass through enemy occupied squares.
Target: One creature in range
Attack: Dexterity vs. AC
Hit: 4[W] + Dexterity modifier damage.

LEVEL 29 DAILY EXPLOITS

BIG DAMN HERO **Stalker Attack 29**

Like a tornado, you toss your enemies on their backs.

Daily • Martial, Weapon
Standard Action **Close** burst 2
Requirement: You must be wielding one or two one-handed small arms.
Effect: Make a melee attack to all enemies in burst.
Target: All creatures in burst
Attack: Strength vs. AC or Dexterity vs. AC
Hit: 2d6 + Strength modifier damage and the target is pushed back 1 square.
Secondary Targets: All creatures knocked back and still in burst receive a follow-up ranged attack
Attack: Dexterity vs. AC
Hit: 4[W] + Wisdom modifier damage and the target is knocked back 1 more square and is prone until the beginning of your next turn
Special: If there are no enemies in adjacent squares after this power, you may either make a ranged basic attack or shift 4 squares.

CLEAN KILL **Stalker Attack 29**

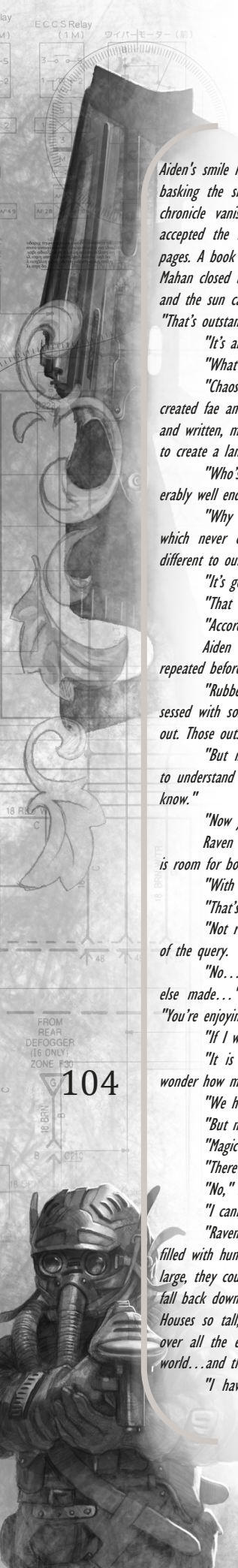
The first shot wasn't intended to kill the target, just to bring its head around for the final shot.

Daily • Martial, Sniper, Weapon
Standard Action **Ranged** weapon
Target: One creature that is within double your weapon's long range
Attack: Wisdom +2 vs. AC
Hit: 1[W] damage.
Effect: If the first attack hits, make a follow-up attack. The target is helpless for this attack and it follows the effects of a coup de grace.
Attack: Wisdom vs. AC
Hit: 3[W] + Wisdom modifier damage.
Miss: Normal damage with the first strike. No secondary strike.

IT BLEEDS **Stalker Attack 29**

Such a beast appears indestructible. Then you inflict a mighty injury and blood runs from the wound. It can be killed. This encourages others to join in taking it down.

Daily • Martial, Weapon
No Action **Ranged** weapon
Requirement: You score a critical hit on a target.
Effect: Up to three allies in range can make an immediate interrupt for a ranged basic attack on your target. After your allies have attacked, you gain a ranged basic attack.



Aiden's smile lasted only a moment longer, as the sun finally dipped its last, basking the sky in orange, and the forest in shadow. The symbols in the chronicle vanished as quickly. "Dammit," Aiden muttered privately. Mahan accepted the book as the symbols drifted away. They sank back to their pages. A book written in the true language of dragons was a rare find indeed. Mahan closed the book and returned it to Aiden's arms. "Thankfully, only god and the sun can be relied to always rise." They all settled back against trees. "That's outstanding," Mahan observed.

"It's also unrealistic," Aiden said.

"What isn't out here?"

"Chaos begets chaos, but not with language. Attricana may have created fae and dragons but they created their own words. Language, spoken and written, must be governed by rules. There is no way I know for a species to create a language in three dimensions."

"Who's to say? These are dragons after all. Magically, they are considerably well endowed. This may not be something you can understand."

"Why not? If a power so chaotic can be bound into a specific word which never changes, it means what's beyond that door has rules…just different to ours."

"It's god's domain, if he chooses it so, then it is. That's all."

"That would be an easy answer, wouldn't it?"

"According to the science of your people, that's a basic rule."

Aiden took in the comment and said that which he knew had been repeated before. "Not my people."

"Rubbed off on you though, didn't it. Or else you wouldn't be obsessed with solving everything. That's the big difference from being inside or out. Those outside accept the world without the desire to understand why."

"But isn't that…wrong--I mean--isn't mankind defined by his desire to understand everything, be it the world or god. If we don't ask, we'll not know."

"Now you're sounding like them."

Raven finally entered into the conversation, optimistic. "Perhaps there is room for both."

"With disruption, I find that unlikely," Mahan responded.

"That's the tradeoff," Aiden said.

"Not regretting it, are you?" Raven asked. Aiden wondered the source of the query.

"No…given the events of my life, there was little choice…nothing else made…" Aiden glanced to Mahan, "...sense." Mahan smiled proudly. "You're enjoying the irony, aren't you?"

"If I wasn't so reserved, I'd be rolling," Mahan answered.

"It is proper to accept this world," Raven voiced in. "I sometimes wonder how man survived without it."

"We had air conditioning," Aiden answered.

"But no magic."

"Magic was in our machines."

"There is no magic there."

"No," Aiden answered. "I do not suppose there was."

"I cannot imagine what it was like."

"Raven, my dear, picture it." Mahan declared loudly. "Metal dragons filled with hundreds of souls riding, zigzagging across the planet. Fireworks so large, they could ferry people to the stars and do it so fast, they would never fall back down. Horseless wagons able to outrun the fastest animals on earth. Houses so tall, they peeled apart the clouds in the sky. We held dominion over all the elements and were arrogant to believe us the masters of the world…and thus it would be subject to our whims and greed."

"I have read the books, Mahan. I know what an airplane and a rocket is. To see a bastion not governed by walls, what would stop it?"

"That," Aiden said, "was the problem. We were too many. Our borders were too close. Our hunger was too ravenous. Everyone wanted everything and there was not enough to go around. Our kings were insane, our soldiers too eager, and our faiths were captured by fanatics. Our machines, uncontrolled and badly designed, belched poison to the air…and no one cared. If there really is a god…then it was fitting for us to be punished."

There was no response to that initially. Raven took the thought in without a reaction, though Mahan was visibly concerned, more over Aiden's negativity rather than the accusation of a god-made apocalypse. Some in this time believed it was. Aiden didn't really. He assumed the fall was man-made, for if the hammer was the cause of it, there would have been a greater footprint remaining after Attricana opened. But there was nothing. All that survived were people, save for a few neutralized relics and a handful of precious books. No one was entirely sure how far mankind had grown. Had they matured or were they so depraved as to not notice the damage they had caused. Aiden had read and had convinced himself of the only option, of how a civilization collapsed from a social, environmental, and economic apocalypse. In the end, whatever actions man took proved pointless. To the heavens, he looked up one last time. Humanity saw the entirety of their species' potential collapse with the falling of the sky. Surviving records said nothing of the date or the events occurring in the day-to-day lives of the planet's inhabitants. Nothing man ever did mattered. The stars winked out. The clouds threw off their shroud, and it was over.

Mahan was more optimistic of man's potential. "Man also created some of the greatest artwork this world and yours had ever seen," he said to her. "Our ancestors broke to the heavens and were humbled by what they saw. They learned about the how the universe was created, tracking time back to the very instant before god gave it birth. We cured nearly every disease that plagued us. We documented every moment of our lives so future generations could learn from our sins, committed both accidentally and freely. We protected the less fortunate and hunted evil when we found it. We were too many because we cared for our families and we loved the process of giving others life. We were aware of our dark nature and pleaded for compassion and civility from the obsolete factions of our world. Little by little, people were beginning to understand each other."

It was a bizarre jousting match between the two of them. Raven followed it as devotedly. Aiden wasn't dissuaded by Mahan's counter. Mahan waited and Raven anticipated. Aiden opened his mouth and countered simply, "Bottled water."

Raven was confused by the remark and showed it. "This adoration of my world by humanity always confuses me," she said. "I am sure if you ask those near the darklands if the world is well off, they would voice quite the argument. Millions of pagus think of nothing else than the destruction of all those not them. Their reigns held firmly by shemjaza and the generals of kronix. Grotesqueries, neverborn, and the singular master of their land. We praise the dragon god but ignore his mirror festering across the world. Our age ended in a war that covered our planet. We only have peace in this land because an ocean separates us from them. And what of the people there? This world may be wondrous but is by no means perfect."

"You should write that down," Mahan said.

"I will in time."

CHAPTER FIVE
PARAGON PATHS

"Ride them down on horse or do you prefer stealth?" Mischa asked.
"It's your birthday, I'll leave it you," Mahan responded.
Mischa pondered it. He sighed and looked over like a patron in a restaurant. "I have not ridden down an opponent in a long time. I would love to try out the fire in this steed."
"Horse it is. Mind if I say a prayer before we charge?" Mahan held out a hand, palm to the ranger.
"Will it help?"
"You'd be surprised."
"I would be. Make it quick."

Paragon paths in Amethyst are not bound to specific classes. Instead, they are attached to lifepaths. This is because the paragon paths presented are as uniquely tied to setting as the lifepaths are and some require a certain origin to lead into . For example, a custodian going into fighter, ranger, rogue, or warlord, could still go into the Guild of Ilm paragon path because the prerequisite for the paragon path is being a custodian.

Note: With the possible exception of the Wizard of the Spiral Tower, all paragon paths in the D&D PLAYER'S HANDBOOK are available for the Amethyst's endorsed classes.

ECHAN PARAGON PATHS

CRIMSON LEAF

Not much is known about the Salvabrooke assassin's guild, the Crimson Leaf. What marks them apart from other such guilds is that, despite being labeled a radical order against the public's greater good by the ruling government, there is no bounty placed on their capture with no reward for leads to an arrest. One Salvabrooke state official labeled them in private statement as being, "a humorous irritation." Despite recommendations from Limshau, Kannos, and Abidan, Salvabrooke refuses to deal with them publicly or privately. This has been blamed partially on Salvabrooke's lack of any real law enforcement. There are no punishable victimless crimes in Salvabrooke and the worst the largest communities complain about are pickpockets and the occasional confidence scam, though both

are practically an infestation across the land. The fact that a criminal organization has been tolerated for so long baffles those who don't know the full details.

The Crimson Leaf actually considers itself the final word of law enforcement in Salvabrooke. They are a ruthless vigilante force of trained gimfen whose sole purpose is to protect the innocent of the land from the greater evils that aim to exploit them. Every Malkut slaver that attempts an introgression into gimfen territory becomes their target and few slaver caravans have survived the journey.

The Crimson Leaf consists of anywhere from 100 to 250 gimfen that travel the land and beyond, acting nonchalant and going about their lives until given a mission. Sometimes, they are given a set list of circumstances to respond to. A farmer may be minding his crops and see a crime listed on his or her response list. He would leap into action and return to his duties before anyone knew he was gone.

As a member of this group, you have your list of crimes to respond to. There is no jury, just an executioner. These crimes are not petty or trivial. These are severe transgressions. Despite what other purposes you have in life, regardless of the mission you may be on, the job you have accepted, your duties as a Crimson Leaf always take precedence. Nothing else matters, even to the failure of your job and the abandonment of your friends.

A Crimson Leaf's Death Book usually lists several (4-6) specific crimes that, when witnessed, will cause them to strike. They must be specific and often include the following:

- Find a slaver, slaver caravan, or slaver market.
- Witness an attack against undefended innocence (children, females).
- Robbery of a family treasure worth more emotionally than monetarily. Thieves should have values, too.
- A robbery where a life is taken.
- Any violation of flesh where one side is unwilling.

As a Leaf, you are not foolish. You employ all your skills, whether direct or stealthy, to accomplish your goals. You are also patient, willing to hold until the target's fate is certain, but when the course is set, nothing else matters.

Prerequisite: Gimfen

CRIMSON LEAF PATH FEATURES

Slippery little bugger (11th level): If you spend an action point, you can replace your standard action with two move actions. No movement during this phase provokes an opportunity attack.

Nemesis (11th level): Once per encounter, if you hit a target, you may mark it. (Works with the fighter's Combat Challenge ability). You score a critical hit on a natural roll of 19 or 20 for the duration of the encounter against the marked target until you score a critical hit. If you change your mark with Combat Challenge, Nemesis does not transfer.

Purposeful and committed (16th level): As long as you move on your round and end your movement at least 1 square closer to your mark, you gain a +1 to AC to all enemies. Once in an adjacent square, the +1 to AC applies only to the marked target.

CRIMSON LEAF EXPLOITS

LEAPING FRENZY Crimson Leaf Attack 11

You spot your enemy in the crowd and leap over the heads of those in-between to enact your justice.

Encounter • Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Special: You can shift up to 5 squares towards your target, ignoring all intervening squares without provoking an opportunity attack. You must land in the target's occupied square. You can shift through occupied squares but not through an obstruction.
Attack: Strength vs. AC or Dexterity vs. AC
Hit: 2[W] + Strength modifier damage or 2[W] + Dexterity modifier damage. If you score a critical hit, make a secondary attack the same as above.
Special: After the attack is concluded, if the target is still alive, you are pushed to an adjacent square. If there are no adjacent squares, you fall prone.

NOTHING ELSE MATTERS Crimson Leaf Utility 12

You ignore everything else but the enemy you have decided to kill. You give everything you have, leaving nothing for other opponents.

Daily • Martial, Weapon
No Action **Personal**
Requirement: You just made a successful strike on your marked target.
Effect: You add +2[W] damage.
Special: Until the end of your next round, you suffer a -1 penalty to all Defenses.

VICTORY OR DEATH, HOPEFULLY VICTORY Crimson Leaf Attack 20

The situation has grown dire and your opponent won't easily fall. You push yourself so hard to defeat the evil, you pull upon every last ounce of your might.

Daily • Martial, Weapon
Standard Action **Melee** weapon
Target: One marked creature
Attack: Strength vs. AC or Dexterity vs. AC
Hit: 2[W] + Strength modifier damage or 2[W] + Dexterity modifier damage.
Special: You can spend a healing surge, but don't regain any hit points. Instead, add your healing surge value as additional damage on the target.

JANOAHN WALL CAPTAIN

As captain of the Janoahn wall, you have served selflessly for the protection of nothing short of the world. The Tethuss Bridge is the only route pagus take when attempting to cross from their lands into the south. They hate water and despise the treacheries of mountain travel. All that remains is the bridge and, as a wall captain, you direct your phalanx to maintain their shields in firm lock against whatever evil attempts to crash against it. You effortlessly guide your line to repel armies ten times the size. As a team, your group could withstand the onslaught of dragons, giants, or a pagus invasion.

You don't need religion to have a crusade and your belief is secured in the church of the shield wall. Your devotion to this faith is unwavering and your piety in this conviction ensures its walls will never crack against any assault to its tenets. As shields lock and weapons are brandished, you preach your choir to defend the house of blades and plates against the heathens desperate to break your fortress. But walls of this church are held by the wills of men, not gods, and as long as they have conviction in themselves and their captain, this house will never crumble. You are the pastor of a devout order, hanging on your words – the sage of this church of war.

Prerequisite: Knight of the Wall

JANOAHN WALL CAPTAIN PATH FEATURES

Team Assist (11th level): You offer the benefits of the Knight of the Wall's Shield Lock ability to a single ally within 10 squares who doesn't have it. Said ally must still have a shield and be proficient with it.

Rooted Defense (11th level): You gain a +2 bonus to AC against charges and a +2 to Fortitude defense against bull rush.

Maintain the line (11th level): If your shield wall breaks for any reason, you can spend an action point as an immediate interrupt on that trigger to instantly relock the wall. This includes shifting out of place members of the wall up to 3 squares to move them back into position. The AC of the wall increases by +2 until the beginning of your next round.

Lockdown (16th level): While in a shield lock, you may wield two-handed weapons with one hand.

JANOAHN WALL CAPTAIN EXPLOITS

PHALANX ATTACK
Janoahn Wall Captain Attack 11

You order your line to reach over their shields and slash at a common foe.

Encounter • Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be in a shield lock.
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: Two allies in the same shield lock can make identical attacks as listed above. They don't have to attack the same target. These count as opportunity attacks.

STALWART FORTIFICATION
Janoahn Wall Captain Utility 12

All will act as one.

Daily • Martial, Weapon
Immediate Reaction **Melee** weapon
Requirement: You must be in a shield lock.
Trigger: Setting order of initiative
Effect: You and up to three other members of a shield wall set your initiative to the highest value of those involved. Unless the wall is broken, no members affected by Stalwart Fortification can be subjected to a bull rush attack. Trample attacks stop before the wall. The group also cannot be knocked prone. Creatures with reach cannot reach over the wall to attack any targets behind the characters maintaining the wall. This power lasts until the shield wall is broken.

TOTAL WAR
Janoahn Wall Captain Attack 20

No longer staying still, you command the line to push forward, crushing your enemies underfoot.

Daily • Martial, Weapon
Standard Action **Close** burst 1
Requirement: You must be in a shield lock.
Targets: All enemies in reach
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Effect: Three additional allies in the same shield lock can each make an identical attack. They don't have to attack the same targets. After the attacks are resolved, you and up to three allies shift 1 square. You push back any enemies in the path 1 square. Make a secondary attack.
Secondary Targets: All enemies in reach
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Effect: Three additional allies in the same shield lock can each make an identical attack. Targets hit twice are knocked prone.

KNIGHT OF ABRAHAM

A member of the order of Abraham stands as the iconic knight of legend, the quintessential guardian in shining armor known previously only in story and myth. Across many barriers of language and culture such valiant defenders reveal themselves through determined purpose, ironclad beliefs, and unwavering integrity. You maintain your moral fiber, especially when those morals are the most inconvenient. You respect the laws of your faith, not necessarily the laws of where you reside. You believe in chivalry and honor, mercy and valor. You will never take the life of one unarmed. You will always prefer to protect the innocent, the poor, or the weak over the defeat of your enemies. Courage is important, but you must temper that courage with common sense – to know when to fight and when not to. You must maintain your faith in the integrity and kindness of civilized people and/or to your god. Since a good and merciful god never asks a follower to die needlessly,

KNIGHT OF ABRAHAM

you are not required to die for your faith, your lord, or even for your own honor. You only willingly die to protect others or to defeat evil in whatever forms it takes.

You give to charity but not to the point of poverty. You are courteous to others, will forgive the sins of anyone if asked in sincerity, and act in humility of your own strengths and abilities. As a member of the order, you must follow these simple edicts: benevolence, faith, humility, integrity, loyalty, mercy, and patience. You must adhere to these and keep the standards you wish to uphold. Breaking any of these ideals brings upon a personal shame even if no others witness the act. You never look for an excuse to bypass your morals. You must never slay an enemy unarmed or helpless, never turn against an ally for selfish motives, and never ignore those in need.

Prerequisites: Squire of Abraham lifepath, Rousing Speech. You also must return to Janoah to receive the honor.

KNIGHT OF ABRAHAM PATH FEATURES

Of Legend (11th level): Your will of nobility strengthens those around. At the start of an encounter, every ally within 5 squares receives a +2 bonus to every attack roll in that encounter until they score a hit.

Strike Down the Infidel (16th level): You bring forth all remaining might, saving nothing for your victory march. If you spend an action point, you gain an action, but you may also apply your Wisdom bonus to any melee damage rolls that round.

Devout Aura of Courage (20th level): You have a +4 bonus to any Defense and saves against fear. You are also immune to being dazed.

KNIGHT OF ABRAHAM EXPLOITS

LINE IN THE SAND
Knight of Abraham Attack 11

You declare your intentions with words or a firm stance of defiance against the approaching evil.

Encounter • Martial, Weapon
Standard Action **Melee** weapon
Effect: You declare your power and make no attacks on your turn. You may make a melee basic attack against any creature as an immediate interrupt that moves into or through any squares in melee range. If struck, that creature stops its movement on that square.
Target: Any creatures moving into or through any squares in melee range until the beginning of your next turn
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Special: You may make a melee basic attack on any creature that enters or passes through an adjacent square, even the same target (if it tries to move again), as an immediate interrupt, with no limit on interrupts.
Sustain Standard: If you keep your stance, Line in the Sand persists.

FAITHFUL PROTECTOR
Knight of Abraham Utility 12

You swear loyalty to and for the protection of a specific person. Your fidelity is so absolute; you will gladly lay your life for the other.

Daily • Martial
Minor Action **Ranged** 2
Target: One ally
Effect: You subject yourself to all attacks in the ally's stead. Attackers attacking your ally use the ally's Defense value. Ally cannot make attacks while Faithful Protector is in effect. If the ally moves out of range or attacks an enemy, the protection stops.
Sustain Minor: The power persists as long as the ally remains in range and does not attack any enemies.

LAST STAND Knight of Abraham Attack 20

Surrounded on all sides by evil, you will not fall. Impalements, severed limbs, mortal wounds aplenty—you care not.

Daily • Martial, Weapon
Immediate Reaction **Area** burst 1
Trigger: You are reduced to 0 or fewer hit points
Requirement: You must be wielding a melee weapon.
Target: Each enemy in burst
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: You automatically pass all saves for ongoing effects and ignore all conditions, including being unconscious. Each additional round, you can only shift 1 square and/or repeat the Attack, Target, and Hit parameters above. Once reduced to enough hit points to kill you, make a save at the start of each turn to sustain this power for another round. Last Stand expires at the end of the encounter or if you fail a save. If you have been reduced to enough hit points to kill you, at the end of the encounter (or fail a save), you die.

KOANA ACADEMIC

Upon finally graduating, the Koana apprentice is believed to have a greater comprehension of the arcane arts than equivalent graduates do from other schools. The primary push of this expertise is the understanding that all power from Attricana attempts to encourage life in every possible form, from the beautiful to the revolting. Koana teachings encourage this ideal, which is why their spells have an unusual slant for being slightly whimsical. Instead of balls of fire or lightning leaping from fingers, Koana wizards create living, semi-intelligent beings that act nearly identical to other spells but act apparently on their own in service of their master for the brief time they exist. They live for their creator and willingly die for them, happy in that they were able to fulfill such a noble life in such a short time.

It lives. Think of it as such. Imagine that which cannot exist. It is not a storm of science, but the unreal, the chaotic, tapping a reservoir of consciousness to replicate a power once claimed by absent deities. Alternatively, maybe it is not the realm of god but a wellspring from where god floods the world with life. Perhaps it is nothing more than a tear in the fabric of space, a gate to another universe with its own rules.

Better still, it's a deviation in quantum mechanics—a region where the rules changed, a possible fate to the entire universe where everything that is and will be is reduced to nothing and what cannot be seen disobeys the laws of normality to create the universe anew.

No…this was something more. It was beyond faith, beyond science. To create by thinking of it, by calling its name. Not from the power of god…the power of me.

The Koana professors, or Academics, play with their spells with an especially creative whimsy. The spells run, dance, or fly around while normal spells accomplish their task and vanish away. In the scope of the brilliance that is Attricana magic, Koana wizards know how to add gusto to their spellcraft.

Prerequisites: From Limshau, Intelligence 16, wizard class. You must also have chosen the Koana path or been invited by a Koana school to receive an honorary diploma (GM discretion)

KOANA ACADEMIC PATH FEATURES

Thinks for Itself (11th level): When you use an action point at the end of your turn, you may reset and activate the encounter attack power you just used.

Mastery of the Unknown (11th level): You may take 10 on all Arcana skill rolls, even for rituals. This takes no additional time.

Spellcraft Mastery (16th level): You can lose an unused encounter power during an encounter to gain a +4 power bonus to attack and +2[W] damage on your next attack roll. You do not regain the sacrificed encounter power until you have taken a short rest (this includes not being able to use Thinks for Itself on it).

KOANA ACADEMIC SPELLS

LIVING ENERGY
Koana Academic Attack 11

Anything you can think of thinks for itself. You have finally understood this lesson and possess the ability to infuse life in your spell

Encounter • Arcane, Cold or Fire or Lightning, Implement
Standard Action **Special**
Effect: You create a living, partially intelligent bottle of fire, cold, or lightning. It flies or crawls around, attacking what you wish. It drops to the ground in an adjacent square and can immediately move up to 7 squares to attack. It cannot be targeted and attacks what you wish. It attacks using your abilities.
Requirement: Choose an element before casting (not necrotic).
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier damage (of the element type chosen).
Sustain Standard: The creature still exists and can move up to 7 squares per round to attack another target. It automatically succeeds at every acrobatics and athletics roll.

A SENSE OF EXISTENCE
Koana Academic Utility 12

Your capacity to understand Attricana allows you to instill life in a normal spell. The spell wants to remain active.

Daily • Arcane
Minor Action **Personal**
Requirement: You just cast an encounter ranged attack power level 20 or lower.
Effect: The spell stays active and, on your next turn, attacks another target as a free action, but with a -2 to attack. It dissipates after the attack. The new target cannot be farther than 10 squares from the previous one. All other effects apply. If the attack already has a sustain effect, you cannot use this power with that spell.

LOYAL EMBODIMENT
Koana Academic Attack 20

You forge a living storm of energy. It lashes out under your guidance.

Daily • Arcane, Cold or Fire or Lightning, Implement
Standard Action **Area** burst 2 within 10 squares
Requirement: Choose an element before casting.
Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: 6d6 + Intelligence modifier damage of the element type chosen.
Effect: Creatures that enter or start their turn in the burst take 2d6 damage of the element type chosen.
Sustain Standard: The creature still exists and can move up to 3 squares per round to attack other targets. It automatically succeeds at every acrobatics and athletics roll. It only activates on the square in which it lands and does not attack or affect anything along its route.

KRYSALLIS

Chaparrans accept chaos in all its forms. Their communities are often small. They act on instinct and prefer to allow emotion and personal morality to maintain the fundamental civility of their culture over the peskiness of actual laws. They also embrace the idea of the overall faes' fate to eventual anarchy. They believe nirvana and true heaven in the Eden promised by Berufu awaits beyond the moment where the fae accept unreservedly their fate—to merge with the world around, to vanish from reality altogether. Each further branch takes them one step closer to understanding the purpose of existence and the chaparrans hold a devout faith that their descendant races like the narrissa and sylphids are one step closer to paradise.

Many chaparrans pursue this devotion through their children, hoping they are gifted as one of these cousin races. They think of their species as a whole and don't preoccupy themselves with the lack of their own enlightenment.

A few radicals have gone to burying themselves in fertile soil for years at a time, never jostling save for the donations of food from family and passers-by. Others refuse to leave their named-tree for their entire lives and make its survival and development their only priority.
Others decide to reach their unity with nature by the absolute discipline of their craft. This can come in the form of adept magic use or the perfection of melee and ranged combat, of which the latter is the most common.

As one of these rare chaparrans, you begin to exhibit strange properties, mostly physical. Your hair gains the color of grass, leaves grow from the strands, and when you curl your fingers around your implement or weapon, you become one. Whether a weapon or a totem, your hand vanishes into the wood and you feel every bend and twist of the item as if it was a complete appendage. You may separate as easily but this is only the first step … eventually, you may be able to push yourself further, to take the next step in fae evolution.

Prerequisite: Any chaparran

KRYSALLIS PATH FEATURES

Weapon/Implement Synergy (11th level): Your chosen weapon type must be either a longbow or a shortbow and if you use a totem, it must be a staff or a longbow (all involved must be made of wood). You and the weapon or implement become one. You can select one encounter power at the beginning of each encounter and receive a +1 bonus to attack and a +4 bonus to damage rolls for that power.

Inner Reservoir (11th level): If you successfully strike an opponent with a ranged attack At-Will power, you can use an action point to make the attack a critical hit. You do not gain the extra action.

Drawing from Temporary Paradise (16th level): When you use second wind, you can also shift 4 squares.

KRYSALLIS EXPLOITS

FROM THE HIGHER SOUL
Krysallis Attack 11

You draw an inner strength only reserved for enlightened creatures. Your awareness of your own soul allows you to push yourself harder.

Encounter • Arcane, Implement or Martial
Minor Action **Special**
Requirement: Activate any at-will attack power.

Effect: You gain your Wisdom modifier to all damage rolls. The range of the attack is extended by 5 squares. The target is also weakened (save ends). After the power is finished, you may shift as many squares as your Wisdom modifier.

Special: If the power applies Wisdom already, the bonus compounds.

FROM THE LIVING MORTAL BEING
Krysallis Academic Utility 12

The forest is your mother and lover. It protects you as you protect it.

Encounter • Martial
Move Action **Personal**

Effect: You turn invisible until the end of this round and shift 5 squares. You may ignore squares occupied by creatures but not obstructions (like walls). You gain combat advantage on any target you attack this turn.

HIGHEST PLANE OF THE SOUL
Krysallis Academic Attack 20

You are closing in on the final plane and very little separates you from what you possess. Your very will pulls unseen power from an unknown capacity.

Daily • Arcane, Implement or Martial
Move Action **Special**
Effect: You can activate a previously used daily power of Attack 19 or lower. This power must employ an implement and have a range or be a ranged martial attack
Target: Same as activated attack power.
Hit: Same as activated attack power.

MUTAHARRIK CAPTAIN

Leading the Kannos Kavalry are the Mutaharrik Captains. You have probably spent more hours on your horse than others have on their own feet. Regardless, if you raised your steed from birth or bought it from a stable, as an elite from Kannos, you can prepare any animal for combat within a week. You do not afford yourself anymore luxuries than the men under your command. You wear the same light armor, ride a horse with no barding, and charge alongside the line rather than behind it.

You and your animal are now one combined spirit and you are no longer required to whistle for its attention or whip it to speed. It only requires a few words or a nudge. It may even act on its own if you require it. The elite officers of Kannos forego all other pleasantries in favor of their bond. You don't bother with wives or children. It has even been said a Captain's steed lives for the entire life of its master, dying the second its Captain does.

Prerequisites: Kavalier or Halfmaster lifepath. You must also return to Kannos for promotion. You must own a large natural beast as a mount. You must have selected the mounted combat feat.

MUTAHARRIK CAPTAIN PATH FEATURES

Whisperer (11th level): Any riding horse you own becomes a warhorse. It is only a warhorse while under your command. Your warhorse gains +2 movement during a Trample attack.

High Ground (11th level): You gain a +1 to attack with a melee weapon to adjacent foes if you are on your mount. You also no longer provoke opportunity attacks if you fire ranged weapons while on your mount.

Master Warhorse (16th level): If you spend an action point before initiating a trample attack while on your mount, you gain no additional action, but your mount ignores all opportunity attacks during the trample and both rider and mount have combat advantage against anyone you strike until the end of your next turn.

MUTAHARRIK CAPTAIN EXPLOITS

PLOW THROUGH THE LINES
Mutaharrik Captain Attack 11

You assault through an enemy's flank, slashing down at those that move away from your steed's assault.

Encounter • Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be mounted.
Target: All targets in reach during the horse's trample
Effect: Your horse initiates a trample attack. Every target in your reach during the trample can be attacked by a melee weapon.
Attack: Strength vs. AC
Hit: 1[W] + Strength Modifier.
Special: This is not a charge attack so does not gain the charger bonus with a warhorse when initiating a charge.

EQUESTRIAN CHARGE
Mutaharrik Captain Utility 12

You leap from you mount, over the heads of your enemies, and land without injury.

Encounter • Martial, Mounted
Minor Action **Personal**
Requirement: Your mount moves more than 4 squares either as an attack (charge or trample) or a move action.
Effect: You can jump from your mount. You are considered running for the jump and gain a +10 bonus to the Athletics roll. You provoke no opportunity attacks as you jump or land.

UNBRIDLED LOYALTY
Mutaharrik Captain Attack 20

You need a quick escape in a dire situation and your mount is more than happy to comply. As the animal charges in, you take advantage of the distraction.

Daily • Martial, Weapon
Standard Action **Melee** weapon
Requirement: You and your mount must be separated but within range of the animal's trample attack.
Effect: Your mount initiates a trample attack and passes either by an adjacent square to you or through your occupied square. You suffer no damage from the trample.
Target: Any creature that is knocked prone by the trample and in reach from the square you occupy.
Attack: Strength vs. AC (+2 for combat advantage). You score a critical on a natural roll of 19 or 20.
Hit: 3[W] + Strength Modifier.
Special: As the animal tramples by, you mount it. It continues its trample attack if it has any remaining movement.

NARROS RAVNORRA

Despite legends and fairy tales, narros are not unkempt or dirty. They take pride in their appearance and their vocation and seldom break their disciplined lives for merriment or debauchery, lest they bring dishonor to their names. Though many narros approach this dedication towards mining and the acquisition of goods, some approach this dedication to the noble path of defending their house and the innocent. Narros soldiers all follow a strict code of honor, but a few blessed take their discipline to an amazing degree of devotion.

All your life, you have lived alongside your blade. The crest on your shield is father and mother. Your house is an ideal you will defend to the end. You wake to don your armor and seldom remove it save for sleep or death. You refuse to take mates or father children. Your defense of the house and realm take precedence over carnal desires. To break these oaths not only brings dishonor to you, but to the house and family as well. If such a code is broken, or if the house and/or lord is destroyed, you become a masterless ronin. Often outcast, you leave your land to either find a cause or to live by the sword. You may continue your code or do your best just to stay alive.

Many human cultures find the similarity between the narros noble warrior and the Asian samurai. Many wandering narros ronin declare themselves samurai when speaking in any human tongue. To them, it is the proper translation.

Prerequisites: Doppelshido, Improved Double Form

RAVNORRA PATH FEATURES

Hatamoto (11th level): You gain the following additional benefits to feats if they have been selected: Weapon Focus—gain an additional +1 damage with your doppelshido weapon, Power Attack—penalty to attack is reduced to -1, Two Weapon Defense—gain an additional +1 to AC, but not Reflex.

Inner Spirit (11th level): If you use second wind, you gain a +2 to all attack rolls until the end of your next turn.

Weapon Mastery (16th level): Spend an action point before making an attack. Instead of an extra action, you score a critical hit on a 15-20 on your next attack roll.

RAVNORRA EXPLOITS

DECEPTIVE POSTURE Ravnorra Attack 11

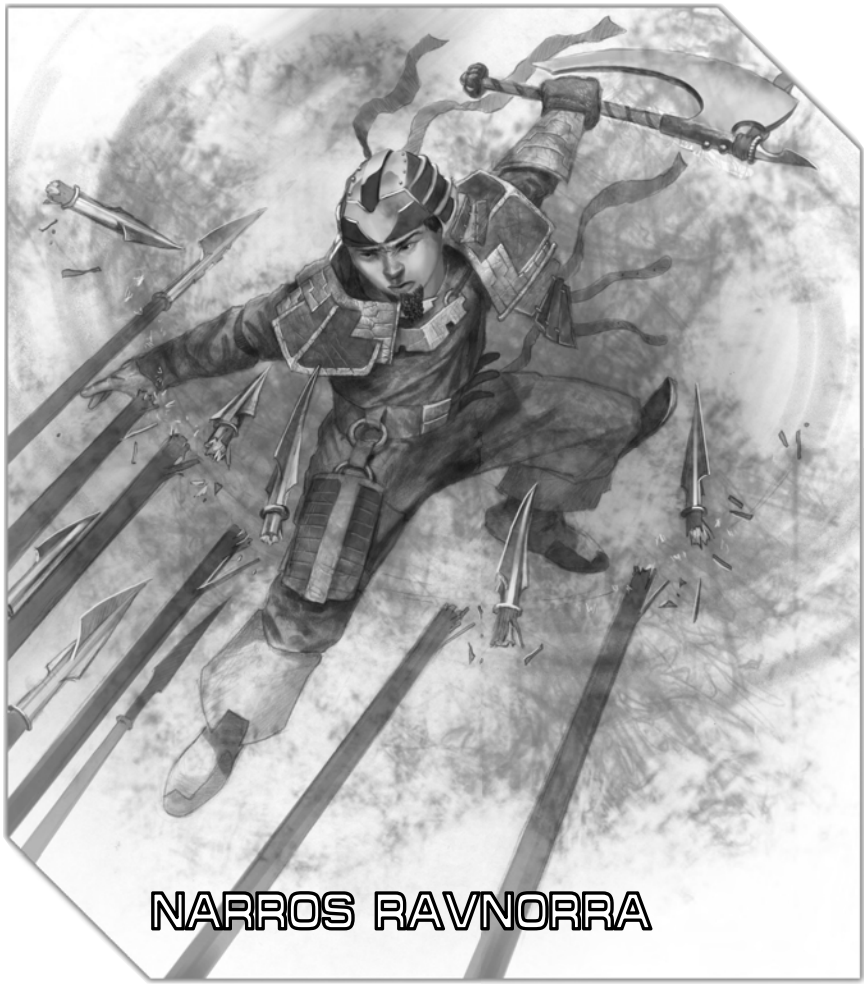
You feign weakness, offering the illusion of cowardice, enticing an enemy to act foolish.

Encounter • Martial, Weapon
Immediate Interrupt **Melee** weapon
Requirement: You must have committed a total defense action on your previous round.
Trigger: An enemy successfully strikes you despite of total defense.
Target: The enemy that struck you
Attack: Strength +2 vs. AC
Hit: 3[W] + Strength modifier damage and the target misses its interrupted strike.
Special: Total defense is no longer in effect.

SLICE ARROWS Ravnorra Utility 12

In a reflex before your brain can even acknowledge, you cut down an impending attack.

At-Will • Martial, Weapon
Immediate Interrupt **Personal**
Trigger: An enemy hits you with a ranged attack or an attack from a ranged weapon.
Effect: Make an attack roll using Strength +4 vs. the enemy's attack roll. If you beat the attack roll, the attack misses.
Special: This power can be used against any ranged power without an energy type.



SCHOLAR WARDEN

The Guild of Ilm, formed in 365 A.E. by Fisher Calibannis, took on the duties to administer and coordinate the external operations of the custodians to the periphery of Limshau and beyond. They operated from the Limshau capital until Calibannis's death at the ripe human age of 205, where he left his power and assets to his bonded companion, Lannis Aerialiss. Lannis was responsible for the aggressive push of custodians outside of the borders of Limshau. Before, the custodians would defend the cities and the farms but never actively seek out knowledge beyond the borders. Librarians would commit to such crusades all the time, though their quests took them to private collections and other libraries to seek their prizes. The Guild of Ilm was an elite order of custodians tasked with retrieving knowledge from riskier locations, dungeons, and abandoned castles.

The guild carries considerable respect in this field and has never been seriously challenged on the accuracy of their accounts. Librarians take the lackluster assignments. The Guild of Ilm sends their custodians only where a librarian's life would be in danger or if the situation itself requires a more aggressive hand. Of all the custodians in Limshau, those of Ilm are truly warrior scholars, which is how the nickname, "Scholar Warden" came about.

You are an elite member of the guild. You returned to the Guild's office in Warraqeen and have taken on the oath of the order. To be a member of the guild is to be nearly fanatical in the perseverance of knowledge and freethinking. Unlike other custodians, you are expected to record your adventures and missions for planned documentation and publication later. You do not quest for your greed. You do not travel the land seeking gold or glory. You are selfless in your path to free the world from those that would suppress the truth. Words are gold; books are the real treasure, and heaven is the world without fear.

Prerequisite: Custodian

SCHOLAR WARDEN PATH FEATURES

Instant Reflexes (11th level): When you ready an action, you can ready a standard action and a move action.

Lightning Strike (11th Level): You can use an action point to gain a standard action on anyone else's turn as an immediate reaction (for any trigger).

Balance of Power (16th level): You can shift a square as a minor action.

PATH OF THE WARRIOR
Ravnorra Attack 20

You make your initial strike with such skill, it reveals a vulnerability in your enemy you instantly exploit for a killing blow.

Daily • Martial, Weapon
Standard Action **Personal**
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage and the target is helpless for the follow-up attack.
Secondary Attack: Strength vs. AC (+2 for combat advantage since the target is helpless), same target.
Hit: 2[W] + Strength modifier damage. The target is subjected to the effects of a coup de grace.
Special: The effects of a coup de grace only apply to the secondary attack and the target is no longer helpless after the power expires.
Miss: Full damage from first attack, no secondary attack.

SCHOLAR WARDEN EXPLOITS

REJECT ALL RESTRICTIONS
Scholar Warden Attack 11

Be unbound in how you apply your skills. Take action while others slumber. Your enemy is not across the field but within your ability to break rules.

Encounter • Martial, Weapon
Standard Action **Melee** weapon
Target: One creature 1 square away from your melee reach
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage and you can shift 1 square.
Special: You cannot use this power through an occupied square.

FLOW OR CRASH
Scholar Warden Utility 12

Become what you need to survive. Adapt, flow, slide, and prove yourself.

Encounter • Martial
Free Action **Personal**
Effect: You may make a move action.
Special: Can be combined with any power that takes a move action.

AWARENESS HAS NO FRONTIER
Scholar Warden Attack 20

Reject all styles, rules, and limitations and do what you wish in this world. Be free.

Daily • Martial, Weapon
Free action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier and shift to any square within your target's threat range.
Miss: Half damage.

URMAGE

The claim on who acquired the arcane arts from dragons and placed that power on a totem may never be resolved. Laudenians have the most credible right, though chaparrans argue the original and absent first fae developed that technique and handed it over to their children. Despite this debate, laudenians are still known as some of the most powerful mages on the planet. Their upper echelons of wizards are the urmages, the first masters of arcane power. Their home tower of Elsius stands higher in the sky than any other constructed object (though not actually the tallest building). They do have proof of design for nearly two dozen spells, and a full quarter of the magic items that scatter the landscape.

Your position as an Urmage represents the elite and envy of all wizards in Canam. Though not possessing the absolute book knowledge and history of every spell like one from Koana, you possess a mastery of the Pleroma language that nearly equals the dragons themselves. You can play with magic, dance it around with your whim, and even create new variations of spells no one had seen before. You can even resist the magical might of your enemies. Sure, Limshau mages know more about the history of arcane, the who's and when's. You know the why's and how's and with that power, you can control the very fabric of the universe. You only have faith in your totem. You strive to reach that moment when you are fully adept in Pleroma, as fluent as any mortal god. At this point, you may be able to understand entirely their view of the cosmos and control your fate. With the onslaught of Attricana, laudenians' days are few, with every fifth child emerging of another race. With children being born fewer and fewer, your race is petrified to fading out as your ancestors' did. But they never fully understood the influence of Attricana. Perhaps, with enough power, you can finally comprehend the ways of magic. Perhaps, you will stop being a slave to it and finally be its master.

Prerequisite: Laudenian

URMAGE PATH FEATURES

Alter Power Type (11th level): Upon reaching this level, you can switch the power types of any of your spells to any other type: You can alter the following power types: Cold, Fire, Force, Lightning, Radiant, or Thunder. Once you have reassigned your spells at this level, you cannot alter them again until you advance another level. You can continue to do so every subsequent level. You can alter spell descriptions as you see fit.

Element Synergy (11th level): Choose one of the following power types: Cold, Fire, Force, Lightning, Radiant, Thunder. You gain resistance 5 to that element. Every subsequent level, you can change this resistance to a different type. At 20th level, it increases to resistance 10.

Magic Recall (16th level): If an encounter spell you cast misses, you can spend an action point. You pull the spell back and can recast. You may change targets and reroll the attack.

URMAGE SPELLS

ATTACK REFLECTION Urmage Attack 11

You sense the flow of Attricana like a river through the battle. You see where influence changes the world around and how it affects certain creatures. You speak a word and control the wave of energy around you, directing it where you wish.

Encounter • Arcane, Implement, Special
Immediate Reaction **Ranged** 20
Trigger: You are struck with a non-critical attack that deals Cold, Fire, Force, Lightning, Radiant, or Thunder damage. The damage inflicted must be of a single type and cannot be part of a melee strike.
Effect: You take no damage. You channel the energy into an attack, which is reflected back.
Target: The creature that hit you
Attack: Intelligence vs. Reflex
Hit: Damage inflicted on you from the attacker.
Special: The strike back can be adjusted to any damage type.

SUPERIORITY **Urmage Utility 12**

Your talents allow you to control the influence of magic, altering rules on a whim, turning the fatal to the helpful.

Daily • Arcane
Immediate Reaction **Personal**

Trigger: You are struck with a non-critical attack that deals Cold, Fire, Force, Lightning, or Radiant.

Effect: You ignore the damage and the value inflicted becomes temporary hit points you gain. You can not have more temporary hit point than your healing surge value. The damage inflicted must be of a single type and cannot be part of a melee strike.

EVOLUTION OF THE ART
Urmage Attack 20

You understand more now than before how the dragons were able to control the universe with their speech. You cannot accomplish as much as them, but you come close.

Daily • Arcane, Implement, Special
Standard Action **Special**

Requirement: Pick any daily attack spell Level 19 or lower.

Effect: You create a new spell based off the old spell, modified as follows:

Area Blast, Burst, or Wall: +2

Range: +5

Damage Type: Same as original spell or you can re place Cold, Fire, Force, Lightning, Radiant, or Thunder with any other from the same list.
All other effects apply normally.

Target: Same as original spell

Hit: Same as original spell +1 die (e.g., 2d8 to 3d8).

Special: You also alter the spell's description as long as it matches the effects of its rules

TECHAN PARAGON PATHS

"The world is only whimsical and magical to those that are blind. What we have here is a breach in our universe from another. It is a flaw that needs to be fixed. If you believe in their world, you are endorsing one which will never change, never grow up. Like children refusing to leave home. Children don't want to grow … but they have to. They must know if they continue this illusion, they'll be stuck in place forever. In the end, we will be venerated for saving this planet."

ANGEL SNIPER

The Angel outer wall is one of the greatest works of construction in the known world. A monstrous barricade surrounds the city, accented by defense towers able to see off as far as Antikari. Around several gatehouses, flanking towers prevent even the largest armies from an easy assault. The wall is not solid, being filled with an intricate network of battlements and sniper holes. Most of the bogg raiders migrating towards the wall never see their enemies. The Angel sniper takes them out while the boggs are still deep in the forest. As an Angel soldier, you are trained not only to deliver long range fire, but to do so to numerous targets. When boggs or puggs emerge to attack, they do so in overwhelming numbers. There is not time for aiming. You must takeout as many of those little bastards as you can before they get too close to the walls.

Angel snipers surpass all others on Earth, even those from the xenophobic city of Mann, another bastion boasting a great defensive wall. Most Angel snipers carry out their tours inside or on the walls of the bastion. Seldom do they ever leave the safety of their city. Almost every single mission outside the walls, whether in shuttle or in a scrambler, carries at least one sniper with them. Rival bastions have copied their discipline and training, but the results have never been duplicated.

Prerequisite: Must be from Angel

ANGEL SNIPER PATH FEATURES

Automatic Reflexes (11th level): If you spend an action point, you can gain a standard action or two basic attacks.

Waste of Skill (11th level): If you roll a critical hit, you may choose to do normal damage and gain a basic attack.

Reduce Enemy Capacity (16th level): If you miss with any attack power with the sniper keyword that is not reliable, the target is still dazed until the beginning of your next round.

ANGEL SNIPER EXPLOITS

THE SECOND SHOOTER
Angel Sniper Attack 11

You second round comes so fast behind the first, your foes are convinced they have two snipers when it's really just you.

Encounter • Martial, Sniper, Weapon
Standard Action **Ranged** weapon
Target: One or two creatures
Attack: Wisdom vs. AC, two attacks
Hit: 2[W] + Wisdom modifier damage. If one target is hit twice, the target is dazed until the beginning of your next round. If you gain dazed through Marksman Talent, it becomes dazed (save ends).

SPLINTERING SHRAPNEL
Angel Sniper Utility 12

Your round shatters, damaging targets around your kill.

Daily • Martial
No Action **Close** burst 2
Target: One creature you just killed with a ranged attack
Effect: Every target in a close burst 2 takes 1 point of damage.
Special: If you score a critical hit, the range increases to close burst 3.

PERFECT SHOT PLACEMENT
Angel Sniper Attack 20

Thanks to your skill and your weapon in hand, you are able to make multiple shots without a significant drop in accuracy.

Daily • Martial, Sniper, Weapon
Standard Action **Area** burst 1 in weapon range
Target: All creatures in burst
Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier + Dexterity modifier damage.

BANNER HEAD

You may not be the leader, but everyone across the battlefield thinks you are. You stand taller and bolder than the rest. Your stare can lock upon an enemy from across a field. Your foes know well and truly if you have them in your crosshairs. You have no concept of subtlety and are known to do foolish acts in the cause of intimidation. Your allies may object but often times, these attempts work. You can make even the most fearless monsters flinch from your stare.

You are not a pretty individual. You are not one for arts and crafts. You have no hobbies. You have one job. You shoot people twice in the chest and once in the head. You do it for no other reason than the objective you have been asked to carry out. Your loyalty runs only to the men and women next to you. To them, you're the champion hero. To your foes, you are the one target they need to take down. You want them to think that. What good is war if there is no one to shoot at?

BANNER HEAD PATH FEATURES

Point a Finger (11th level): Once per encounter, you may mark any enemy within 10 squares and line of sight as a free action. This effect lasts until the end of the encounter.

The War Pose (11th level): You can wield two-handed small-arms as one-handed small arms. If you do so, any attack suffers a -1 penalty for each weapon. It still counts as a two-handed small arm for the provoking of opportunity attacks and for movement penalties but it counts as a one-handed small arm for the application of powers or feats that require them.

Unexpected Response (16th level): When you spend an action point to gain an action, you can also spend a healing surge.

BANNER HEAD EXPLOITS

REMEMBER ME? **Banner Head Attack 11**

A few well-placed shots brings an enemy's attention back around to you.

Encounter • Martial, Weapon
Immediate Interrupt **Ranged** weapon
Trigger: An enemy you have marked attacks any ally
Target: Your marked enemy
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and the target's attack on the ally misses.

COME AND GET SOME
Banner Head Utility 12

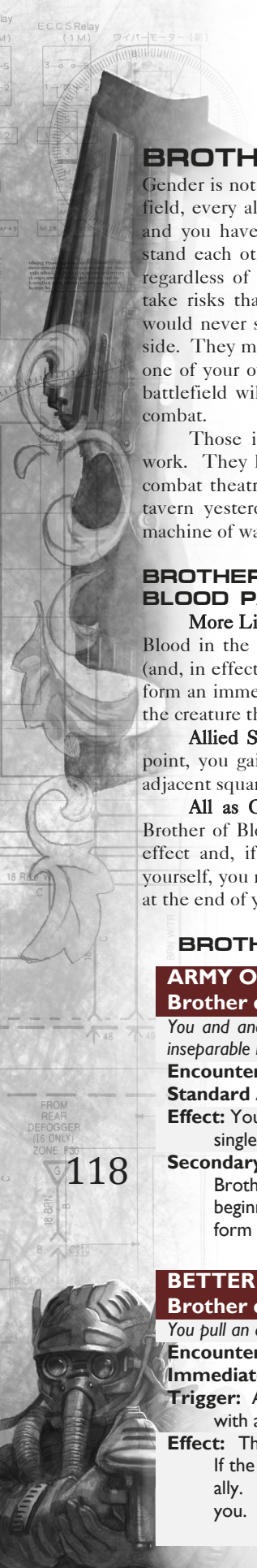
You shout to your enemies and draw their eyes. You prepare for a fight.

Daily • Martial
Move Action **Personal**
Effect: You gain temporary hit points equal to half your healing surge value. All enemies in a close burst 5 suffer an additional -1 penalty to attack anyone else until they hit you.

ONSLAUGHT **Banner Head Attack 20**

Your feet are planted and you wait until the enemy forces are close enough to see your eyes. They expect you to run. You don't. They realize too late your unshakable will.

Daily • Martial, Weapon
Standard Action **Close** blast 5
Requirement: You must be wielding two weapons.
Target: Each enemy in blast
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and target is knocked prone.
Effect: You may make a single attack to each target still standing with your offhand weapon.
Target: Each enemy in blast still standing
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and target is knocked prone.
Special: If all targets are knocked prone, you may shift a square. Select one prone target in an adjacent square and inflict an additional 2d6 + Strength modifier damage.



BROTHER OF BLOOD

Gender is not an issue. Age is not an issue. On the battlefield, every ally is a brother. You are a member of a team and you have all worked together long enough to understand each other's patterns. You know when one is hurt, regardless of where on the battlefield. You would never take risks that will endanger another brother's life. You would never step out of formation; never leave a brother's side. They must depend on you as you depend on them. If one of your own falls, nothing short of god's finger on the battlefield will stop you from carrying your injured out of combat.

Those in the fantasy world think nothing of teamwork. They have their own little places staked out in the combat theatre. Good for them. They probably met in a tavern yesterday. Nothing can stop the perfectly tuned machine of warriors and weapons.

BROTHER OF BLOOD PATH FEATURES

More Like Family (11th level): If an allied Brother of Blood in the encounter falls to 0 hit points or below, you (and, in effect, any other allied Brothers of Blood) may perform an immediate interrupt to make a basic attack against the creature that delivered the final blow.

Allied Support (11th level): If you spend an action point, you gain an action and one Brother of Blood in an adjacent square can make a basic attack or a move action.

All as One (16th level): Once per encounter, if a Brother of Blood in an adjacent square suffers an ongoing effect and, if you don't suffer from any ongoing effects yourself, you may make a saving throw to remove the effect at the end of your turn.

BROTHER OF BLOODS EXPLOITS

ARMY OF TWO
Brother of Blood Attack 11

You and another ally are two-sides of a single coin and are inseparable in combat.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Effect: You and one Brother of Blood both perform a single basic attack.
Secondary Effect: If either you or the selected Brother of Blood are hit by an attack before the beginning of your next turn, the other may per form a basic attack as an immediate reaction.

BETTER REFLEXES
Brother of Blood Utility 12

You pull an ally out of the way of an impending attack.

Encounter • Martial
Immediate Interrupt **Melee** touch
Trigger: A Brother of Blood in an adjacent square is hit with an attack
Effect: The ally gains a +2 bonus to AC for the attack. If the enemy still hits, you can swap places with the ally. The attack continues as normal, just against you. You do not gain the +2 bonus to AC.

TEAM EFFORT
Brother of Blood Attack 20

All members of the team synchronize their actions to operate as one organism. They attack as one.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Effect: You and two other Brothers of Blood in line of sight may make basic attacks. You all must attack the same target.

FIELD MACHINIST

You have a niche. Without you, the others don't amount to much more than a bunch of poorly equipped primitives with clubs. As a specialist in the field, you are the most experienced in echa when dealing with disruption. You are a devout follower of the technological supremacy of man and are probably the most hardline defender of the old ways.

Prerequisite: Trained in Engineer

FIELD MACHINIST PATH FEATURES

Artisan of Gears (11th level): Gain a +1 bonus to Engineer. Gain an additional +1 at 16th level.

False Reading: (11th Level): If you spend an action point, instead of gaining an action, you can instantly recover from a disruption effect on a piece of equipment in your possession or you can gain a +5 bonus to your next Engineer roll. Either effect takes no action.

Precautionary Insulation (16th level): All allies in your party, (including you) gain a permanent +2 to all their disruption saves.

FIELD MACHINIST EXPLOITS

INSURANCE ROUND
Field Machinist Attack 11

You have downtuned your weapon slightly to ensure it doesn't break down the next time it is fired.

Encounter • Martial, Reliable, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs. AC
Effect: If your weapon is targeted for disruption at any point in the encounter it instantly recovers and you gain a ranged basic attack.

FRANTIC REPAIR Field Machinist Utility 12

Normally, this kind of repair would take hours. But desperation can bring out the brilliance in people.

Daily • Martial
Move Action **Melee** touch
Target: One piece of broken equipment
Effect: You use 1% of the value of the item in widgets and the item is fixed.

WORKS FOR ME Field Machinist Attack 20

An ally hands off their weapon for you to clear up. It appears to recover quite nicely and you test it just to make sure. It's a mighty nice weapon.

Daily • Martial
Standard Action **Ranged** weapon
Requirement: You must be in an adjacent square with an ally with a disrupted weapon.
Effect: The weapon instantly recovers and you can make an attack with it.
Target: One creature
Attack: Dexterity vs. AC
Hit: 5[W] + Dexterity modifier damage.

FIELD MEDIC

You specialize in the treatment of the injured during combat situations. You know when to keep your head low, but more importantly, when to rise in defiance to protect those under your care. You might have been a doctor back home and found a calling out in the wilderness. Your allies wonder why you have chosen this line of profession.

Prerequisite: Trained in Heal

FIELD MEDIC PATH FEATURES

A True Healer (11th level): Gain a +1 bonus to Heal. Gain an additional +1 at 16th level.

Heal Thy Self (11th level): Second wind only takes a move action for you.

Profound Medical Advice (16th level): When you spend an action point, you gain an action and two allies in the encounter may use second wind immediately. This does not count as a use of second wind.

FIELD MEDIC EXPLOITS

RACE TO THE FALLEN
Field Medic Attack 11

An ally falls back from a heavy blow. You race to her aid, firing blindly at the enemy in hopes it will back off by the time you arrive.

Encounter • Healing, Martial, Weapon
Immediate Reaction **Ranged** weapon
Trigger: An ally within 4 squares is bloodied
Effect: Shift 4 squares to an ally.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and the target is knocked back 2 squares.
Secondary Effect: After the attack, the ally can spend a healing surge.
Miss: Half damage and the target can still spend a healing surge.

IMPROMPTU SURGERY
Field Medic Utility 12

A foreign implement is causing internal bleeding. You fish it out and try to close the wound.

Daily • Healing, Martial
Standard Action **Melee** touch
Requirement: You cannot move on this turn.
Target: One bloodied ally
Effect: Target automatically saves against any effect and may spend a healing surge.

NO LONGER CIVILIZED
Field Medic Attack 20

An ally succumbs to his or her injuries. You can no longer be a healer. You must be a protector.

Daily • Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature that has reduced an ally to below 0 hit points
Attack: Dexterity vs. AC
Hit: 4[W] + Dexterity modifier damage and the target is pushed back as many squares as your Wisdom modifier.

INFANTRY SUPPORT SPECIALIST

You are not placed on this world to lead. You support those that have earned your loyalty. You are an infantry support specialist . You carry the largest weapons and know how to employ them effectively without endangering the lives of your allies.

Your only weakness is your speed. Being the heaviest hitter has also often made you the slowest. Your abilities are based upon laying down heavy fire and to prevent the approach of invading forces.

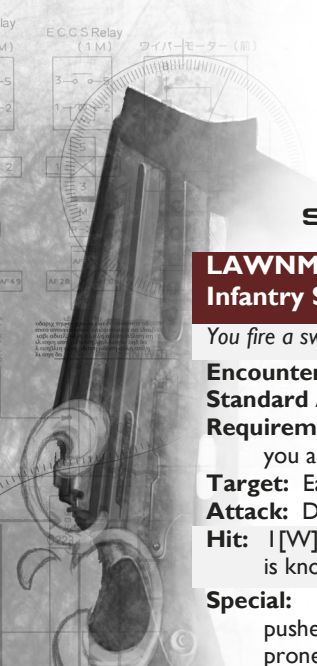
Prerequisite: Heavy Weapons proficiency

INFANTRY SUPPORT SPECIALIST PATH FEATURES

Weapons Platform (11th level): Use a move action to gain a +1 to your proficiency bonus for all heavy auto weapons until the beginning of your next turn (bonuses compound if you use two move actions).

Selective Fire (11th level): When activating powers with a burst or blast attack, you can select which targets receive the attack within the area of effect.

Expanded Attack (16th level): If you spend an action point, you can – instead of gaining an action - increase the burst or blast radius of your next attack power. The power must have a burst or blast radius. The increase is 2 squares for burst and 3 squares for blast. If the power has multiple areas, only 1 burst or blast receives this bonus.



INFANTRY SUPPORT SPECIALIST EXPLOITS

LAWNMOWER BARRAGE
Infantry Support Attack 11

You fire a swath of ammunition in front of you.

Encounter • Auto, Martial, Weapon
Standard Action **Close** blast 5
Requirement: You cannot move on the same round you activate this power.
Target: Each enemy in blast
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and the target is knocked prone.
Special: If using a heavy auto weapon, targets are pushed back 1 square as well as being knocked prone.

THE MEAN ONE Infantry Support Utility 12

You sniff up the blood, shrug off the damage, and are rather upset by the rudeness of your enemies.

Daily • Martial
Move Action **Personal**
Effect: You may spend a healing surge. You also gain +3 bonus to AC against one enemy in an adjacent square until the end of your next turn. That same enemy doesn't have combat advantage against you, nor can it target you with an opportunity attack until the beginning of you next turn.

BOX BARRAGE Infantry Support Attack 20

You divide your fire among several targets, maximizing your damage potential.

Daily • Auto, Martial, Weapon
Standard Action **Area** burst 1 in weapon range
Special: Select 3 different burst 1 areas. The bursts cannot overlap.
Target: All creatures in bursts
Attack: Dexterity vs. Reflex
Hit: 1[W] + Dexterity modifier damage.
Special: If you score a critical hit, the target is knocked prone (save ends).
Sustain standard: The barrage continues for another turn.

OVERSEER

You are not as combat effective as the others. The most efficient application of your skill is to remain back and coordinate the actions of your team members. You relay, through radio and the volume of your voice, instructions to your partners. From your vantage, you have a unique perspective on the battle and can maximize the arrangement of your allies for optimum firing potential.

Although sometimes being present alongside allies, your talents often place you in the safety of vehicles or behind fortifications, which presents the greatest advantage for managing the team's assets. Some may accuse you of being a coward, but often times the team cannot work without you.

OVERSEER PATH FEATURES

Superior Surveillance (11th level): Once per encounter, as a free action, one ally no longer grants combat advantage.

Battle Sweep (11th level): Once per encounter, if any ally rolls a natural 1 on an attack roll, choose another ally (not you) to make a basic attack.

Take the Opportunity (16th level): If you spend an action point, instead of taking an action, you can give two allies in the encounter basic attacks. If you have the Synchronicity feat, you may also make a ranged basic attack.

OVERSEER EXPLOITS

EYES ALL AROUND **Overseer Attack 11**

You relay enemy weaknesses to your allies, giving them opportunities to fire.

Encounter • Martial
Standard Action **Range** 20
Effect: Up to two allies in range perform a basic attack. You choose the targets.

REEVALUATE STRATEGY
Overseer Utility 12

Battles are unpredictable and you make a quick alteration in the plan to adjust to enemy maneuvers.

Daily • Martial
Standard Action **Range** 20
Effect: You shift every ally within range as many squares as 1 + your Intelligence modifier. Any ally still in an adjacent square with an enemy gains +1 to AC until the beginning of your next turn.

SUPERIOR STRATEGIC ENDEAVOR
Overseer Attack 20

You quickly shout out a particularly complicated plan which will work flawlessly if everyone does what they're supposed to do.

Daily • Martial
Standard Action **Range** 20
Target: Two allies in range
Effect: You activate one available attack power in each ally. This occurs on your turn and is in addition to the ally's normal turn.

SELKIRK BRAWLER

Isolated for hundreds of years, the miners of Selkirk have learned to make the most of what they had around. Their greatest asset was their brute strength and unfaltering will. Nowhere was this reflected more than in their national sport: rugby. Every union in the bastion operates a team and the seasons never technically end. There is no downtime and seldom a moment's rest. Everyone plays; everyone wins; everyone loses.

The only population not on the field or on reserves for the team serves in the military. Since the entire population rotates from sports and armed services, everyone serves as well. Fairly quickly, the same approach warriors fought on the game field translated to how warriors fought on the battlefield.

SELKIRK BRAWLER

Considering the massive disruption field caused by the terrain and the hidden city of Laudenia somewhere nearby, little of the Selkirk technology could operate outside of their mountain. This forced them to adapt to melee combat not unlike the echan narros they often traveled with. Although many from Selkirk still insisted on carrying heavy weapons and heavier armor, a few preferred to translate their game skills onto the combat field. When the Selkirk miners first arrived at Thos Thalagos, the narros were impressed with the great skill of the miners in unarmed combat. The Selkirks brought over another pastime the narros there quickly embraced, wrestling, which still continues today. Oddly enough, the miners from both lands square off evenly matched. This brought more of the unarmed fighters out from Selkirk to brave the echan mountains to try their talents against the narros. Soon after, the Selkirk brawler became a common sight on all caravans from the bastions and almost every citizen leaving the city knows a thing or two about defending themselves.

Prerequisites: From Selkirk, Strength 14

SELKIRK BRAWLER PATH FEATURES

Born in the Mines (11th level): You can swap out one encounter attack power of the same level or lower from the fighter class. At 16th level, you may swap out a second encounter power from the same level or lower from the fighter class. At 20th level, you may swap out a third encounter power from the same level or lower from the fighter class.

Big Gloves (11th level): You gain a +2 enhancement bonus to attacks with all grab attempts. At 16th level, this increases to +3 and at 20th level, it increases to +4

Tightened Grip (11th level): If you use an action point to gain an extra action, you also receive a move action. A target in a grab cannot escape during any movement using your action point.

Bear Hug (16th level): If you employ or maintain a grab with two hands on a single target, the target is restrained instead of immobilized. You can still move the grabbed target. You must declare you are grabbing with both hands.

In addition, if using both hands on a grab, any damage you do with an attack powers that employs a grab adds an additional damage bonus equal to ½ your Strength modifier (round down).

SELKIRK BRAWLER EXPLOITS

BONE BREAKER Selkirk Brawler Attack 11

You reach out and snatch a limb or neck of a foe and squeeze real hard. You continue to add pressure until you hear a pop.

At-Will • Martial
Standard Action **Melee** touch
Target: One creature your size or smaller
Attack: Strength vs. Reflex. This is a grab attack.

Hit: 1d6 + Strength modifier damage and you grab the target. The target suffers a -2 to attack you. If you score a critical hit, the target is weakened until the beginning of your next turn and cannot target you with an attack on its next turn (though it can still try and break free from the grab). Increase damage to 2d6 + Strength modifier damage at 21st level.

Head Slam: If you have one grabbed creature in each hand, by the end of your turn, as a minor action, each one takes an additional 2d6 damage.

Special: You may employ this attack if you already have your opponent in a grab.

SURPRISING EXTENSION
Selkirk Brawler Utility 12

Your opponent thinks it's safely out of your death grip. You prove them wrong.

Encounter • Martial, Reliable
Free action **Personal**
Effect: You increase the reach of any grab attempt (or attack power that utilizes a grab) by 1 square.
Special: If you miss with the grab, you do not expend this power.

NECK SNAP **Selkirk Brawler Attack 20**

Despite whether your opponent even has a neck (or bones for that matter) you find a limb to grab which will hurt especially when you twist in ways it was not designed to be.

Daily • Martial
Standard Action (Special) **Melee** touch
Special: You can use this power as a minor action if you have already grabbed a creature this round. Doing so requires no primary attack roll.
Target: One creature smaller than you, your size, or one size bigger
Primary Attack: Strength vs. Reflex. This is a grab attack.
Hit: 3d6 + Strength modifier damage and you grab the target. Make a secondary attack.
Secondary Target: One creature you have in a grab
Secondary Attack: Strength vs. Reflex. The target is helpless for this attack.
Hit: 4d6 + Strength modifier damage. This damage follows the effects of a coup de grace.
Miss: Normal damage with the primary attack. No secondary attack.

SIERRA MADRE GUNSLINGER

From the culture of Sierra Madre comes the martial gunslinger. As martial gunslinger, you believe your abilities to be naturally canny skills developed over years of hard training and discipline. You possess the capacity to be in the right place at the right time in close combat to place a perfect shot.

You prefer to offer yourself in close quarters, preventing enemies from striking from a distance. You maneuver to get close, maximizing your firing potential while reducing the capacity to be hit in return. It is not unheard to jump in the midst of an enemy squad, take every one down at point blank range, and walk away without a scratch. To do that, you must get close, study your targets, and make every shot count. You study a scene in seconds and know exactly where to stand and in what position to offer the greatest level of defense while making your weapons lethal with a single shot.

Prerequisite: Must be from Sierra Madre

SIERRA MADRE GUNSLINGER PATH FEATURES

Impossible Jump (11th Level): When you spend an action point, not only do you gain an action, but you can also shift 4 squares. You may ignore enemy occupied squares. You may shift before or after the action.

Elegant Reload (11th level): If wielding two one-handed small arms, you can reload both as a single move action. When you have the Rapid Reload feat, you reload both weapons as a minor action.

Barrel to the Skin (16th level): When you score a critical hit on a target in an adjacent square, you push the target back 1 square and it is knocked prone.

SIERRA MADRE GUNSLINGER EXPLOITS

GUN MAGA
Sierra Madre Gunslinger Attack 11

With a dazzling show of skill, you unleash a hail of ammunition to everyone around you.

Daily • Martial, Weapon
Standard Action **Close** burst 1
Requirement: You must be wielding two one-handed small arms.
Target: Every creature in burst; primary weapon
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.
Effect: You simultaneously attack with your off-hand.
Target: Every creature in burst; off-hand weapon
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.

IN YOUR BASE . . .
Sierra Madre Gunslinger Utility 12

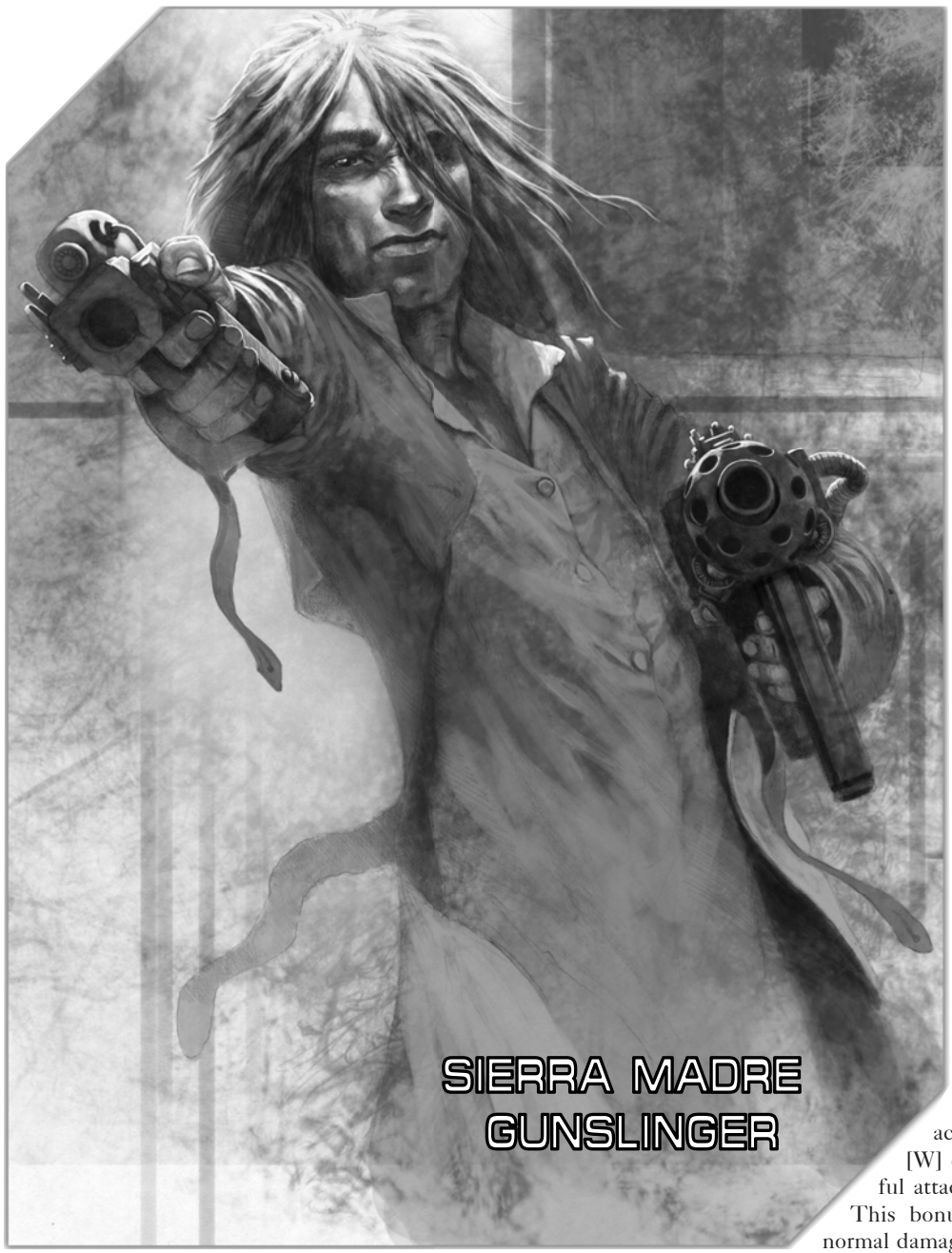
You duck under blades and groins and leap up behind enemy lines.

Encounter • Martial
Move Action **Personal**
Effect: You may shift as many squares as 2 + your Dexterity modifier. You may pass through any enemy occupied squares during this movement.

MAYHEM SONATA
Sierra Madre Gunslinger Attack 20

You perform a ballet of destruction.

Daily • Martial, Weapon
Standard Action **Close** burst 3
Requirement: You must be wielding two one-handed small arms.
Target: Every creature in burst; primary weapon
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and perform a second attack.
Target: Every creature hit with the primary attack; off-hand weapon
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage and the target is pushed back 1 square.



YORK GUN DANCER

Residents in York cope with echan encroachment daily. The natives watch as travelers walk along the main avenue from the west gates to the docks. York continuously deals with racial violence between the natives and foreign invaders from the outside, even if those refugees are humans. The income from the docks and immigrants force many to tolerate the migrating population. For the military and police, they are taught early on that most of their weapons will break down or be ineffective to most forces attacking their city. With training from those skilled in echa, the York military developed a system of analyzing enemies and determining the most sensitive place to strike with the most damage.

The gun dancer is a slang term attached to those individuals exhibiting remarkable skill in this field. There is no rank or school where one acquires the title. The nickname is affixed only to those warriors emerging with a prowess exceeding the others – a natural grasp of the skills, as if never needing to be taught.

You have been given such a moniker. You are able to examine a target in a blink and discern the perfect point on which to inflict the greatest harm.

In addition, you have developed a harmony with the area around you, offering greater attention to your surroundings. This allows you to avoid hits while still maintaining your concentration on the target. You rarely remain still in combat, constantly moving from cover to cover, always with a vital enemy weakness firmly locked in your crosshairs.

Prerequisite: From York

YORK GUN DANCER PATH FEATURES

Precise Shot (11th level): If you spend an action point, instead of gaining an extra action, you add an additional 2 [W] damage with the last successful attack roll. This takes no action. This bonus is added to your power's normal damage and is not rolled separately. This additional damage can only be added to an attack with a one-handed small arm.

Improved Reaction Time (11th level): You gain a +2 to initiative.

Earning the Nickname (16th level): The penalty to attack rolls with one-handed small-arms while running is reduced to –2.

YORK GUN DANCER EXPLOITS

COWBOY KEMBO
York Gun Dancer Attack 11

You bolt across the battlefield, hardly taking a moment to aim. The gun remains steady as you run.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: You must wield one or two one-handed small arms.
Effect: You shift as many squares as your speed. You may attack at any point during the move.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and the target is pushed back as many squares as your Wisdom modifier.

FASTER THAN EYES CAN SEE
York Gun Dancer Utility 12

No one around noticed you reloaded, yet the empty clip taps upon the ground.

Encounter • Martial, Weapon
No Action **Personal**
Effect: You reload a single one-handed small-arm. This can occur during an attack power.

GUN WALTZ York Gun Dancer Attack 20

Like a ballet, you sashay and sidestep, firing at opponents and avoiding every counterattack.

Daily • Martial, Weapon
Standard Action **Ranged** 10
Requirement: You must be wielding one or two single-handed small arms.
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.
Effect: You can shift 4 squares and make a secondary attack.
Secondary Target: One creature other than your primary target
Secondary Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.
Effect: You can shift 4 squares and make a tertiary attack.
Tertiary Target: One creature other than your primary or secondary targets
Tertiary Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.
Effect: You can shift 4 squares and make a quaternary attack.
Quaternary Target: One creature other than your primary, secondary, or tertiary targets
Quaternary Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.

"How can you not be convinced by that?" Mischa asked as they climbed. The granite walk was not uniform as it climbed. It rose up and flattened for a period before continuing its ascent. Every thirty feet the group would come upon a hump in the path. Not to regulate speed but perhaps to prevent a disaster from falling carts.

"By what?" Aiden replied.

"Words spoken in god's name, channeling his will." Mischa didn't count himself as religious. To him, hunting the manifestations of biblical terrors was enough for him to sway without the need for faith.

"Aiden has an explanation," Mahan interjected.

Indeed, Aiden did. "The altered rules of Attricana can keep echoes, or shadows, of the deceased in the same way as echalogical influence. Mahan is gifted as a natural conduit--what is known as a vivicator, an affinity with the gate. They are few but each declares their gift from their god...from different gods. Can't be all right...so they are all wrong.

"But you do not discredit god, itself?" Mahan asked.

"And there are those with that power that claim no faith whatsoever. In a world where miracles are monotony, God remains unproven. "

CHAPTER SIX
SKILLS AND FEATS

Gram approached Aiden and lowered his voice. "If you draw such power, you could claim a kingdom as your own."
"I have no such appetites," Aiden answered.
"Wait 'till you taste it…"

Skills in Amethyst are broken up into two categories: Echan and Techan. If you are from the fantasy world, you have some difficulties dealing with the advanced cultures of techan. Conversely, techans have issues with some of the realms of expertise within echa. These are cross culture skills. If you gain training in a cross culture skill, you only receive half the benefits (+2 instead of +4). The Skill Focus Feat offers you a +2 bonus instead of a +3.

Echan Cross Culture Skills: Arcana, Dungeoneering

Tech Cross Cultures Skills: Demolition, Engineer, Sciences

NEW SKILLS

There are no new echan skills, but there are three new techan skills (Demolition, Engineer, and Vehicle Operation).

DEMOLITIONS (Intelligence) Trained skill only.

You can set and disarm explosives. This includes all manners of mechanical and electronic detonators. Placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

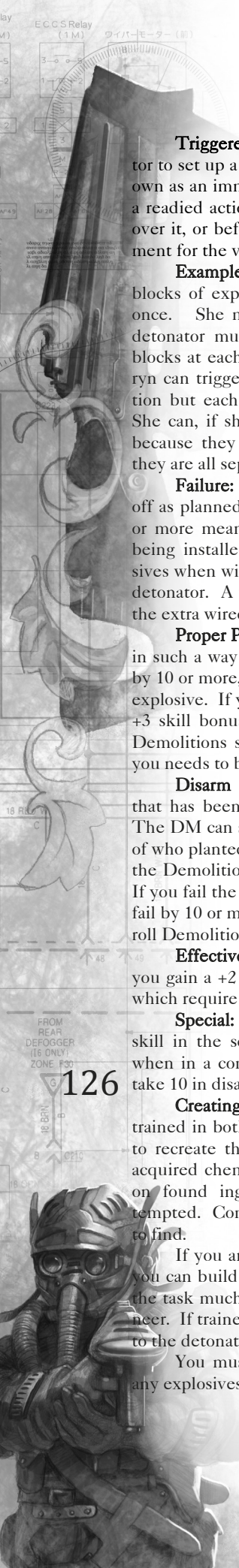
Attacking with Explosives: Using Demolitions involves setting an explosive prematurely to an encounter or during one.

Setting Explosives: Each Demolitions skill roll requires standard action and grants opportunity attacks.

Wiring Explosives Together: DC15 for every additional explosive wired up. Additional explosives increase damage and burst (See Grenades & Explosives). Only one detonator is required per pack of wired explosives but the explosives must be all in one spot (the same square). You can string up several explosives at several locations to be triggered at the same time but each location (square) must have one detonator.

Timed Detonator: DC10+2/tech level of detonator to set timed explosives. Timed explosives detonate at a set time and cannot be prematurely detonated. You select how many rounds or minutes (or longer) you wish for the timer to be and it explodes at the beginning or the end of your turn (your choice) as a free action.

Remote Detonator: DC15+2/tech level of detonator to set up a wired or wireless detonator. You may detonate an explosive with a remote detonator by using a minor action. You may also detonate it as a readied action.



Triggered Explosives: DC15+2/tech level of detonator to set up a triggered detonator. These detonate on their own as an immediate interrupt and don't require a minor or a readied action. They go off when a target either crosses over it, or before it moves out of its burst area (see Equipment for the variety of detonators and their conditions).

Example: Kathryn Lindune wants to set off two blocks of explosives each at ten different locations, all at once. She makes them remote detonated. One remote detonator must be placed at every location but the two blocks at each location only require one detonator. Kathryn can trigger any number of detonators with a single action but each detonator triggers two blocks of explosives. She can, if she wishes, trigger all ten with a single action because they are all the same type of detonator (though they are all separate powers activations).

Failure: Failure means that the explosive fails to go off as planned. The explosives are not lost. Failure by 10 or more means the explosive goes off as the detonator is being installed. You cannot accidentally detonate explosives when wiring them together, only when implanting the detonator. A failure with wiring explosives together means the extra wired explosives will not go off with the primary.

Proper Placement: You can carefully set the explosive in such a way to do extra damage. If you beat the DC roll by 10 or more, you gain a +2 skill bonus to damage from the explosive. If you beat the DC roll by 15 or more, you gain a +3 skill bonus to damage from the explosive. Your final Demolitions skill roll is also the DC someone other than you needs to beat to disarm your explosive.

Disarm Explosive Device: Disarming an explosive that has been set to go off requires a demolitions check. The DM can set the DC or make a Demolitions skill check of who planted the explosive. The DC to disarm is equal to the Demolition skill roll made when the explosive was set. If you fail the check, you don't disarm the explosive. If you fail by 10 or more, the explosive goes off. You don't need to roll Demolitions to disarm your own explosive.

Effective Training: If you are trained in Demolitions, you gain a +2 proficiency bonus to attack rolls with powers which require the skill.

Special: You can take 10 when using the demolitions skill in the setting of explosives, not when disarming or when in a combat encounter. The GM may allow you to take 10 in disarming if there is enough time to do so.

Creating Detonators and Explosives: If you are trained in both Demolitions and Sciences, you can attempt to recreate the explosives in the equipment section with acquired chemicals. The GM should set a DC dependant on found ingredients and on the explosives being attempted. Compounds for explosives are not generally easy to find.

If you are trained in both Demolitions and Engineer, you can build various detonators on the fly and accomplish the task much faster than if you were only trained in Engineer. If trained in both skills, the construction time is equal to the detonator's level in hours instead of days.

You must still meet the level requirements to build any explosives or detonators.

General Detonator	Demolitions Disarm DC
Heroic Tier	20
Paragon Tier	30
Epic Tier	35

ENGINEER (Intelligence)
Trained skill only.

This is the broad skill dealing with all applications of technology, allowing you to craft and repair technology. These include electronics, general machines, power armor, techan armor, techan weapons, and vehicles.

Special—Foreign Tech Levels: The DC for all Engineer rolls are increased by +2 for every tech level.

Recovering Object Hit Points: An Engineer check may be used to recover hit points from damaged items. The repair time is 10 minutes. Make an Engineer roll.
(Your Engineer Roll) – 15 = (Hit Points recovered)
The repair costs = 5 uc/tech level for every hit point recovered. If the roll fails, the GM may roll the hit point recovery anyway to incur a cost penalty to wasted supplies.

Repairing Breaks: 10 minutes. Most repair checks are made to fix complex electronic or mechanical devices if they break either from an attack or from disruption. Broken items are reduced to 0 hit points if they have listed hit points. Items with listed hit points are raised to 1 hit point and may require additional work to recover lost hit points.

DC: Base DC20 + 2/tech level.

Cost of repairing a break: 5% + 1%/tech level of original item. Costs are 50% cheaper at paragon and 75% cheaper at epic.

Failure: Yes, though in some specific cases, the GM may decide that a failed repair check has negative ramifications that prevent repeated checks.

Special: A character can take 10 on an Engineer check out of an encounter.

Building Technology: If you have the time and the parts, but are nowhere near a bastion or a market that sells technology, you may try to build the item from scratch. You can only build items with a rated tech level (0-6). You must have the item's cost in widgets (not just the uc, the widgets) on hand. You must meet the level requirement for said item as well. The item's level is also the time in days it takes to build the item. You need at least 6 hours of work on the item for it to be considered a day's work. You cannot speed up this process, but you can take your time. At the end of each day, you must make an Engineer roll to beat the build DC. If you beat the DC, you count the day in question towards the time required to build the item. You can take 10 on this roll. The DC is 15 + 2/tech level.

- Creating grenades takes half the time
- Vehicles take twice as long and require a facility.
- For techan armor, you must meet the listed price and the time for construction is the two highest values added together.
- You cannot build demolitions, medical, or repair kits. You cannot build boosters or medical injections.
- Items without a listed level take one day to construct.
- Ammunition's tech level is equal to the weapon it is made for.

Failure: If you fail, the work time is wasted (1 day) but the widgets are not.

REGIONAL HISTORY (Intelligence)

Regional History skills provide bonuses to basic history skill checks when in context of specific areas in the world. When dealing with a Regional History roll, you add whatever ranks you have in History with your Regional History bonus.

You only gain Regional History bonuses with your lifepath or feats. In Canam, the various regions are as follows:

- Abidan, Apocrypha, and Azhi Dahaka
- Alpinas, Quinox and Selkirk
- Angel, Crax, Lauranoak, Torquil, and Xixion
- Baruch Malkut, Laurama, and Tranquiss
- Fargon
- Gnimfall, Mann, and York
- Kannos, the Finer Fire Pits, and Salvabrooke
- Laudenia
- Limshau, Orchis, Plicato, and Skyrose
- Sierra Madre, The Gloom

SCIENCES (Intelligence)

This is the general study of the applications of the unaltered rules that govern the real world. It deals with broad studies like Biology, Astronomy, and Geography and into further specific fields of expertise like Biochemistry and Astrophysics. Given enough dedication, you could earn grants and degrees, specializing in a field of study to better your species and the natural world. Being a top mind of the profession could enable you to unravel a genome or to design and build your own superconducting supercollider.

This skill also allows the study of the differentiation between the ironclad laws of science and the malleable rules of magic. You do not have to specify a field of expertise. This skill refers to a general knowledge of science. You use this skill for general scientific observations and to discern if an effect could be natural or magical.

Special: Science can be used to replace Nature at a -2 penalty to the skill bonus. It does not offer a bonus if you are already trained in Nature. Science cannot be used in replacement of any other knowledge skills.

VEHICLE OPERATION (Dexterity)

You know how to drive or pilot both ground based vehicles and aircraft. Despite the source, most of these vehicles never change their controls, so although an intimidating setup, you can eventually learn how to drive anything.

Routine tasks, such as ordinary driving, don't require a skill check. You only make a check when experiencing unusual circumstance (such as stormy weather or an icy surface), when you perform a stunt, or operate a vehicle while being attacked.

Vehicle Stunt: Move action or standard depending on a stunt. If a move action, you vehicle can still continue its normal movement but you can only perform one stunt per move action.

DC: See table

Success: You perform the stunt.

Failure: You fail the stunt and suffer consequences.

Stunt	Action	Consequences
Aggressive Turning	Move Action	Slide
Control Roll	Move Action	Crash
Driver's Shot	Standard Action	Control Roll
x6 Speed	Move Action	Control Roll
x2 in Difficult Terrain	Move Action	Control Roll
Jump	Standard Action	Control Roll
Hard Braking (x4)	Move Action	Slide
Lane Change	Move Action	Control Roll
Tight Fit	Move Action	Crash

Stunt DC	Vehicle Operation DC
Easy Stunt	15
Heroic/Basic stunt	20
Paragon/Crazy stunt	30
Epic/Insane stunt	35

Aggressive Turning: This involves any turn greater than 45 degrees (but no more than 90 degrees) when moving faster than x2 your speed. The faster you go when you turn, the higher the DC (GM's discretion). After you make a turn, you must move at least half your previous round's movement before turning again (see Vehicle Rules). This is regardless if you turn 45 degree or a full 90.

Hand Brake: You may attempt to make a turn larger than 90 degrees (as much as 180 degrees) at any speed but this is an extremely difficult maneuver to pull off. If you do succeed, you lose all your movement except for half your base speed rating (rounded down) and you face the direction you wish.

Control Roll: A control roll occurs when you fail a Vehicle Operation stunt roll. You gain a second chance to recover. If you succeed, you may re-roll the previous stunt. If you fail again, you crash. Some stunts don't allow a control roll. Control rolls can also occur for any variety of other stunts not listed.

Crash: If you fail a Vehicle Operation roll, there is a possibility you will crash. When you crash, you lose control of your vehicle. See Vehicle Rules on crashing.

Driver's Shot: If you want to make an attack while controlling a vehicle, you must make a Vehicle Operation skill check. Regardless if you succeed or not, you still gain the attack action, though you may crash afterwards. All attacks suffer a -2 penalty.

Increased Speed: You must make a control roll if traveling faster than the vehicle was designed for (x6 your speed) or when traveling fast in difficult terrain. Traveling faster than x2 in difficult terrain increases the difficulty significantly (+10 for x2 speed or +15 for x6 speed).

Jump: A Heroic jump distance is ¼ the vehicle's prior movement. A Paragon jump is ½ and an Epic jump is equal to the vehicle's prior movement.

Hard Braking: Trying to hard stop without losing control requires a skill check, though it is doubtful to be harder than a Heroic stunt.

Lane Change: You can attempt to slide a square left or right of your facing as part of your movement without having to change direction. This is a fast maneuver requiring your vehicle to be moving at least your speed. Moving any faster involves a control roll. Sliding a square left or right is still considered part of your movement. Lane changing at x2 your speed is not terribly difficult (usually a DC10 or DC15 difficulty) but lane changing at x4 your speed is more difficult and is considered a stunt.

Slide: A slide occurs by changing your direction while continually moving in another. You can intentionally create a slide as a Heroic or Paragon stunt depending on your speed. If you fail certain stunts, you may instantly go into a slide. In a slide, you move your remaining speed in the same direction before you attempted the turn. If you hit an obstruction, you crash.

Tight Fit: These are maneuvers where you try to squeeze your vehicle over a narrow bridge, or through dense forest. Moving X2 is a Paragon stunt; moving X4 is an Epic stunt.

See Equipment for details on Vehicle rules.

ATHLETICS SKILL —EXPANSION

Good Throw: If you are trained in Athletics, you gain a +2 proficiency bonus for thrown weapons (like grenades and any improvised thrown weapons). This applies to both echan and techan characters.

FEATS

Refer to the D&D 4E PLAYER'S HANDBOOK on how to gain feats. Players in Amethyst may select any feats from the PLAYER'S HANDBOOK they are eligible for. This applies to race, class, and divine feats. Multiclass feats are only available to gain abilities into classes that are endorsed in the Amethyst setting.

In addition, Amethyst presents dozens of additional feats based on races, lifepath, and paragon path choices.

LIFEPATH FEATS

ANCIENT WUXIA

IRON BODY

Prerequisites: Ancient Wuxia, Paragon

Benefit: If you spend a healing surge (either as result of a power or with second wind) which would result in hit point recovery, you can replace the healing bonus with a resistance to all damage = ¼ your healing surge value until the beginning of your next round. This does not compound with additional spent healing surges.

POINT AND CHALLENGE

Prerequisite: Ancient Wuxia

Benefit: Once per encounter, you can mark a target within 5 squares as a minor action. This feat can be used in conjunction with fighter's Combat Challenge. This mark lasts for the remainder of the encounter.

ROLLING KIP

Prerequisite: Ancient Wuxia

Benefit: If you fall prone but don't suffer any other effects, you can make a DC25 Acrobatics roll as an immediate reaction to avoid the effects and stand back up instantly.

BOTTLED BEAST

MONSTER UNCAGED

Prerequisite: Bottled Beast

Benefit: Your Regression ability improves to +3 to Strength based damage rolls and +10 hit points. Your speed is also increased by +2 for the duration.

OVER THE LINE

Prerequisites: Bottled Beast, Monster Uncaged, Paragon

Benefit: Your Regression ability improves to +6 to Strength based damage rolls and +15 hit points. Your speed increase remains at +2 for the duration. You gain regeneration 2. You also inflict double damage when using Blood Surge on anyone during Regression.

Make a save at the end of duration. If you fail, record it. If you fail Over the Line five times, you turn into a ghulath and turn on your allies. At 21st level, your recorded failures are removed. You can still turn into a ghulath after this if abusing this feat.

CROSSROAD DRIFTER

BROAD TALENTS

Prerequisite: Crossroad Drifter

Benefit: You gain half the proficiency bonus to all weapons you are not proficient in (round down).

INSTINCT FOR DANGER

Prerequisites: Crossroad Drifter, Paragon

Benefit: If you grant an enemy a surprise round, you may shift 2 squares as an immediate interrupt. You do not grant combat advantage to enemies in a surprise round.

CUSTODIAN

FLOW AS WATER

Prerequisite: Custodian

Benefit: The penalty to attack rolls when you run is reduced to -2. You may choose to grant combat advantage while running though you still provoke opportunity attacks. Your speed with running is +3 instead of +2.

FLURRY TRAP

Prerequisite: Custodian

Benefit: Once per day, if you gain surprise on an enemy, you can make a move action along with a standard action.

MAIN-GAUCHE

Prerequisites: Custodian, Paragon, Two Weapon Fighting, Two Weapon Defense

Benefit: While holding a melee weapon in each hand, you gain a +1 bonus to AC when in total defense and a +1 bonus to attack rolls when you have combat advantage.

LIMSHAU WEAPON MASTERY

Prerequisites: Epic, Custodian, Dexterity 21

Benefit: Choose a specific Limshau weapon. When you make a melee weapon attack with the chosen weapon, you can score a critical hit on a natural roll of 19 or 20.

DAWNAMOAK KITARRI

CHANNEL STRENGTH

Prerequisites: Dawnamoak kitarri, Strength 16

Benefit: If your target is equal to or less than half your normal range away, add +1 damage to ranged fire from a bow.

UNSTOPPABLE SHOT

Prerequisites: Dawnamoak kitarri, Power Attack

Benefit: If you kill a target with an arrow shot, you may make a ranged basic attack against another target behind the first with the same arrow. The second target must be in range and be in a direct line through the first target from you. You roll to strike again, taking into account the new range and suffering a -2 penalty to attack and damage. This may only occur once per arrow.

DEATH HUNTER

PURPOSE OF BEING

Prerequisite: Death hunter

Benefit: Once per encounter, if you are bloodied by a necrotic attack, you gain an action point you must you on your next round.

WILLFUL STRIKE

Prerequisites: Death hunter, Paragon

Benefit: When attacking creatures vulnerable to radiant hits, you score a critical hit on a natural 19 or 20.

DOPPELSHIDO

IMPROVED DOUBLE FORM

Prerequisite: Doppelshido

Benefit: You may now apply Double Form to attack powers that require you wield two melee weapons.

EXPERTEERING ENGINEER

ADAPTATION, IMPROVED

Prerequisites: Experteering Engineer, Level 3

Benefit: You can now use Adaptation towards TL2 technology.

ADAPTATION, GREATER

Prerequisites: Improved Adaptation, Level 6

Benefit: You can now use Adaptation towards TL3 technology.

ADAPTATION, MASTER

Prerequisites: Greater Adaptation, Paragon

Benefit: You can now use Adaptation towards TL4 technology.

ADAPTATION, QUINTESSENTIAL

Prerequisites: Master Adaptation, Level 18

Benefit: You can now use Adaptation towards TL5 technology.

ADAPTATION, EPIC

Prerequisites: Quintessential Adaptation, Epic

Benefit: You can now use Adaptation towards TL6 technology.

FARGON DISCIPLINED

CORNERSTONE ABILITY

Prerequisites: Fargon Disciplined, Paragon

Benefit: Choose any daily attack power. That power now gains the reliable keyword. At every new level, you may swap out this benefit to another daily power.

Note: If the power targets multiple opponents, a single successful hit counts as a successful use of that power.

LIFE'S FOCUS

Prerequisite: Fargon Disciplined

Benefit: Choose one of your class's 1st level at-will attack powers. That power now counts as a basic attack (either ranged or melee, depending on the attack power). You can never swap out this power once you select it with this feat.

FREE HOUSE CITIZEN

AROUND OTHERS

Prerequisite: Free House Citizen

Benefit: You gain an additional +2 feat bonus to your race template skill bonuses. You may also choose an additional language from your Expanded Language options.

HALFMASTER

BLUNT HIT

Prerequisite: Halfmaster

Benefit: If you score a hit with the staff end of your pole arm, you push the target back 1 square.

HAND CHANGE

Prerequisites: Halfmaster, Blunt Hit, Paragon

Benefit: You can switch your Habaukeedo posture as a minor action.

REACH OF CHOICE

Prerequisite: Halfmaster

Benefit: Choose a specific pole arm weapon (Glaive, Halberd, Longspear, etc.). Your proficiency bonus with the weapon increases by +1 (Maximum +3).

HERBALIST

AYURVEDA

Prerequisite: Herbalist
Benefit: You gain Ayurveda as a Path Feature.

AYURVEDA	Feat Power
You chew some herbs, stir in some fluids you would rather not disclose, and pack the results in the wound for some surprising results.	
Encounter (Special) • Healing, Martial	
Move Action	**Melee** touch
Special: You can use Ayurveda twice during an encounter.	
Target: You or one ally	
Effect: You or the ally can spend a healing surge.	

INCARNATE

APOTHEOSIS

Prerequisites: Elemental Tuner, Incarnate, Embodiment of Flesh, Paragon
Benefit: You gain the following additional abilities depending upon your Incarnate Element:
Air: You gain the effects of "Feather Fall" as a daily ability (See the D&D 4E PLAYER'S HANDBOOK on "Feather Fall").
Earth: If you don't move on your round, you cannot be moved by anyone else unless you allow it. This includes any forced movement and teleport.
Fire: Once per encounter, you can add 5 ongoing fire damage (save ends) to a single successful melee hit. Once per day, you may also re-roll any damage of any power you activate that has the fire keyword.
Water: For up to one hour every day, you can move on water as if it was solid ground. Rapids or choppy water are considered difficult terrain.

ELEMENTAL TUNER

Prerequisite: Incarnate
Benefit: You gain additional abilities, depending upon your Incarnate Element.
Water: Once per day, you can either make a single trained roll for a skill you do not have training in or add a +2 bonus to any other skill roll.
Fire: You gain a +1 feat bonus to all intimidate and diplomacy checks. In addition, you gain a +2 feat bonus to your Will defense against Charm effects.
Earth: You gain a +1 feat bonus to all Athletics and Insight checks. In addition, you remove 1 damage from all ongoing effects.
Air: You gain a +1 feat bonus to all Bluff and Acrobatics checks. In addition, you gain the benefits of a running start when performing any jump.

EMBODIMENT OF FLESH

Prerequisites: Elemental Tuner, Incarnate
Benefit: You gain the following additional abilities depending upon your Incarnate Element:
Air: Once per encounter, as a free action, you can toss up dust and particles to grant total concealment on your or an adjacent square until the end of your next turn.
Earth: If prone in terrain that is rubble, uneven stone, or earth, you do not grant combat advantage and you gain superior cover.
Fire: You automatically succeed on saving throws against ongoing fire damage. You also inflict +1 fire damage with every successful melee attack.
Water: You gain your speed as your swim speed.

KANNOS KAVALIER

SPARE THE HORSE

Prerequisites: Kannos kavalier, Mounted Combat
Benefit: Any power or ability that allows you to spend a healing surge (whether by you or an ally) can be diverted to your mount instead. Your mount is healed equal to your healing surge value.

SADDLE USE, IMPROVED

Prerequisites: Kannos kavalier, Mounted Combat, Superfluous Reins, a mount with a saddle
Benefit: You don't need a saddle for your horse but if you do have one, you can stand on it, hang down one side, or ride underneath the animal if you so wish. You gain a +1 to Reflex defense while mounted and have a +2 to all Acrobatic rolls while mounted. You also gain a +3 instead of a +2 to total defense while mounted.

SPEED AND ELEGANCE

Prerequisite: Kannos kavalier
Benefit: You are able to mount and dismount your steed as a minor action. It does not provoke an opportunity attack.

SUPERFLUOUS REINS

Prerequisites: Kannos kavalier, Mounted Combat
Benefit: You've trained your mount to act without direction. It can use a standard action without taking away your standard action. This allows your mount to use a standard action along with your standard action. You still only have a single minor and move action between the two of you.

KNIGHT OF THE WALL

PHALANX

Prerequisites: Knight of the Wall, must be in a maintained shield lock.
Benefit: If an enemy that initiates a charge or bull rush attack against you while in a shield lock misses, you gain a melee basic attack as an immediate interrupt.

SHIELD MASTER

Prerequisite: Knight of the Wall
Benefit: You ignore the check penalty for all shields. You also count a shield as a club and can use it in combat.

KOANA STUDENT

HONOR ROLL

Prerequisites: Koana Student, trained in Arcana

Benefit: You gain a +2 bonus to Arcanas skill rolls. Once a day, you may also re-roll a failed Arcana skill check.

LAUDENIAN MAGE

ONE WORD

Prerequisites: Laudenian Mage, Paragon

Benefit: You have memorized your favorite spell. Chose one encounter attack power level 3 or below in your profile. That power now only requires a minor action to cast.

At 21st level, you can move this benefit to a new encounter power level 13 or lower.

LIBRARIAN

BOOKWORM

Prerequisite: Librarian

Benefit: You may choose any number of creatures from the Amethyst Bestiary or MONSTER MANUAL equal to your Intelligence modifier. You are now an expert on these creatures and pass all DC20 knowledge skill checks when recalling their lore.

LORE SPECIALIST

Prerequisite: Limshau Librarian

Benefit: You may choose one specific creature from your Selected Lore ability or from a Bookworm feat. You are now a master on the subject and pass all knowledge rolls when dealing with that creature. You receive a +2 bonus to Perception and Insight rolls when opposed by them. You also receive a +1 bonus to damage against selected creatures.

MALKUT OUTCAST

REGRETTABLE HERITAGE

Prerequisite: Malkut Outcast

Benefit: If you are a fighter, when using Combat Challenge against any fae, you may use any 1st-level at-will power instead of a melee basic attack. If you are a ranger you may use Hunter's Quarry to any fae in range. If you strike a fae with either class feature, you inflict an additional +1 damage.

REDCAP

JUMP THE CORPSE

Prerequisites: Redcap, Level 6

Benefit: If you kill a target with a melee weapon in an adjacent square, you can immediately shift into the fallen enemy's square if it brings you into a square adjacent to another enemy.

REDCAP REPUTATION

Prerequisites: Redcap, Jump the Corpse, Paragon

Benefit: If you are adjacent to an enemy and you deliver a killing blow to it, you gain a +2 to damage to all other enemies until the end of your next turn. If you kill another target under the same circumstances before the end of the effect, the duration extends until the end of the next turn and the damage increases by another +2. This is cumulative to a maximum of +6 damage. If you pass by the end of your turn without killing a target, the effect expires.

REKII

FOCUSED SPOTTER

Prerequisite: Rekii

Benefit: If using Coordinated Spotter, the ally's ranged attack may ignore all concealment on the target.

THROUGH THE WALL, AROUND THE CORNER

Prerequisites: Focused Spotter, Rekii

Benefit: If using Coordinated Spotter the ally's ranged attack may ignore 1 square that blocks line of sight.

SALVABROOKE SEEKER

LITHE LEGWORK

Prerequisite: Salvabrooke Seeker

Benefit: You gain a +3 feat bonus to AC against opportunity attacks you provoke from moving.

SQUIRE OF ABRAHAM

ROUSING SPEECH

Prerequisite: Squire of Abraham

Benefit: You scream a compelling sermon on faith, courage, and fidelity, during an encounter. If you use your second wind, you offer its benefits to you and any single ally within 5 squares. They use a healing surge and recover their own healing surge amount. They are not counted as having used second wind in that encounter.

TASKIN-KADA WATCHER

DISTRACTING FEINT

Prerequisite: Taskin-Kada Watcher

Benefit: If you spend an action point, you also gain concealment against one target in line of sight.

OBSCURE MOVEMENTS

Prerequisites: Distraction, Taskin-Kada Watcher

Benefit: If you activate no powers (at-will, daily, encounter, utility, etc,) on your round (not even a ranged basic or melee basic attack), you can use a standard action and gain total concealment.

VIVICATOR

IMPROVED UNSPOKEN WORD

Prerequisite: Vivicator

Benefit: When you use Hand of the Unspoken, or any other power that has the keyword healing, you heal an additional number of hit points equal to your Wisdom modifier.

INNER LIGHT
Prerequisite: Vivicator
Benefit: You may select the cleric ability Cure Light Wounds as an alternative utility power (See the D&D 4E PLAYER'S HANDBOOK on "Cure Light Wounds").

INNER LIGHT, GREATER
Prerequisites: Vivicator, Improved Inner Light, Level 10
Benefit: You may select the cleric ability Mass Cure Light Wounds as an alternative utility power (See the D&D 4E PLAYER'S HANDBOOK on "Mass Cure Light Wounds").

INNER LIGHT, IMPROVED
Prerequisites: Vivicator, Inner Light, Level 6
Benefit: You may select the cleric ability Cure Serious Wounds as an alternative utility power (See the D&D 4E PLAYER'S HANDBOOK on "Cure Serious Wounds").

TOUCH OF LIFE
Prerequisite: Greater Inner Light
Benefit: You are able to cast the ritual Raise Dead (See the D&D 4E PLAYER'S HANDBOOK on "Raise Dead"). Touch of life also makes you weakened and dazed for 1d4 days.

RACIAL FEATS
CHAPARRAN

WEALD WALK, GREATER
Prerequisites: Chaparran, Weald Walk Improved, Paragon
Benefit: You can now extend Weald Walk's range by jumping through an intermediate tree within 10 squares of the start point. The total distance covered cannot be more than 15 squares and no trees can be greater than 10 squares apart. At 21st level, this maximum range extends to 20 squares.

WEALD WALK, IMPROVED
Prerequisite: Chaparran
Benefit: Weald Walk's range is extended to ten squares.

DAMASKAN

GRAVITY FOCUS, GREATER
Prerequisites: Damaskan, Improved Gravity Focus, Paragon
Benefit: In addition to the abilities featured in Improved Gravity Focus, you can now walk on ceilings. You do not provoke opportunity attacks and can move through enemy occupied squares as long as there is a ceiling within jumping distance. You must still come down at the end. In addition, if you spend an action point during your focus, you may take one standard action and one move action instead of the standard action.

GRAVITY FOCUS, IMPROVED
Prerequisite: Damaskan
Benefit: During gravity focus, your base speed increases to +3 and you gain a +4 to all Acrobatic skill rolls. Your Reflex defense increases to +3. You still have a +5 to Athletics skill rolls when climbing or jumping. You do not grant combat advantage until the effect expires. You can now walk on walls, allowing you to move across a wall, ignoring opportunity attacks and enemy occupied squares along that wall during the movement. You must still come down at the end of the movement phase.

GIMFEN

DIVINE GIFT FROM MECHA
Prerequisite: Gimfen
Benefit: You gain one of the following Techan feats: Akimbo, Armor Proficiency (Techan-Light), Armor Proficiency (Techan-Heavy), Armor Proficiency (Techan-Advanced), Bayonet Reach, Better than 20/20, Burst Fire, Crossfire, Improved Crossfire, Master Crossfire, Deck Fire, Deflecting Shot, Discharge Burn, Firearm Expertise, Fully Automatic Adept, Ground Vehicle Operation, Heavy Weapons, Proper Firing Position, Rapid Reload, Small Arms (one-handed), Small Arms (two-handed), Specialty Weapons, or Techan Weapon Mastery.

The gimfen must meet all other prerequisites before selecting the feat with the single exception of being human.
Special: You can select this feat multiple times. Each time, you can select a different techan feat.

MECHA'S PROPHET
Prerequisites: Gimfen, Paragon
Benefit: You can swap out one daily power you know from one daily attack power of the same level or lower from a techan class.
Special: You must be proficient with any items or weapons required by the attack power to select it.

SANCTIFIED FROM MECHA
Prerequisites: Gimfen, Level 4
Benefit: You can swap out one encounter attack power you know from one encounter attack power of the same level or lower from a techan class.
Special: You must be proficient with any items or weapons required by the attack power to select it.

LAUDENIAN

CLOUD BODY
Prerequisites: Laudenian
Benefit: You reduce 20 feet from any fall distance. If you make an Acrobatics skill roll to reduce falling damage, you reduce the amount of falling damage you take by your entire check result. The amount you can jump vertically is your skill roll divided by 5.

WEIGHTLESS BODY
Prerequisites: Laudenian, Paragon, Cloud Body
Benefit: You reduce 50 feet from any fall distance. Your weight reduces by half. If running, your weight reduces to zero, allowing you to run on any liquid or solid. You cannot walk on air or gas. You do not trigger any pressure sensitive traps while running.

NARROS

FINAL SCREAM

Prerequisite: Narros

Benefit: If you use your Final Word ability, you may take an immediate reaction to activate an available attack power instead of the melee or ranged basic attack. The power must still involve a melee or ranged attack.

PENULTIMATE SACRIFICE

Prerequisites: Narros, Paragon

Benefit: If using your Final Word ability, instead of falling after your immediate reaction, you remain standing and conscious. You operate as normal except you can only shift on a move action. When in this state, you automatically fail all death saving throws (no roll allowed). You can continue to operate this way for three rounds or until reduced to your bloodied value expressed as a negative number, at which you die. (See the D&D 4E PLAYER'S HANDBOOK on "Death and Dying"). You may still take a free action to "say a few final words" before the end.

Note: You can voluntarily fall unconscious early and begin making death saving throws but must still account for previous failed saving throws.

TILEN

CRUSADE OF REDEMPTION

Prerequisites: Tilen, Paragon

Benefit: You may target any one undead creature per encounter. You receive an additional +1 to attack and a +2 damage rolls towards that undead until for that encounter. The undead targeted suffers a -2 penalty to attack rolls for any attack that doesn't include you as a target. This ability stacks with the fighter's Combat Challenge ability. (See the D&D 4E PLAYER'S HANDBOOK on "Combat Challenge"). If the undead marked is a ghulath, once per round, you may inflict an additional +1d6 damage if striking the undead with a ranged or melee attack.

SACRIFICIAL HEAL

Prerequisite: Tilen

Benefit: While using Blood Surge, you can reverse your power, inflicting damage upon yourself to heal a target. You can control the damage inflicted. The damage to heal rate is 1 to 1.

GENERAL FEATS

EXPANDED WIDGET USE

Prerequisite: Widget bag

Benefit: You can use up 10 gp/uc of widgets from your widget bag to replace theives' tools in gaining a +2 bonus to open a lock of disable a trap. This is used in replacement of thieves' tools and cannot be used in addition. You use 10gp/uc per attempt. If you use 50 gp/uc in one attempt, you gain a +3 bonus to open a lock of disable a trap.

You may also use 50 gp/uc of widgets to gain a +2 item bonus to a Heal check or Science check.

GREAT THROW

Benefit: You gain a +1 enhancement bonus for all non-magical thrown weapons (like grenades).

Special: You may select this feat again, each time increasing the enhancement bonus by 1. Your limit of enhancement is based on your tier (Heroic +2, Paragon +4, Epic +6).

IMPROVED BOOK CASTING

Prerequisite: Book totem

Benefit: You don't have to hold your totem book in your hand. It still must be on your person in some manner (strapped to your back or around your leg). Both hands are now free while casting.

LINGUIST (ADDITIONAL FUNCTION)

Linguist functions as indicated in the D&D PLAYER'S HANDBOOK except that echan (fantasy) languages count as three choices for techans choosing this feat.

SKILLED RECALL

Prerequisites: Book totem, Improved Book Casting, Paragon

Benefit: Once a day, after a combat encounter has been concluded and short rest taken, select a daily power that had been used in that encounter. Make a save. If successful, the daily power is refreshed and can be used again.

TOTEM MEMORY

Prerequisites: Any totem, Paragon

Benefit: At the beginning of the day, you may store one encounter spell in your totem. During an encounter, you can use an action point and cast that encounter spell. This does not count as a use of the spell for that encounter.

TECHAN CLASS FEATS

(All have a prerequisite of techan human)

GROUNDER

A GOOD SOLDIER

Prerequisite: Grounder

Benefit: You may select one additional 1st at-will attack power from your class.

FOCUS FIRE

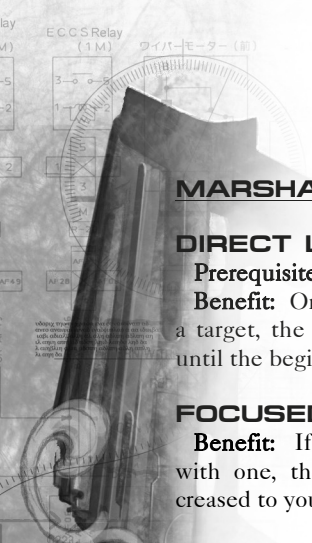
Prerequisites: Grounder, Paragon

Benefit: When using a power with a blast or burst effect, you can inflict additional damage depending on how many squares a target is occupying. Add +3 damage for every additional square a target occupies within the burst or blast area. You must use additional ammunition for each additional square equal to the primary attack.

UNWILLING COVER

Requirements: Pargon, Meat Shield class feature

Benefits: While grappling an enemy of your size, you may spend a minor action to gain the benefit of your Meat Shield class feature.



MARSHAL

DIRECT LINE OF ATTACK
Prerequisites: Marshal, Paragon
Benefit: Once per encounter, if you score a critical hit on a target, the reach of the creature is reduced to 1 square until the beginning of your next turn.

FOCUSED SPOTTER
Benefit: If you are using a targeting scope or a weapon with one, the range the Marshal's Spotter ability is increased to your line of sight.

SYNCHRONICITY
Prerequisite: Marshal
Benefit: When you spend an action point, not only do you gain a standard action, one ally in an adjacent square can make a basic attack.

TACTICAL ALTERATION, IMPROVED
Prerequisite: Tactical Alteration at-will power
Benefit: The ranges for Tactical Alteration are extended to 15 squares and you gain a +1 enhancement bonus to attack with this power.

TACTICAL ALTERATION, EXPERT
Prerequisite: Improved Tactical Alteration, paragon
Benefit: The ranges for Tactical Alteration are extended to 20 squares and you gain a +3 enhancement bonus to attack with this power.

TACTICAL ALTERATION, MASTER
Prerequisite: Expert Tactical Alteration, epic
Benefit: The ranges for Tactical Alteration are extended to 30 squares and you gain a +5 enhancement bonus to attack with this power.

STALKER

IMPROVED MARKSMAN TALENT
Prerequisite: Stalker
Benefit: If you successfully hit with an attack with the sniper keyword, add +1 to the roll for the purposes of Marksman Talent.

SNIPER ADEPT
Prerequisite: Stalker
Benefit: Add the sniper keyword to any of your ranged attack powers. You may do this at any time.

OPERATOR

NATURALLY ECHAN DEFIANT
Prerequisites: Operator, Mechanical Expertise
Benefit: You gain a +1 bonus to disruption saves for all equipment in your possession.

REPETITIVE PERFECTION
Prerequisite: Operator
Benefit: You may replace Dexterity for Wisdom for all attack and damage rolls for all your powers.

TECHAN GENERAL FEATS
(All have a prerequisite of techan human)

AKIMBO
Prerequisite: Dex 13
Benefit: When holding a one-handed small arm in each hand, add a +1 bonus to all ranged damage rolls and expend as much ammunition in your secondary weapon as your primary weapon for each hit.

ARMOR PROFICIENCY (Techan-Light)
Benefit: You gain training with all light techan armor.

ARMOR PROFICIENCY (Techan-Heavy)
Benefit: You gain training with all heavy techan armor (except power armor).

ARMOR PROFICIENCY (Techan-Advanced)
Benefit: You gain training with all types of techan advanced armor (power armor, battlesuits, etc.).

BAYONET REACH
Prerequisites: Epic, must have a bayonet attached to a weapon
Benefit: Gain +1 reach with your bayonet (the melee weapon, not the firearm).

BETTER THAN 20/20
Benefit: Gain +10 to normal and long range with any small arm or heavy weapon.
Special: This does not stack with Far Shot. You can take this feat multiple times. Each time you select this feat, you gain an additional +10 to both normal and long range.

BURST FIRE
Effect: When using a weapon with an auto (not set to single-shot fire) or heavy auto property, gain a +1 bonus to damage rolls.

CROSSFIRE
Benefit: You can flank 2 squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm or a heavy weapon to use this feat.

CROSSFIRE, IMPROVED
Prerequisites: Crossfire, Paragon
Benefit: You can flank 3 squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm or a heavy weapon to use this feat.

CROSSFIRE, MASTER
Prerequisites: Crossfire, Improved Crossfire, Epic
Benefit: You can flank 4 squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm or a heavy weapon to use this feat.

CURB STOMP
Prerequisite: Paragon
Benefit: As a move action, you can inflict your Strength modifier damage to a knocked prone target in an adjacent square.

DECK FIRE
Benefit: You do not suffer the attack penalties with ranged attacks with any small arms or heavy weapons while prone.

DEFLECTING SHOT
Benefit: You reduce the penalty for firing small arm or heavy weapon to an enemy in cover by 1.

DISCHARGE BURN
Prerequisite: Paragon
Benefit: When firing a one-handed small arm at a target in an adjacent square, you inflict +1 damage on a hit.

FEATHER TRIGGER
Prerequisite: Grounder
Benefit: Any non-auto weapon counts as an auto weapon in your hand when you use powers with the auto-keyword. You use additional ammunition with each attack as if the weapon had the auto keyword.

FIREARM EXPERTISE
Benefit: Choose a specific weapon group and a specific weapon property (e.g., two-handed plasma, one-handed laser, heavy gauss). You gain a +1 feat bonus to damage rolls with this weapon. At 11th level, this bonus increases to +2 and at 21st level, it increases to +3.
Special: You can take this feat multiple times. Each time you select this feat, you may choose another weapon group and property.

FULLY AUTOMATIC ADEPT
Prerequisite: Epic
Benefit: You now fire half as much ammunition each time you attack (round up). Damage is unaffected.

GROUND VEHICLE OPERATION
Benefit: Gain a +3 bonus to all Vehicle Operation skill rolls when making a control roll.

HEAVY WEAPONS
Benefit: You gain training with one heavy weapon of your choice.
Special: You can take this feat multiple times. Each time you select this feat, you can apply it to another weapon.

IN THE NECK
Prerequisites: Marshal, Paragon
Benefit: If you score a critical hit on an enemy with a ranged firearm, all allies gain a +1 feat bonus to attack that same target with ranged firearms until the beginning of your next turn.

LANGUAGE ADEPT
Benefit: You may choose echan languages without paying the increased penalty for being a techan.

LEARNED THE HARD WAY
Prerequisite: Trained in Demolitions.
Benefit: When you fail a Demolitions roll by 10 or more, you don't cause a detonation.

LIKE A WIDGET BAG
Benefit: You gain a widget bag (see the operator for details on the widget bag).

PROPER FIRING POSITION
Prerequisites: Small arms (two-handed) or heavy weapons
Benefit: When making a ranged attack, you can take a -2 penalty to the attack roll. If the attack hits, you gain a +2 bonus to damage. This bonus increases to +4 at 11th level and +6 at 21st level. The penalty is unaffected.

RAPID RELOAD
Prerequisite: Epic
Benefit: Replace a clip as a minor action instead of a move action.

RECOIL ABSORPTION
Benefit: When wielding a two-handed small-arm, you can commit to any type of move action without suffering the -1 penalty of firing two-handed small arms while moving. You cannot combine this with the Grounder's Sure-Footed ability and is effectively the same as the Grounder's Light on Your Feet ability.

SMALL ARMS, ONE-HANDED
Benefit: You gain training with all one-handed firearms (revolvers, pistols, etc.).

SMALL ARMS, TWO-HANDED
Benefit: You gain training with a two-handed firearm of your choice (carbines, rifles, assault rifles, shotguns, machine guns, etc.).
Special: You can take this feat multiple times. Each time you select this feat, you can apply it to another weapon.

SNIPER EYES
Prerequisite: Paragon.
Benefit: When wielding a sniper weapon with two proficiency bonuses, and when taking advantage of the full proficiency bonus of the weapon (i.e.: using a move action to aim), the normal and long ranges of your sniper weapon are doubled. This increase occurs after applying all other range extensions (from feats and powers).

SPECIALTY WEAPONS
Benefit: You gain training with a specialty weapon of your choice.
Special: You can take this feat multiple times. Each time you select this feat, you can apply it to another weapon.

TECHAN WEAPON MASTERY

Prerequisite: Str 21, Dex 21, or Wis 21, Epic

Benefit: Choose a specific weapon group and a specific weapon property (e.g., two-handed plasma, one-handed laser, heavy sonic). When you make a ranged weapon attack with said weapon, you can score a critical hit on a natural roll of 19 or 20.

VEHICLE FEATS

HULL-DOWN

Prerequisite: Paragon

Benefit: You gain Hull-Down as a feat power.

HULL-DOWN **Feat Power**

You find a spot in the terrain where your vehicle gains an advantage against incoming fire.

Daily • Martial, Vehicle
Minor Action **Personal**
Requirement: Finish a move and stop the vehicle this round.
Effect: The vehicle gains cover from ranged attacks and area and burst effects until the vehicle moves again.

JUMP START

Prerequisite: Paragon

Benefit: You gain Jump Start as a feat power.

JUMP START **Feat Power**

You scream and kick the controls. You finally reach underneath the dash and spark a few wires.

Daily • Martial, Vehicle
Standard Action **Melee** touch
Target: One vehicle suffering from disruption
Effect: The vehicle automatically makes its next disruption save.

JUMP THE CRASH

Benefit: You gain Jump the Crash as a feat power.

JUMP THE CRASH **Feat Power**

Just before the end, you jump from a potential disaster.

Daily • Martial, Vehicle, Weapon
No Action **Personal**
Trigger: You are in a vehicle that crashes.
Effect: Shift 4 squares from point of impact and take no damage. You may pass through enemy occupied squares. You may then make a ranged basic attack at any point during the jump.

SPEED DEMON

Prerequisite: Paragon

Benefit: You gain Speed Demon as a feat power.

SPEED DEMON **Feat Power**

You control a vehicle with such precision, it's more like an extension of your body.

Daily • Martial, Vehicle
Free action **Personal**
Effect: Commit any vehicle-based movement that requires a skill roll. Gain a +10 power bonus to that roll.

VEHICLE COMBAT

Prerequisite: Vehicle Operation

Benefit: You receive no penalty when firing a weapon from a vehicle when it is in motion.

VEHICLE COMBAT, IMPROVED

Prerequisite: Vehicle Operation, Vehicle Combat

Benefit: You do not need to make a control roll if performing an attack while operating a vehicle. You are also able to use your Intelligence or Dexterity as a bonus to AC (see Vehicles).

TECHAN MULTICLASS FEATS

EARNED AUTHORITY (Multiclass Grounder)

Prerequisite: Dexterity 13

Benefit: You gain training in a grounder skill. You also gain the grounder's Method of War class feature.

FIELD PROMOTION (Multiclass Marshal)

Prerequisite: Intelligence 13

Benefit: You gain training in Diplomacy or Intimidate. You also gain the marshal's class feature, "For the Good of the Team."

WASTELAND SPECIALIST (Multiclass Operator)

Prerequisite: Wisdom 13 or Intelligence 13

Benefit: You gain training in either Engineer or Heal. If you choose Engineer, you gain the operator's Diligent Repairs class feature. If you choose Heal, you gain the operator's Natural Healer class feature.

SPECIAL FORCES MEMBER (Multiclass Stalker)

Prerequisite: Wisdom 13 or Dexterity 13

Benefit: You gain training in Acrobatics or Stealth. If you choose Acrobatics, you also gain the stalker's Converging Fire class feature. If you choose Stealth, you gain the stalker's Marksman Talent as an encounter power.

CHAPTER SEVEN
EQUIPMENT

A stout newsreader with a heavy chest and a voice to carry across the city stood atop a short wooden tower. Two young assistants behind handed him scroll upon scroll as he shouted into a speaking trumpet across the main city square. Thousands of people, both humble and noble, listened to the announcements. His voice carried authority and authenticity to the broadcast, factual or not.

"From the Tabernis Bazaar comes a new shipment of synthetic fabrics from York, expert weavings by man and machine. Nylons, acrylics, and polyesters. For the warrior with a heavy purse, newly arrived from across the ocean, carbides and various aramids. The future is now, to dress yourselves in the newest fashions."

Although Earth resembles the ancient landscape of fantasy, medieval it is not. The push for survival did not retard progress, even in the echan disruptions of the outside world. Those building the first cities after gatefall, even ones outside of the first fledging bastions, still possessed enough talent to build insulated housing and glass windows. Basic tools, even those with moving parts, still operated. Most of all, the knowledge from thousands of years of trial and error remained. The armor of today is lighter, stronger, and more maneuverable than the armor of legend. Swords are sharper and more balanced. Prevented from developing electricity and complicated machines based on chemicals and combustion, many survivors delved into new areas, pioneers in ulterior paths of development previously considered obsolete with the onset of the industrial revolution. Armor continued its progress to perfection. The arrow found itself lighter, flying longer, straight and true. Some preferred the production of cheap armaments for the masses and antique designs still found use in communities with a large expendable population. For the average traveler, their investment in their defense depended on their location and the length of time on the voyage. Many simply preferred hiring those with the training already equipped for such tasks. Hired swords often sought out the best weapons, needed to offset their lack of numbers against less equipped raiders wishing to prey on them. This is common, especially in Canam, where paths and roads constantly fall under attack. When the pagus began striking from the north, they first emerged tribal and primitive. Over the course of only a few decades, their attacks have grown increasingly skilled and devious. They have also been wearing improved armor and wielding greater weapons.

Simultaneously, bastions employed their advanced expertise to weave better clothes and forge better armor. Eventually, some learned the value of these exports outside their walls. Though they almost always prohibited selling their weapons and technology, those items immune to EDF were found fetching a stiff price from quality sell-

ers in echa. This resulted in a torrent of new items only from bastion export, a way to boost the economy of growing cities. The process to create these items necessitated the use of bastion knowledge and machinery, methods only replicated where the EDF was low or virtually nonexistent. Markets sell these items for unreasonable amounts as bastions could control their export and price. Bastions like Angel and especially York turned this into a substantial financial windfall as the money turned in (gold, silver, and platinum) could be employed by the city in industry. EDF-immune bastion exports found their way across the echan countryside, employed by almost every manner of individual, though often enough only held by human hands. Many fae, especially laudenians and chaparrans, despise these items, while damaskans and gimfen own them as often as humans.

"Didn't work so well, did it?" Machik countered. "Pollution, slavery, worthless money, worthless wars. Given such a gift and you squandered it."

CURRENCY

There are two approaches to currency in a fantasy world: realistic and functionional. Since many of the nations and kingdoms in Amethyst have neither an alliance nor trading relationship, they share no common currency. Thankfully, the fae nations, long before man's arrival, already decided that – despite what stamp was cast into the coin – the best way to ensure fair commerce was to make the value of the coin the metal it is made from. It is not unheard of a traveler having coins of equal value, but from a dozen different kingdoms. As expected, the fae restricted their coins to a small branch of metals, namely gold, silver, and copper, though the last was often mixed with other alloys like brass and bronze. This was standardized amongst the narros, gimfen, and damaskans—and is believed developed by the narros. Chaparrans and laudenians prefer trade to money in their own communities. Narros eventually added two more to the range, a dull silver coin made from palladium and platinum, and an ultra-rare angelite mint.

In the modern world, the fae continued this practice and have endorsed a set of rules when dealing with currency. They all still use coins that trade at the market value of the coin's material. They are all properly stamped for authenticity, and are distributed in near identical weight from other coins of equal value. The narros were responsible for this system and maintain its precision to this day. Though each nation would issue its own currency with its own unique signature, the coin would be of equal purity and value to equivalent coins from other nations.

Humans emerged with a shattered economy. They had transitioned to banknotes and digital money, all of which were destroyed. Human echan communities initially began under a barter system, which survived for more than a century until the first real kingdoms started to emerge. Because magic had difficulty forging valuable metals without the aid of a philosopher's stone (the holy grail of alchemy and still only legend), most nations adopted metal currency. Limshau based their currency from the narros, which was later adopted by Kannos and Abidan. Though their coins have consistent weights and value, they are stamped and named differently.

Baruch Malkut employed a banknote system for higher denominations, issuing paper with no face value to represent stored riches. Baruch shopkeepers, though encouraged to report those passing unfamiliar money, often take foreign gold as the coins can be melted and re-stamped. Despite a continued push to eliminate the exchange of this money within their borders, it still occurs. The Malkut slavers, for example, freely accept foreign coins.

ECHAN CURRENCY

For simplicity, all echan coins trade equally with each other. Many kingdoms take foreign gold, melt it, and re-stamp it with their mark. Because of this practice, the Limshau Chryso is the most widely circulated currency in Canam, followed distantly by the Narros Foot. It has been assumed the Limshau currency is the same as their Damasian brothers across the ocean as the currency's name dates pre-hammer.

Here are some examples of Canam currency:

Copper/Brass/Bronze Coins (=1 cp)
Abidan/Limshau/Gimfen penny
Baruch Malkut copper
Kannos kuedo
Narros copper tooth
Orchis casten
Torquil pence

Silver Coins (=1 sp)
Abidan dagot
Kannos kroenan
Baruch Malkut silver
Gimfen pebble
Limshau carmot
Orchis noman
Narros silver finger
Torquil tence

Gold Coins (=1 gp)
Abidan sovereign
Kannos kannon
Baruch Malkut dollar
Gimfen gold stone
Limshau chryso
Narros golden foot
Torquil pound

Platinum/Palladium Coins (=1 pp)
Limshau tollar
Narros pallis spirit

Unique Currency (Various)
Narros angelite opus (=500 gp)
Laudenian enchanted mark (=10,000 gp)
Gimfen pearl (=50 gp)
Quinox crystal (=5 gp)

Houses Antikari, Ogium, Plicato, and Solum all use various other nations' currencies. When Torquil was in its prime, it instigated a massive run of its coins, which was the dominant tender for nearly a century until the kingdom's collapse. Even after, it continued circulation for many decades and is still found today, though overwhelmed by the distribution of Limshau tender. Unique currency is just that, and as a result, is often not accepted outside of the race or region of issue.

The gimfen pearl is an actual pearl but with nearly pin thin etch-work over it, making its attraction far higher than the pearl's value itself. It is often used when flamboyant purchases are made, especially in front of prospective mates. It is commonly considered a sign of arrogance if used for mediocre acquisitions.

The laudenian mark is merely a glossy disk of brass but is enchanted with a permanent magical endowment. The coin is able to float near weightless. It cannot be broken, or bent, nor can it be picked from its owner's purse. The coins reappear in the owner's possession until willingly handed to another. Though the magic can be pulled off it and used in a constructive way, only the laudenian elder casters know how to accomplish this. **Note:** The Mark counts as having 10,000 gp worth of Residium. (See the D&D 4E PLAYER'S HANDBOOK on "Residium").

The narros Opus does not have enough angelite to forge an item but enough coins gathered could be employed in such a way. However, the coins are worth more in their issue than they are in their content and forging an item from the opus metal costs 10% more.

Quinox has a unique currency used in the high court and in prestigious markets. It is a small monocrystal three inches across. The unbroken crystal is completely pure with no grain boundaries—a perfect crystal lattice. The ingot boules issued by the state are identical with no markings for their authenticity. None is required, as no single person within and without the House of Quinox knows how the treasury creates such perfection.

Chaparrans and Laudenians prefer a barter system, but when forced to use money they employ their neighbors' (in this case, Limshau).

Games need not employ this system of currency; just assume the gold they acquire is universal. As an optional rule, GM's are welcomed to include the currency titles above purely as flavor to a scene, or they may impose a rule system upon them, forcing players to track what kinds of money they have and its local value. If so, a few guidelines should be followed:

- Unique currency is only accepted by the race in question and they are often unwilling to trade it over to more acceptable legal tender.
- No one outside of Baruch Malkut accepts their money and no vendor in the "blessed kingdom" converts their coins or bills to foreign money.
- Banknotes are legal tender but have an accepted range from their bank. Usually, this range is within 100 miles. Outside of this, the notes are refused. Several shops in large cities refuse to deal with large monies (over 500 gp) and will only accept banknotes from local banks. Banknotes are seldom exchanged back to coins unless given as loose change in a pur chase.
- Gems and jewelry are not legal tender and must be traded for currency or banknotes.

UNIVERSAL CREDITS (UC)

It would be great to think that one could pass into the walls of a city of industry with a bag of gold and buy a laser gun. Alas, it is not that simple. Not only do bastions not accept gold, but they also do not accept tender from other bastions. Because of bastions' desperate need for resources, currency is printed on the cheapest of materials. They all commonly feature a half-plastic/half paper medium impossible to copy with more than 300 counterfeit measures including holographic imagery and computer encoding. Each has special imprinting from its home bastion. No bastion currency can be exchanged with any other bastion currency. For the sake of clarity, these moneys are given the term Universal Credits (uc), for they represent the legal tender of all bastion currency.

Various Bastion Currencies: Angel dollar, Mann credit, Sierra Madre bar, Selkirk pound, and York dollar. Although you cannot trade one bastion currency for another bastion currency, they are all considered equal in value in regards to echan currency. You may not convert uc to echan currency but you can convert echan currency to uc. This is because echan currency is worth the value of its mineral. Since they are precious metals, bastions are always in the need for echan currency.

Every bastion except Mann will accept echan currency regardless of its national stamp. For this purpose 1 uc = 1 gp. There are no fractions or change and exchange banks will not accept lower value currencies unless they add up to a single uc. Banks will also not give out or return echan currency as they are smelted and put to applicable use and are actually worth more as raw materials than the coins they were traded in as. No bastions accept unique echan currency.

The Unfortunate Side Effect of Treasure: Alas, unlike echans, techan characters will seldom (if ever) find their technology in the lair of a dragon (or any other creature for that matter). This means techans must return to a bastion or techan merchant to re-arm and upgrade their technology or depend a trained Engineer to build arms or armor over a long period of time. Nothing they find in field will be applicable to them (unless as widgets for the operator). If they gain a level in a dungeon, they won't conveniently find a higher level weapon after they slay the next big monster. In long, protracted adventures, this may create problems. Vehicles are a wise base of operations as they may hold many times over the ammunition capacity of a single techan character. This may solve the unfortunate issue of ammunition but not about the eventual need to upgrade technology. Alas, the echan wilderness is not called a wasteland by the techans for nothing. The GM has options to offset this (see later). In the end, very little is more satisfying than returning to a bastion with your holds overflowing with gold.

TECH LEVELS

Tech levels indicate the differences between the bastions. Even the gimfen, taking pride in their machines, cannot compete with even the lowest technology of man. Some of these city-states reached higher pinnacles of advancement far before others. Some struggled to survive while others flourished. With communications lines cut via the EDF, the bastions grew and developed separately from their brethren. After 500 years, they are not about to start sharing. Bastions would not only fight for technology but for the people possessing the knowledge to build it.

You can possess six tech levels. There are some examples for a bastion to develop a device one step above for a unique project. Higher tech level bastions gain access to all ones below them.

Tech Level 0: *Vehicles:* Aircraft utilize aeroforms and propellers. Vehicles roll on wheels. Military craft flaunt armor and tank treads. None of these vehicles require electricity so are quite primitive and lack any navigational gear. Fly by wire. *Weapons:* Bolt action and flechette rounds fire from most guns. No energy weapons. *Living:* Natural healing mostly. Surgery can cure most wounds, but recovery can last a while.

Tech Level 1: *Vehicles:* Same as TL0 except now the vehicles possess traction control and anti-lock brakes. Aircraft now feature jet propulsion. *Weapons:* Bolt-action weapons remain but now include electronically stacked projectiles and caseless ammunition. Basic energy weapons are limited to short range electric shocks. *Living:* Better drugs, EKGs and X-Ray machines.

Tech Level 2: *Vehicles:* Ground vehicles now sport computer navigation, climate control, and electronic stability. Aircraft can now fly themselves if need be. Advanced aerospace has given way to vectored thrust and vertical-take-off aircraft. *Weapons:* Computer tracking and targeting. Infrared and thermal imaging available. Firearms haven't changed but have grown more complicated with advanced reloading and higher firing rates. Advances in construction make them lighter with larger calibers. *Living:* Computer diagnostic beds, MRIs, and robotic assisted surgery.

Tech Level 3: *Vehicles:* Vertial take-off fan craft and wingless jets keep aircraft aloft, are much more stable, and can fly rings around more primitive craft. Aircraft designs are no longer dominated by their massive aeroforms. Ground vehicles still use wheels but now mass transit magnetic vehicles appear as an alternative. W*eapons:* Bolt weapons remain the choice for most but the way they fire improves. Railcannons and self-propelled projectiles as accessible choices. *Living:* Rapid healing injections, designer drugs, gene therapy, and beneficial viruses. Healing time cut in half.

Tech Level 4: *Vehicles:* Magnetic vehicles reduce in size and now replace wheels in common transport. Fanjets shrink and become more efficient. *Weapons:* The beginning of basic laser weaponry. Advanced magnetic. Prototype power armor appears. *Living:* Known diseases are cured. Healing time cut a third. Nano healing is in its infancy.

Tech Level 5: *Vehicles:* Robotics appear beyond the role of "dumb tool." Power armor is mass produced. Wheeled traffic virtually nonexistent or, if it exists, can traverse any terrain. Ramjets shrink and provide massive thrust in small packages, revolutionizing transportation outside the magnetic-traffic. *Weapons:* Laser weapons "tunable." Plasma weaponry. Bolt weapons are outdated. *Living:* Nanotechnology can heal any wounds and even regenerate limbs.

Tech Level 6: *Vehicles:* Antigravity replaces all previous transportation. *Weapons:* Disruptors, vapor rifles, disintegrator weaponry. *Living:* Complete body reconstruction.

APPLICATION OF TECH LEVELS

Tech levels indicate the possible origin of a weapon as well as its damage potential. A bastion will not have higher-tech equipment than its listed tech level. Anyone finding and using high tech gear is skittish about flaunting it in a lower bastion for fear it will be confiscated to be dismantled and reverse engineered.

An item's listed tech level is used an enhancement bonus to its relevant application. A tech level 3 item, for example, offers a +3 bonus to its designed use. Applicable bonuses are as follows:

Equipment	TL Enhancement Applies to
Weapons	Attack and Damage Rolls
Armor	AC
Gear	Relevant Skill Bonus (see description)

All tech levels bonuses are enhancement bonuses. They may also be item bonuses.

BATTERY CELLS

Many of the objects in this section require batteries. Batteries are not included in the item's purchase price. You cannot replace one type of battery for another type under ANY circumstances.

Battery classes: The three different types of battery cells are as follows:

Basic (B): These cells are for smaller items and cost 5 uc each. Ten cells weigh 1 lb.

Medium (M): These cells power many weapons, smaller vehicles, and larger equipment. They cost 100 uc each. One cell weighs 0.5 lb.

High (H): These cells are large, powerful, and usually reserved for huge weapons and massive energy equipment. They cost 500 uc each. One cell weighs 5 lbs.

ECHAN DISRUPTION FIELD (E.D.F.)

Magic retards the progression of technology. It breaks down lubrications. It jams gears and shorts out electronics. It overloads batteries. Almost all of humanity's postindustrial age technology is vulnerable. The more advanced the technology, the more susceptible it is. Because magic grows as more people use it, bastions are relatively safe within the confines of their walls or city limits. The moment they leave their borders and brave the outlands, their machinery and electronics begins to degrade. As technology comes into contact with higher concentrations of en-

chantment, it becomes prone to sudden interference. This leads some machines to become less efficient, cease working altogether, or – in some rare cases – violently destroy themselves. Whenever technology is outside of a bastion, there is little anyone can do to impede this disruption. At best, they can slow or delay the effects for a short time.

The effects of magic against technology became referred to as the EDF or Echan Disruption Field (although sometimes referred to as the Enchanted Disruption Field). Some bastions even rate an ED-I, or ED Index, which charts the hot spots in the world where users of technology need to avoid.

The low level EDF saturating the entire world prevents communication between the bastions and limits the lifespan of batteries, preventing most travelers from reaching any significant distance away from their home.

Battery Rule: All exposed batteries will nullify in a day unless protected (via muffler bags or crates). Batteries encased in items (weapons, armor, gear) do not drain this way. Only exposed batteries do.

HOW DOES A "DISRUPTION EVENT" COME INTO PLAY?

EDF is a constant threat, but the rules applying to EDF usually only occur when they are the most inconvenient. EDF rolls occur at the end of the initiative order.

At this point, the GM makes a single D20 roll to check if an item is disrupted and which tech level is affected. Situations occur which force an EDF roll at other times.

Modified EDF d20 Roll	Result
0 or lower[1]	Tech Levels 0 and up affected
1	Tech Levels 1 and up affected
2	Tech Levels 2 and up affected
3	Tech Levels 3 and up affected
4	Tech Levels 4 and up affected
5	Tech Levels 5 and up affected
6	Tech Level 6
7-20	No disruption effects
Natural 20	Critical Collapse

[1]Tech Level 0 items are only affected if the roll is modified. The result indicates the highest tech level items which are affected that round, if at all.

EDF Roll Modifiers: The GM is invited to increase the risk of EDF by adding penalties to the EDF roll.

Roll Penalty

-1 for every echan (fantasy) player in the group (including echan humans) except for gimfen (cumulative).
The following penalties are not cumulative.
-2 if any aberrant creatures are in the encounter.
-1 if any magical or natural beasts are in the encounter.
-1 if any elemental creatures are in the encounter.
-1 if any fey/fae creatures are in the encounter.
-1 if any immortal creatures are in the encounter.
-1 if any shadow creatures are in the encounter.

Example: If the encounter involved an army of pagus, the penalty to the EDF roll would be -1. If there were pagus, puggs, and boggs, it would still be -1, but if there were pagus, boggs, puggs, and a dragon (fae and natural beasts), the EDF penalty would be -2. Throw in a carrion crawler (an aberrant), and the penalty increases to -4.

WHO IS AFFECTED?

If a disruption occurs that round, the last one to act is the first one affected. Each time a disruption roll is made, move up to the next player in the next initiative order. When all the players have been rolled for, return to the bottom of the initiative order. Monsters using technology have their own rules and are not affected by a disruption roll.

WHAT IS AFFECTED?

The highest technology able to be affected by the disruption roll on the player in question is affected first. If the player has multiple items at the same tech level, equipment disrupts in the following order: Weapon currently in hand, gear in operation, armor being worn, and any vehicle present. Secondary equipment disrupts in the same order. If there are multiple items of the same tech level, only one is affected.

Example: Kathryn Lindune wears TL6 power armor and wields a TL4 rail pistol and a TL5 plasma pistol. She also has operating Infrared Goggles (TL3). The GM makes an EDF roll and the result is 4. The lowest tech item on Kate that can be affected is her rail pistol. Her Infrared Goggles (TL3) are safe. Because the armor is higher tech level, it goes first. To break down the goggles, the GM would have had to roll a 3 or less on the disruption roll after already breaking down the armor and both weapons.

Because higher tech items are prone to breakdown first, it is advisable to always have a few lower tech alternatives handy.

Natural 20, Critical Collapse: If the disruption roll is a natural 20, something sinister occurs. A cataclysmic pulse courses through the unfortunate subjects of the disruption, causing more than a simple inconvenience.

Every techan party member suffers a disruption event. The highest tech level item they have that is able to be disrupted and is not currently suffering disruption is affected.

HOW IS AN ITEM AFFECTED BY EDF?

Once a player and an appropriate item are selected, the item is disrupted. The item no longer offers its tech level as an enhancement and/or item bonus to relevant abilities or skills. Any powers the item offers cannot be activated. Any other properties are inactive. Weapons jam and cannot fire. Most advanced armor stops moving, rendering the user either immobile or restrained. The effect remains until a successful saving throw is made (a disruption save).

1st Saving Throw Failure: If the first saving throw fails, the item remains disrupted. If the item uses a battery, it looses 1d4 charges. If the item uses a battery but does not have a quantity of charges, the battery is unaffected.

2nd Saving Throw Failure: If the second saving throw fails, the item remains disrupted. If the item uses a battery, the battery is neutralized and useless. You must replace that battery.

3rd Saving Throw Failure: A third and final failed saving throw renders the item broken. It can no longer be used that encounter save for a miracle (which some classes can accomplish). It must now be fxed.

If a saving throw is made before the item breaks, it resumes functioning the round the save is made. If an encounter is resolved before the item breaks, but before a successful save is made, the item is assumed to have survived without breaking and can be used for the next encounter.

Catastrophic Failure: If any players rolls a natural 1 on their saving throw, it is a catastrophic failure, resulting in detonation. This can only affect items with battery cells. The cell discharges. The item is broken and the wielder (and sometimes others) suffers damage.

Cell	Area	Damage	Attack
B	Wielder only	2d6	+10 vs. Reflex
M	Close burst 1	3d6	+10 vs. Reflex
H	Close burst 2	4d6	+15 vs. Reflex

AFTEREFFECTS

With small groups and/or unlucky dice rolls, it is possible that a player may suffer two disruptions. Although this may be inevitable, it is important to note that an item that is currently being disrupted cannot be disrupted again. Disrupting an item currently suffering the effects does not prolong the disruption or change the results of the saving throws. After a disrupted item comes online, it is not susceptible again until all other items on the player that be affected by the disruption suffer a disruption event (If Kate Lindune's armor and pistols have already suffered a disruption event and the disruption roll results in a 3, then the binoculars would be affected next. If the roll was a 4, then the armor would be hit again). There are class abilities and feats that alter aftereffects. If a weapon is stowed after it disrupts, it should not be affected again. Gear not in operation should not be affected. A GM is free to do so, but an item not being used that stops working doesn't hamper an encounter much unless the desire is to perhaps break it.

OFFENSIVE EDF

Other than the end of the initiative order, there may be times where an EDF roll may be forced. This occurs under high Saturation Points, usually coinciding with a monster's more powerful effects

An offensive EDF check occurs the moment the action does. Another EDF roll will still be required at the end of the initiative order, regardless. Unlike normal EDF rolls, an offensive EDF roll affects only those caught in the trigger for the EDF roll. Offensive EDF also suffers a -2 penalty to its roll.

Situations to roll for an offensive EDF roll:

- If a magical creature scores a critical hit.
- If the player is hit with a "Pincher" Weapon.
- If any piece of equipment is enchanted and for every round after it is enchanted (via the Enchant Magic Item ritual).

WHAT IS IMMUNE TO EDF?

Various techan items are immune the effects of disruption. This can be from technology which is so basic as to not cause an issue or an item which is so heavily shielded, the EDF cannot affect it.

Immune to EDF:

- Items with the immune property.
- Gimfen and their adapted technology.
- Any armor not requiring a cell for operation.
- Boosters and medical injections.
- TL0 Adventuring gear (but not TL0 weapons).
- Immune does not mean the item can never be affected by EDF. Enchanting any techan item causes it to break down. The golden rule is that if it is mechanical or electrical in anyway, magic can get at it, so it's best not inviting it in.

SHIELDING

Unlike the gimfen shielding, which makes the weapon, armor, or item clumsier, bulkier, and far uglier, techan shielding keeps the overall shape of the original object and does not add significant weight to the final design. Any techan item can be shielded. The cost of shielding depends on the original cost of the item. You cannot shield batteries or TL0 gear.

Price: Level 0-10—10% of the price of the original item, level 11-20—5% of the price of the original item, level 21-30—2% of the price of the original item.

Weight: + 5% in weight (round up).

Benefit: Gain EDF Recovery.

EDF Recovery (Daily): Free action. If disrupted, the machine comes back online.

Special: If the item already has this ability, it cannot receive it again.

OUT OF ENCOUNTER DISRUPTION

Players may only encounter disruption events out of combat encounters when dealing with magical traps, talking with magical creatures, or if brandishing technology brazenly through an echan landscape (forest, dungeon, city, etc.). When the situation occurs, an EDF roll may be in order, taking into account any relevant penalties. Unlike combat encounters, non-combat disruption events continue until the item breaks, the item is repaired by a specialist (using a class power or feat ability), or if a save is made.

If the group is in a high magical zone (arcane library, chaparran forest, etc.), the GM may have to roll for EDF every minute or every hour, depending on factors only the GM can determine. Only take such disruptions into consideration if the players insist on wielding their weapons or operating power armor openly. Of all of these, power armor is the hardest to maintain. Thankfully, they are usually the hardest to break down and, by the time a group can afford them, there should be a specialist on hand to keep the technology from disrupting.

TABLE: ECHAN WEAPONS

MILITARY MELEE WEAPONS

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Bastion greatsword	+3	1d10	—	330 gp/uc	4 lb.	Heavy blade	High crit
Bastion longsword	+3	1d8	—	315 gp/uc	3 lb.	Heavy blade	High crit
Bastion short sword	+3	1d6	—	310 gp/uc	1 lb.	Light blade	High crit

SUPERIOR MELEE WEAPONS

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Bastion bastard sword	+3	1d10	—	350 gp/uc	4 lb.	Heavy blade	High crit, versatile
Limshau katana	+3[1]	1d10	—	400 gp	2 lb.	Heavy blade	Versatile
Limshau nagamaki	+3[1]	1d8	—	340 gp	2 lb.	Light blade	Versatile, off-hand
Limshau tanto	+3[1]	1d4	5/10	250 gp	0.5 lb.	Light blade	Off-hand, light thrown
Limshau wakazashi	+3[1]	1d6	—	350 gp	1.5 lb	Light blade	Off-hand
Narros krollish	+3	1d10	—	50 gp	4 lb.	Axe	High crit, off-hand

TWO HANDED WEAPONS

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Limshau odachi	+3[1]	1d10	—	400 gp	5 lb.	Heavy blade	—
Limshau yari	+2[1]	1d10	—	380 gp	6 lb.	Heavy blade	Reach, polearm

MILITARY RANGED WEAPONS

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Compound longbow	+3	1d10	25/50	350 gp/uc	3 lb.	Bow	Load free
Carbon Crossbow	+2	1d8	20/40	330 gp/uc	2 lb.	Crossbow	Load ,minor

SUPERIOR RANGED WEAPONS

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Kitarri black bow	+3	1d10	20/40	500 gp	3 lb.	Bow	Load free, high crit
Limshau crossbow	+2[1]	1d8	15/30	300 gp	3 lb.	Crossbow	Load free 6[1]

[1] See Below

DISRUPTION AMPLIFICATION

The basic rules above assume a low impact of EDF on your game. This is not entirely reflective of the setting but does keep the dangers of disruption low to streamline game flow and to reduce the necessity of the operator mechanic build in smaller game groups. There are two additional levels which greatly increase the dangers of disruption based on a modification of the EDF roll. All other rolls dealing with disruption (like saves) are unaffected.

Realistic Disruption: -2 to Disruption Rolls

Dangerous Levels: -4 to Disruption Rolls

Extreme Hazardous Level: -4 to Disruption Roll and Critical Collapse on a 19-20

A GM should set the modifier when a campaign begins and maintain that for the length of the game.

ECHAN WEAPONS

Most fae races remain steadfast in their traditions and techniques. A laudenian bow looks the same now as it always did. Only the damaskans continue to evolve with collected knowledge from their human allies. The weapons from Limshau revel in a newfound understanding of the forge and hammer.

Even some bastion exports found their way into echan hands, wielded as proudly as if pulled from a narros fire pit, a result of technological know-how, not magical aptitude.

BASTION EXPORTS

Some manufacturers in bastions used their advanced technology to create weapons of amazing precision. The materials employed were melted at exacting points, chemically combined to a perfect ratio, their edges shaved to almost an atom's sharpness. Bastion exports look plain and somewhat ordinary. Maker symbols offer some style, usually engraved in the steel itself. Bows are no longer strung animal hides around bent wood but cables strung around a mechanism of levers. Because of this niche market, echan weapons made and exported from techa go for amazing amounts and can rarely buyers justify the expense. Bastion exports, even the most complicated ones, are still primitive in their application in combat compared to bastion techan weapons. A prospective buyer can usually spot one of these rare weapons by their extravagant cost. Alas, the greatest problem with these superior examples of armament is their boring appearance. Often enough, they are built for effectiveness, not glory, so seldom do they strike fear in opponents when raised in anger. They won't rouse the masses when pulled

from their scabbard. They are still counted as echan weapons and are not affected by EDF.

Carbon Crossbow: This super light crossbow was exported from York originally, but replicas have been found across Canam. The weapon is a sleek, smooth, multi-piece item of black and silver, constructed – not of steel – but of plastics and carbon fiber. This makes the weapon less clumsy than ancient designs.

Property: The carbon crossbow comes with a range-finding scope, nullifying the penalty of firing long range increment if the character takes a move action to aim.

Compound Longbow: Compound bows are fashioned in steel. They are bolted and adjusted by computer. Their power comes from a series of pulleys, cams, and levers. They do not warp and can be adjusted for a variety of conditions. The biggest drawback of modern compound bows is their weight, far heavier than any echan bow. This is taking into consideration that most of these bows are made from aluminum. A few rare models are constructed from magnarros or angelite. There is no shortbow variety from any bastion.

Property: A compound longbow offers +1 damage if the user wielding the bow has strength 14 or higher.

LIMSHAU WEAPONS

Modern Limshau weapons were adapted from knowledge they acquired from Asian refugees leaving Angel when Ravenar left hundreds of years ago. These designs resembled the old human styles from ancient eastern countries. The similar names came later to honor the new population helping to build a better life. All Limshau weapons look plain and virtually featureless. They sport neither jewels in their pommels nor intricate weavings on their handles. The swords are extremely sharp and feature holes along the blade which lightens the weapon without sacrificing tensile strength by a significant margin. Although resembling the weapons of their namesake, the steel and forge process used results in a blade as sharp as legend, but not nearly as rigid as their predecessors. This gives modern Limshau weapons a longer lifespan, making them more resistant to snapping.

Special: If you are a custodian or scholar warden and you wield a Limshau weapon you are proficient in, you gain an additional +1 to its proficiency bonus.

Limshau Repeating Crossbow: This unique weapon found popularity recently with custodians in the outer cities. It has since found widespread circulation. This single-hand crossbow carries a strap around the user's arm, allowing the weapon to be reloaded with a single hand, making it the only crossbow that can be loaded and fired repeatedly with a single hand. After six shots, you must take a move action to reload it.

TECHAN WEAPONS

Techan weapons are not listed by specific region. If this book went into details of every single model from every single bastion, the chapter would occupy half the book. As a result, only the broad examples are listed. Some unique weapons, however, are included.

"I know," came a shout from inside a tavern. The bartender was short, hairy, and had his front teeth replaced with wood. He stepped from his pathetic bar. It was two levels with only two rooms above a cramped collection of stools and alcohol.

"Then speak," Tasia ordered.

"What's it worth?" he replied. Tasia snapped behind and grabbed Hammerson's vapor rifle. She discharged the weapon without aiming. The silent shot sucked the air from the bartender's lungs, whizzing by his head. It pulled the wall through the hole it made, carrying the debris with it as it blew out the back of the building. The entire bottom level disintegrated, sucked through with the vapor shot, and expelled into the forest beyond. The top level and roof collapsed onto the dirt.

"Nothing," Tasia replied. She leaned in slowly. "Was it empty?"

"Yes."

"I didn't care."

A COMPROMISE IN THE SETTING

Although realistically, batteries and devices that use them are unique to each bastion, certain rules are in place to make a techan game actually fun.

- Bastion batteries are compatible with other bastion batteries.
- Buying a lower TL item from a higher TL bastion still counts as the lower TL item. Further, the item is exactly the same in mechanics (though not necessarily in looks) as if the item was purchased from a lower TL bastion. A TL2 weapon from Selkirk works and is built exactly the same way as a TL2 weapon from Mann. This applies to disruption rules, repairs, and when applying the engineer skill to the item.

WEAPON RULES

The following rules apply to all weapons included here:

Switching Weapons: Although drawing a weapon is a minor action, switching weapons without dropping one requires two minor actions (one to return—or sheath a weapon – the other to draw the second). Although this would never be an issue with fantasy players, techan players may often switch weapons several times during an encounter. Some abilities and feats may alter this rule.

Reloading Weapons: All weapons are manual or clip-loading. Though these clips may be energy cells, they all necessitate the same time to reload. Reloading one techan weapon of any type requires a move action. Certain powers and feats may alter this rule. Reloading does not provoke an opportunity attack.

Basic Autofire Attack: In addition to the basic melee and basic ranged attacks, there is an additional basic attack dealing with firearms with an autofire setting. These can be used by anyone wielding a weapon with the auto or heavy auto property.

SPRAY AND PRAY **Basic Attack**

You firm your grip in your firearm and keep the weapon as stable as possible as you fire madly to the enemy.

At-Will • Auto, Martial, Weapon
Standard Action **Area** burst 1 in weapon range
Target: Each creature in burst.
Attack: Dexterity -2 vs. Reflex. One attack per target.
Hit: 1[W] damage. Increase damage to 2[W] at 21st level.

WEAPON GROUPS

The weapons covered here are grouped into categories based on their general utility:

Heavy Weapons: These are large weapon systems that require a tripod, a base, a platform, or any other stable point from which to fire. Examples include sentry weapons, and a variety of artillery emplacements and turrets.

Properties: Heavy weapons grant opportunity attacks to adjacent squares if fired. Because of their cumbersome nature, if you move or are moved any distance you suffer a -4 penalty to attack rolls with heavy weapons until the beginning of your next turn (meaning you can shoot first and then move to avoid the penalty). Unless mounted, heavy weapons require at least a Strength 13 to use.

Special: These weapons may be purchased for a large user (e.g.: advanced armor). If so, heavy weapons become two-handed weapons. They are no longer able to be used by medium users.

Small Arms, One-Handed: These are single-handed firearms which are renowned for their ease of use and compact style, making them an easy choice for those preferring stealth.

Properties: One-handed small arms do not grant opportunity attacks if fired. These weapons include basic pistols and small machine guns. They cannot be wielded by large creatures (e.g., advanced armor).

Small Arms, Two-Handed: These are larger, slightly clumsier weapons usually preferred for longer ranges and high stopping power. With the development of technology, the latter became less a factor, but two-handed arms have the capacity for larger clip capacities, greater accuracy, and the option of fast automatic fire. These include machine guns, most sniper rifles, and assault rifles.

Properties: Two-handed small arms grant opportunity attacks to adjacent squares if fired. Because of their cumbersome nature, if you move more than 1 square or are moved more than 1 square, you suffer a –2 penalty to attack rolls with two-handed small arms until the beginning of your next turn (meaning you can shoot first and then move to avoid the penalty).

Special: These weapons may be purchased for a large user (e.g.: advanced armor). If so, these become one-handed small-arms. They are no longer able to be used by medium users.

Specialty Weapons: These are weapons with a unique function and application that requires them to be trained specifically in said item. High tech levels feature more weapons that require explicit training. These include sonic weapons, pincher weaponry, and vapor rifles. There are one-handed, two-handed, and heavy specialty weapons.

Properties: One-handed specialty weapons do not grant opportunity attacks while two-handed weapons do. Specialty weapons can only be used with a ranged basic attack. One-handed or two-handed weapons count as small arms when dealing with opportunity attacks and if using the crossfire feat.

Special: Refer to the weapon's description.

WEAPON PROPERTIES

In addition the properties listed in the D&D PLAYER'S HANDBOOK, techan weapons can also feature these additional features:

Auto: You fire one shot per attack roll with any ranged attack power without an auto property. You fire five shots per attack roll with attack powers with the auto property (though feats and powers can reduce this number). An auto weapon is not a heavy auto weapon. Heavy Auto weapons (weapons with much higher firing rates) fire 10 shots with each attack roll, regardless of the power being activated.

Basic Chemical Projectiles (BCP): The first firearm after the antiquation of the arrow used chemical explosives to propel its deadly shell to its victim. Although the chemicals evolved as knowledge did, the result remained. Requiring no energy cell, standard ballistic firearms seldom broke down. As time continued, the chemicals needed became easier to locate. Even in the largest, most advanced bastions, chemical firearms are still popular among those leaving the safety of their walls. Assault rifles, autoloaders, bolt sniper rifles, all caseless weapons, light machine guns, machine pistols, all shotguns, pocket pistols, sniper cannons, and submachine guns utilize chemical projectiles. Though the majority are TL0 and feature no advancement, several can be purchased at higher tech levels (except for those that have the immune property).

Critical: 1d6 damage/tech level.

Exp: Explosives have a close burst effect at the point of impact of usually 1 or more. Additionally, if an explosive's area of effect is impeded by indestructible terrain (like in a dungeon corridor), the explosion carries over to unaffected squares. If one line of squares (at least 3 squares) is occupied by indestructible terrain, the entire affected area shifts over to occupy the same number of free squares. If both sides of an explosion are occupied by indestructible terrain (like a narrow corridor), the blast carries up and down the corridor one square for every line of the original burst obstructed. This rule doesn't go into effect if the obstructing terrain can be damaged by the explosion. The number listed next the "Exp" entry indicates the size of the burst.

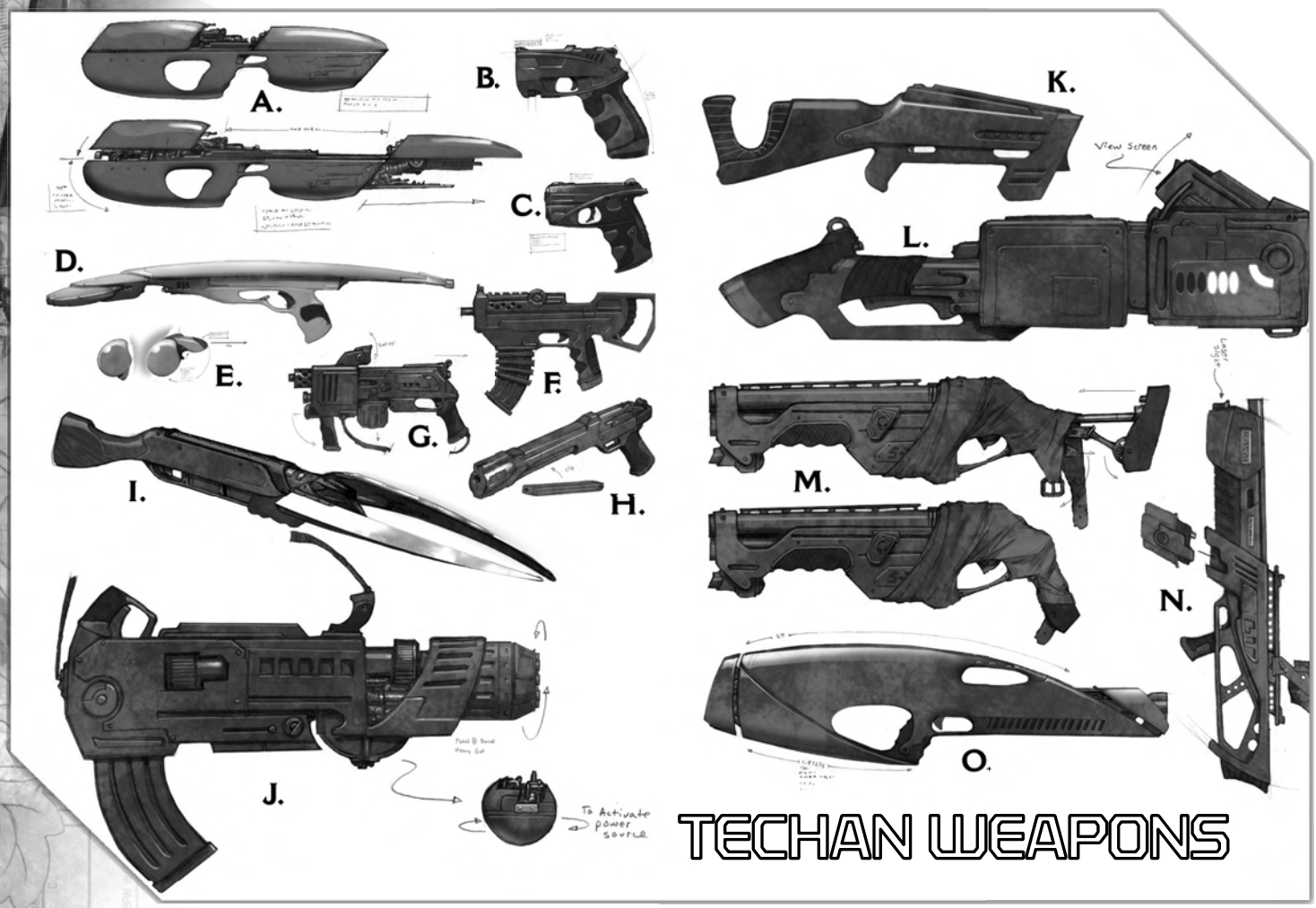
Example: If an explosive detonates against a stone wall, the close burst 1 shifts its area 1 square, still occupying 9 total squares. If the explosive detonates in a 1 square wide hallway, the explosion would be 1 square wide and 5 squares long (with the explosive in the middle square).

Critical: 1d6 damage/tech level.

Capacitor: Capacitor weapons resulted from plasma bottle research. It builds upon this by combining elements from both plasma and laser technologies. For the capacitor weapons, the shooter can dial up the strength of the energy burst. The weapon charges up by siphoning energy from its cell. The weapon discharges plasma energy but also uses plasma as its accelerator. Capacitors have three settings. Each additional charge scales its damage by one size.

1d6 to 1d8 to 1d10 to 1d12 to 2d8 to 2d10

Two charges scales up the weapon to the next damage increment. Four charges move it up two increments from its base damage and eight charges move it three increments from its base damage. This may be combined with the



A. Plasma Rifle (Collapsed/Deployed)
B. Caseless Pistol
C. Pocket Pistol
D. Pulse Carbine
E. Plasma Grenade
F. Submachine Gun
G. SPP Rifle
H. Rail Pistol
I. Ion Rifle
J. Rotary Cannon
K. Thumper Laser Cannon
L. Vapor Rifle
M. Gauss Repeater (medium user & large user configuration)
N. Caseless Rifle
O. Pulse Capacitor Rifle

powers that increase weapon damage as well. This increase is for a single round and multiple shots must pay the increase as well. Example: Wielding an auto capacitor weapon that does 1d8, you can fire one shot, using one charge and doing 1d8 each. If you make a burst with that weapon, you use five shots and five charges. If you crank up the capacitor to eight charges, each shot uses eight charges, doing 2d8 each. With the burst, you use 40 charges.

Special: Capacitor weapons also all have the plasma property.

Conceal: These weapons are so small, they offer a +2 bonus to Sleight of Hand checks to conceal them.

Gauss: These weapons are the most popular weapon for techan soldiers in the echan wilderness after the standard firearm. The coil and rail weapons emerged early when chemical explosives appeared unpredictable in heavy EDF. Magnetic fields remained constant, a welcomed blessing to those living under Earth's blanket of protection. Research teams quickly took advantage of this loophole. The process involves accelerating metal shells using magnetism. The specific process is complicated and both coil-based and rail-based technology fire their shells using different means. All magnetic accelerated weapons feature long ranges and high critical ratings. They also require changing both their clip and their cell. These weapons fire extremely fast and deliver astounding kinetic potential.

Critical: 1d6 damage/tech level.

Special: Gauss weapons reduce cover penalties by 2.

Rail special rule: If a rail (rail only) weapon shell kills a target with a critical hit, the shell continues on a straight path from the weapon, making a single free attack on one target in direct line of attack in the weapon's range. This may only occur once per shot. This is a ranged basic attack

and cannot be part of a power (or an at-will power being used as a ranged basic attack)

Grenade: Grenades use their own form of attack that depend on the specific grenades. Refer to grenades later.

Guided: These weapons assist in aiming after being fired and can even make a secondary attack if the first one misses.

Power (Encounter): No Action. Before firing, you can either grant your attack a +5 to hit or allow a reroll if the attack misses.

Heavy Auto: These weapons have no single shot option. They always fire ten shots per attack roll, regardless of the type of power being used (some powers and feats may reduce this). If you fire a heavy auto weapon with a non-auto power, the additional ammunition is wasted. Some attack powers have additional abilities when firing weapons with the heavy auto property.

Property: Heavy auto weapons inflict additional damage as the firer becomes more experienced using these kinds of weapons. A heavy auto weapon inflicts a +1 bonus to damage with every successful hit. At 21st level, this increases to +2 damage. This is in addition to extra damage from the Burst Fire feat. You must be proficient with the weapon to gain this damage bonus.

Immune: These weapons, and they are few, cannot be disrupted because of their archaic construction. They cannot be enchanted in any way.

Laser: Any condensed, well-defined beam of light can be considered a laser. In history, the initial weapons concentrated radiation to a focal point, burning the target with intense heat. Later developments increased the size and potential of these beams. Often, lasers are confused with pulse plasma weapons. The largest difference is that lasers cut through while plasma splashes. Lasers weapons give away their firer but deliver devastating damage few can resist. They can also track targets easier with subsequent damage. There are laser pistols, rifles, and thumper cannons. The laser is a neutral energy type and is not considered fire.

Critical: 1d8 damage/tech level.

Power (Daily): Free action. If you score a hit, the target struck is blinded (save ends).

Special: If you strike successfully with a laser, every subsequent round gains a +1 power bonus to hit that same target. This is not cumulative and is removed if you don't fire at the same target or if you miss that same target the following round.

Pincher: These weapons deliver an electromagnetic pulse that disrupts any item that requires a battery or an electric current to operate.

Critical: 1d4 damage/tech level lightning damage.

Power (Daily): Free action. The target is stunned until the beginning of your next round.

Special: All battery-powered technology on the target and in the area suffers a disruption roll at -2. Damage inflicted by this weapon is lightning.

Plasma: Any weapon employing ionized gas is considered a plasma weapon. This involves either using the magnetically conductive matter as a delivery device or as a weapon itself. Because magnetism is one of the few scientific constants not broken in EDF, it became a popular choice. The plasma pulse concept deals with the energy cell firing a toroid of superheated gas inside a magnetohydrodynamic bubble that is then accelerated from the barrel in the same way a railgun fires its iron-core shell. The bubble remains solid for a significant time, or until it strikes its target, where the heat burns at an intense temperature. There are plasma pistols, rifles, and capacitor cannons.

Property: On a successful strike, you may deal the weapon's tech level in additional damage to one target of your choice in an adjacent square to the initial enemy.

Critical: 1d8 fire damage/tech level.

Special: Plasma weapons only deliver fire damage on their critical. Their normal damage is superheated beyond a creature's capacity to be immune or resistant to fire damage.

Power (Daily): Free action. Inflict the weapon's tech level in damage in a burst 1 attack around the target (+15+TL vs. Reflex).

Shotgun: Shotguns impact with tremendous force at close range, but this stopping power diminishes rapidly. They are fairly distinct and few models are on the market.

Critical: On a critical hit, the target is knocked prone.

Special: Shotguns do +2 damage if fired at 2 squares or closer. At long range, they only deliver half damage.

Sniper: These weapons contain advanced targeting systems for long-range fire. They are available in chemical, laser, and magnetic variations.

Critical: Dependant on damage type.

Power (Daily): Free action. If you hit, add +5 to attack for the purposes of Marksman Talent.

Special: Sniper weapons list two bonuses for proficiency. You only receive the full proficiency bonus if you use a move action to aim. The full proficiency bonus ends if you move or are moved. The effect doesn't expire otherwise (so you don't have to use a move action on every turn if you don't move or are moved).

Sonic: The first sonic weapon was no more than a simple high-powered oscillating pain siren generating 175 decibel (dB) acoustic waves in all directions. Newer sonic weapons utilize high frequency ultrasound to carry the painful audio waves in a straight, focused path. This technology offers increased range with no adverse side effects for the firer. In practical uses, the sonic weapon may be downgraded to transmit a normal voice across 10x its range increment to any other target without fear of anyone else overhearing unless they are inline.

Critical: 1d6 damage/tech level.

Power (Daily): Free action. If you strike, the target is deafened (save ends) and dazed until the beginning of your next turn.

Sonic Stunner Special Rule: You only need to make a ranged attack. If the target is hit, it is weakened and slowed (save ends both) Additional impacts do not alter the results. On a critical hit, the target is also dazed until the beginning of your next turn.

Self Propelled Projectile (SPP): SPP weapons started emerging from Angel R&D and eventually found use across the world from identical development or stolen designs. They are small rockets fired from pistols or rifles that continue to accelerate after an initial air compression push fires them from the shell. Although more expensive, they

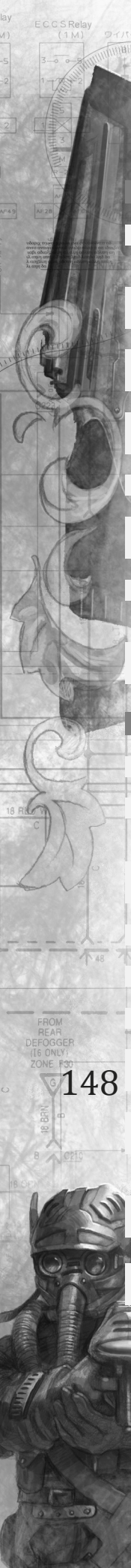


TABLE: TECHAN WEAPONS

SMALL ARMS, ONE-HANDED

Weapon	Prof.	Damage	Range	Price	Wt	Clip	Cell	Level	TL	Properties
Autoloader	+2	1d6	15/30	25	2 lb.	15	—	1	0	BCP, off-hand
Machine pistol	+2	1d6	15/30	35	3 lb.	30	—	1	0	Auto, BCP
Revolver	+2	1d4	15/30	15	2 lb.	6	—	1	0	BCP, immune, off-hand
Pocket pistol	+2	1d4	10/20	20	1 lb.	6	—	1	0	BCP, immune, off-hand
Dragoon	+2	1d6	10/20	15	3 lb.	2	—	1	0	Immune
Break-action shot pistol	+2	1d8	5/10	30	3 lb.	2	—	1	0	Immune, shotgun
Caseless pistol	+2	1d6	15/30	520	3 lb.	40	—	2	1	BCP, off-hand
Light machine pistol	+2	1d6	20/40	680	4 lb.	30	—	3	1	Auto, BCP
ESP pistol	+2	1d6	15/30	1,800	3 lb.	40	M	6	2	Auto, BCP
SPP pistol	+2	1d6	20/40	2,600	3 lb.	10	—	7	2	SPP
Coil pistol	+2	1d6	20/40	13,000	4 lb.	10	M	12	3	Gauss
Solid Laser pistol	+2	1d6	20/40	65,000	3 lb.	—	M20	17	4	Laser
Rail pistol	+2	1d6	20/40	65,000	4 lb.	10	M	17	4	Gauss, high crit
Plasma pistol	+2	1d6	20/40	325,000	3 lb.	—	M15	22	5	Plasma
Thumper laser pistol	+2	1d6	20/40	325,000	3 lb.	—	M30	22	5	Auto, high crit, laser
Capacitor plasma pistol	+2	1d6	20/40	1,625,000	3 lb.	—	M30	27	6	Auto, plasma

SMALL ARMS, TWO-HANDED

Weapon	Prof.	Damage	Range	Price	Wt	Clip	Cell	Level	TL	Properties
Assault rifle	+3	1d8	20/40	45	9 lb.	50	—	1	0	Auto, BCP
Shotgun	+2	1d10	10/20	40	10 lb.	6	—	1	0	BCP, shotgun
Bolt rifle	+3	1d8	20/40	35	8 lb.	5	—	1	0	Immune
Bolt sniper rifle	+2/+4	1d8	20/40	50	8 lb.	6	—	1	0	BCP, sniper
Machine shotgun	+2	1d10	10/20	520	15 lb.	30	—	2	1	Auto, BCP, shotgun
Submachine gun	+3	1d6	20/40	520	6 lb.	60	—	2	1	Auto, BCP
Sniper cannon	+2/+3	1d10	25/50	520	13 lb.	6	—	2	1	BCP, sniper
Caseless rifle	+3	1d8	20/40	680	10 lb.	100	—	3	1	Auto, BCP
ESP rifle	+3	1d8	25/40	2,600	15 lb.	100	M	7	2	Auto, BCP
SPP rifle	+3	1d8	30/60	3,400	14 lb.	20	—	8	2	SPP
Coilgun	+3	1d8	30/60	13,000	15 lb.	16	M	12	3	Gauss
SPP sensor gun	+2/+3	1d8	20/40	17,000	16 lb.	10	M	13	3	SPP, sniper
Ion rifle	+2	1d8	20/40	17,000	16 lb.	—	M20	13	3	Pincher
Sonic focus rifle	+2	1d8	15/30	21,000	17 lb.	—	M20	14	3	Sonic
Solid laser rifle	+3	1d8	30/60	65,000	15 lb.	—	M20	17	4	Laser
Railgun	+3	1d8	30/60	65,000	15 lb.	16	H	17	4	Gauss, high crit.
Ultimate sniper rifle	+2/+4	1d8	50/100	85,000	18 lb.	10	H	18	4	Gauss, High crit, sniper
Gauss repeater	+3	1d8	30/60	105,000	15 lb.	60	H	19	4	Auto, gauss, high crit
Plasma rifle	+3	1d8	30/60	325,000	17 lb.	—	M15	22	5	Plasma
Thumper laser Rifle	+3	1d8	30/60	325,000	17 lb.	—	H60	22	5	Auto, high crit, laser
Pulse capacitor rifle	+3	1d8	30/60	1,625,000	17 lb.	—	H80	27	6	Auto, plasma

TABLE: TECHAN WEAPONS CONTINUED

HEAVY WEAPONS

Weapon	Prof.	Damage	Range	Price	Wt	Clip	Cell	Level	TL	Properties
Machine light cannon	+1	1d10	20/40	55	45 lb.	120	—	1	0	BCP, heavy auto
Rotary cannon	+1	1d10	30/40	1,000	55 lb.	300	M600	5	1	BCP, heavy auto
ESP maelstrom	+1	1d10	40/80	4,200	140 lb.	400	M800	9	2	BCP, heavy auto
"God's Eye" sniper gun	+2/+4	2d8	60/120	5,000	40 lb.	10	H40	10	2	BCP, high crit, sniper
Ion cannon	+2	2d6	50/100	13,000	100 lb.	—	H40	12	3	Pincher
Coil light gun	+2	2d6	60/120	21,000	85 lb.	40	H	14	3	Gauss
Sonic devastator	+2	2d6	15/30	25,000	125 lb.	120	H40	15	3	Sonic
Railcannon	+2	2d6	60/120	105,000	85 lb.	120	H	19	4	Gauss, heavy auto, high crit
Solid laser cannon	+2	2d6	50/100	105,000	65 lb.	—	H30	19	4	Laser
Thumper laser cannon	+1	2d6	50/100	325,000	85 lb.	—	H200	22	5	Heavy auto, high crit, laser
Pulse mini-gun	+1	2d6	50/100	2,125,000	110 lb.	—	H200	28	6	Heavy auto, plasma
Capacitor apocalypse	+1	2d6	50/100	2,625,000	110 lb.	—	H200	29	6	Heavy auto, plasma

SPECIALTY WEAPONS (Can only be used with ranged basic attacks)

Weapon	Prof.	Damage	Range	Price	Wt	Clip	Cell	Level	TL	Properties
Capsicum spray	+1	Special	2/4	20	2 lb.	3	—	1	0	1-handed
Grenade launcher	+1	Special	10/20	60	9 lb.	1	—	1	0	1-handed, grenade
Grenade light weapon	+1	Special	15/30	70	40 lb.	6	—	1	0	2-handed, grenade
Electroshock gun	+2	1	2/4	520	3 lb.	—	B1	2	1	1-handed
Flamethrower	+0/+1	1d6	—	1,200	20 lb.	6	M	5	1	Heavy weapon
Net gun	+3	Special	5/10	680	10 lb.	1	—	3	1	2-handed
Rocket launcher	+2	2d6+10	30/60	360	20 lb.	1	—	1	1	Heavy weapon, exp 1, BCP
Grenade launcher, mark II	+1	Special	15/30	1,800	9 lb.	4	—	6	2	1-handed, grenade
Laser guided rocket launcher	+2	2d6+10	30/60	3,400	30 lb.	1	M	8	2	Heavy weapon, exp 1, guided
Ground heavy gun	+2	3d6	80/160	3,400	185 lb.	1	M	8	2	Heavy weapon, exp 3
Grenade launcher, mark III	+1	Special	20/40	9,000	9 lb.	6	—	11	3	1-handed, grenade
Sonic stunner	+2	Special	10/20	21,000	10 lb.	—	M10	14	3	2-handed
Disruptor	+2	Special	10/20	105,000	16 lb.	—	H20	19	4	1-handed
Restrainment field	+3	Special	20/40	45,000	10 lb.	—	M1	16	4	1-handed
Smart guided rocket launcher	+2	2d6+10	30/60	45,000	30 lb.	1	H	8	4	Heavy weapon, BCP, exp 2, guided
Plasma thrower	+0/+1	1d10	10/20	625,000	20 lb.	—	H10	25	5	2-handed
Plasma artillery	+3	2d10	50/100	3,125,000	110 lb.	—	H4	30	6	Heavy weapon, exp 2, plasma
Pulse blaster	+3	1d8	30/60	2,125,000	20 lb.	—	H5	28	6	Heavy weapon, exp 1, plasma
Vapor rifle	+3	2d6	20/40	2,625,000	12 lb.	—	H6	29	6	2-handed
Wave stunner	+3	Special	10/20	105,000	12 lb.	—	M5	19	4	2-handed, unique

proved useful for engagements when range mattered. The ammunition for SPP weapons are known as sabot rounds as the shell ejected breaks apart and the contained self-propelled projectile ignites, breaking from its seal. All SPP weapons can fire underwater, though their range is half. They are not common in techans hands but they have definitive advantages, such as explosive warheads and guidance systems.

Critical: 1d6 damage/tech level.

Power (Daily): Free action. Before firing, you may decide to re-roll a miss or gain a +5 to your attack roll.

READING THE WEAPON TABLE

Clip: The capacity of a loaded clip or cell. Check ammunition for prices.

Cell: If the weapon requires an energy cell, its type would be listed here. The ammunition the cell provides is also listed. A cell is always assumed to supply the full capacity listed when it is bought or loaded.

Level: The item level of the weapon.

Price: All costs are listed in uc.

Tech Level (TL): The tech level where the item can be found. This affects its availability, its sensitivity to EDF, and often times, its final price. It is also applied to damage rolls and attack rolls as an enhancement bonus. This is the minimum enhancement available for this weapon. You can purchase more advanced versions of these weapons (see later).

ADDITIONAL WEAPON DESCRIPTIONS

Capsicum Spray: This item employs a chemical irritant like capsaicin (common in some fruits, plants, and most chilies), also known as a lachrymatory agent. When a target is struck, the spray adheres a sticky, waxy liquid to the skin which is colorless and odorless. The spray contains almost pure capsaicin with a scoville rating of more than 10,000,000, double the intensity of ancient pepper spray. This increase emerged from the need to inflict greater pain on the new magical beasts roaming the world, the exact formula changes with each bastion. Most are built with a compressed canister while others eject a breakable projectile.

Effect: If struck, the target is dazed until the beginning of your next round.

Caseless: Caseless weapons use unique clipless, caseless ammunition. A square-shaped round is the entire firing mechanism. The shell is encased inside a solid propellant coffin, connected to others, and fed as a clip. Each bullet, when fired, incinerates its case, ejecting the remnants with the bullet. This makes a totally efficient system where no clips and no cases are used or ejected. Caseless weapons possess massive clip capacities.

Disruptor: This gun first emerged from a Porto beluga carrier from across the ocean and no one at Angel succeeded in reverse engineering the few models they found. Apparently someone at Porto's Tilthe Intelligica discovered that certain high-powered focused sonic waves inflict severe pain on certain targets. Prototypes, issued to test units, proved effective as an alternative to beam or shell weapons. The almost inaudible wave-rifle discharge inflicts massive damage on physical targets and on enemy combat units. However, in one incident, a test group encountered undead opponents and reported a much-elevated damage potential.

Damage: 1d12 to Undead, 1d8 to everything else.

Critical: +1d8 damage/tech level or 1d12 damage/tech level against undead. Undead are also slowed (save ends).

Power (Daily): No Action. If you strike, the target is dazed (save ends).

Electroshock Gun: This wand-shaped device fires air-compressed barbed darts attached to coils towards a target. Upon impact, the coils conduct a massive electrical current, disrupting superficial muscle functions. Because of the length of coil, there is no range increment to the gun, 30 feet being the maximum. The darts can penetrate enough to attach to anything. The darts are also magnetic. The electrical pulse does not need to penetrate skin to be effective. After used, tension springs recoil the darts and the coils back to the gun as a free action, making it available to fire again. However, it cannot fire for 10 rounds as its capacitor needs to charge.

Effect: Upon impact, the target is immobilized (save ends).

Electronic Stacked Projectiles (ESP): No longer are bullets loaded from an external clip and fired via a firing pin. Now they are loaded directly into the barrel, separated only by the propellant. The concept dates back to traditional fireworks except the stacked projectile weapon does not need to fire its entire payload when ignited. Electrical pulses launch the bullets in the proper order. Misfires are pushed out by the next round, preventing backfire. This removes the need for a clip, a firing pin, or for that matter, any moving parts at all. The greatest advantage of this technology is a phenomenal firing rate, capable of discharging rounds literally as a stream of bullets.

Flamethrower: This weapon shrunk in size over many years. Though still two-handed, it no longer requires an unsafe nozzle to an even more hazardous backpack. Modern flamethrowers keep their tank mounted under the weapon stock. The tank is comprised of a relatively safe solid fuel. When combined with air, it actually reacts into an expanding foam. A small battery compresses air in a separate chamber. The foam enters the final chamber and, when allowed to uncompresses, sprays out in liquid form. A magnesium igniter at its barrel sends the superheated stream of flame to its target. Despite rumors and urban legends, neith older nor modern flamethrower tanks explode easily if ruptured or if a spark flicks nearby. If the weapon tank is ruptured, the foam would break and spray but not automatically ignite. Even older models would only burst like aerosol cans and not violently explode.

Special: A flamethrower's proficiency is 0/+1. You only receive the full proficiency bonus if you use a move action to "root yourself". The full proficiency bonus ends if you move or are moved. The effect doesn't expire otherwise (so you don't have to use a move action on every turn if you don't move or are moved).

Property: All damage from the flamethrower is fire damage.

Power (Encounter): Free action. After you hit,

target(s) takes 4 ongoing fire damage (save ends). This damage is not cumulative with consecutive hits.

Attack: Dexterity vs. Reflex

Target: Each creature in a close blast 6

Critical: +1d6 fire damage/tech level.

Grenade Launcher/Weapon: All grenade launchers and weapons can load grenades only 0.5 lbs or less.

NetGun: If this weapon strikes a target, it is restrained. The victim needs to beat an Athletics check of 25 to escape.

Plasma Thrower: Plasma throwers are weapons that eject superheated compressed gas without the magnetic bubble. They operate like flamethrowers.

Property: All damage from the plasma thrower is fire damage.

Special: A plasma thrower's proficiency is 0/+1. You only receive the full proficiency bonus if you don't move at any point on your round.

Attack: Each creature in a burst 2 area

Critical: +1d10 fire damage/tech level.

Power (Encounter): Free action. After you hit, target (s) takes 5 ongoing fire damage (save ends). This damage is not cumulative with consecutive hits.

Special: Plasma throwers do not carry the plasma property.

Restrainment Field: This pistol shaped weapon export from Mann launches a balloon-styled force field, captureing a target by warping its containment matrix around its victim and then compressing the field to restrain the target from moving. Only large targets or smaller can be targeted. Each shot and every round holding the target uses one charge.

Effect: If struck, the target is restrained.

Thumpers: Along the solid light tunnel, pulses of concentrated energy run inside, striking in blasts of intense radiation, making this laser variant resemble a string of beads. The initial thump fires simultaneously along with the light tunnel, though the pulse reaches a fraction of a second behind. The tunnel remains as long as the gun continues to fire every round. Thumper technology offered increased damage to basic lasers.

Effect: Thumpers are the only lasers with auto or heavy auto properties.

Vapor Rifle: No one is entirely sure who created this weapon. This import first appeared in Angel several years ago and examples still pop up occasionally. All bastions but Mann have banned its use in Canam. When a captain on a sail galleon at York was asked about it, Porto refused to accept responsibility of the design, claiming a rival bastion known as Motego developed it in reprisal to Porto and to strike fear into a subservient population currently under their control. It fires a plasma bottle similar to other pulse weapons, but the gas inside is of a particular volatile mix. When struck, the victim is literally torn apart by the massive heat and chemical reaction some compare only to fluoroantimonic acid, as molecules are torn apart upon contact. If the pulse strikes a body of water, it actually causes the water to detonate in a tremendous explosion. When striking creatures, the pulse appears to simply vaporize a section of the victim, sometimes the entire body itself, leaving nothing but vapor and a clean cauterized cavity.

Critical: +8 damage/tech level.

Effect: This weapon does not require a roll for damage. It inflicts maximum [W] damage with every strike.

Special: If you strike water of at least 50 gallons, it detonates as a burst 1, doing ½ [W]. Roll for each target in blast.

Wave Stunner: The most advanced stunner designed features a lethal and non-lethal setting. The non-lethal mode employs millimeter wave electromagnetic radiation that penetrates 1/64th of an inch under the skin. This causes the water molecules under the skin to vibrate, activating pain sensors, giving the subject the impression they are on fire. The lethal setting increases the potency to microwave radiation, causing the skin to actually boil, resulting in severe burns. The wielder may change its setting as a free action.

Hit: Stun—Target is dazed and knocked prone until the beginning of your next turn. Kill—1d8 damage and the target is dazed until the beginning of your next turn.

Critical: Stun—Stun until the beginning of your next round and weakened (save ends). Kill—+1d8 damage per plus and the target is dazed (save ends).

Special: The stunner does not work on undead, incorporeal creatures, elementals, or any creatures with fire resistance.

SUPERIOR WEAPON ENHANCEMENT

The tech level listed for each weapon is not only the enhancement to both attack and damage rolls; it is also the minimum level of enhancement that weapon may have. These weapons operate identically to their lower tech counterparts except they are classed at their new tech level. As such, these weapons offer a higher enhancement to both attack and damage rolls, but they also class as a higher tech level item for the purposes of disruption. A weapon can be purchased up to two tech levels higher than its base (maximum six).

Fixed Tech Level Weapons: The following weapons cannot be purchased at higher tech levels: Immune weapons and Specialty weapons.

BASIC CHEMICAL PROJECTILES

Tech Level: 0

Weapons: Assault rifle, autoloader, bolt sniper rifle, machine light cannon, machine pistol, pocket pistol, shotgun

Tech Level	Cost	Level
TL1	360	1
TL2	1,800	6

ADVANCED CHEMICAL PROJECTILES

Tech Level: 1

Weapons: Caseless pistol, caseless rifle, light machine gun, machine shotgun, rotary cannon, sniper cannon, submachine gun

Tech Level	Cost	Level
TL2	2,600	7
TL3	13,000	12

ALTERNATE PROJECTILE WEAPONS

Tech Level: 2

Weapons: ESP maelstrom, ESP pistol, ESP rifle, SPP pistol, SPP rifle

Tech Level	Cost	Level
TL3	17,000	13
TL4	65,000	17

BASIC ELECTRIC WEAPONS

Tech Level: 3

Weapons: Coilgun, coil light gun, coil pistol, ion cannon, ion rifle, sonic devastator, sonic focus rifle, SPP sensor gun

Tech Level	Cost	Level
TL4	85,000	18
TL5	325,000	22

ADVANCED ELECTRIC AND BASIC ENERGY WEAPONS

Tech Level: 4

Weapons: Railcannon, rail pistol, solid laser cannon, solid laser rifle, solid laser rifle, railgun, ultimate sniper rifle

Tech Level	Cost	Level
TL5	425,000	23
TL6	1,625,000	27

ADVANCED ENERGY WEAPONS

Tech Level: 5

Weapons: Plasma pistol, thumper laser cannon, thumper laser rifle, plasma rifle, thumper laser rifle

Tech Level	Cost	Level
TL6	2,125,000	28

AMMUNITION

Supplies are extremely limited, forcing many to drop gunpowder weapons in favor of magic. This is reflected in the cost. Ammunition missing its target cannot be recovered. Prices listed are for the quantities indicated next to the entry. Each quantity listed weighs 0.5 lb. except for flame tanks (10 lb.) and rockets (2 lb.).

Note: All characters gain 2 full clips of ammunition (or cells) for all weapons when they purchase them. The only exceptions are grenade launchers (which are sold without ammunition).

A NOTE ON CLIPS

It would be frustrating to micromanage one's clip usage. When purchasing ammunition, you are assumed to purchasing clips as well for the capacities you need. You are not strolling into an encounter with boxes of loose ammunition. You are expected to be prepared.

ALTERNATE AMMUNITION

Certain weapons can have their standard ammunition altered with a more advanced substitute. Some variants deliver more damage while others fill a specific purpose against an enemy. Some ammunition can only be used with specific ammo types. Alternate ammunition costs four times as much as standard ammunition.

TABLE: AMMUNITION

Ammunition Type	[W] Application	Cost
Battery cell – B (5)	Various	10
Battery cell – M (2)	Various	50
Battery cell – H (1)	Various	150
Capsicum cartridge (3)	—	4
Caseless round (20)	1d6	2
Caseless round (20)	1d8	3
ESP bullet (20)	1d6	2
ESP bullet (20)	1d8	3
Flame tank (15 capacity)	1d6	50
Gauss iron flechette (10)	1d6	10
Gauss iron flechette (10)	1d8	20
Gauss iron flechette (10)	2d6	40
Net cartridge (1)	—	4
Rocket (1)	2d6+10	360
Rocket, guided (1)	2d6+10	1,500
Sabot SPP (10)	1d6	2
Sabot SPP (10)	1d8	4
Shotgun slug (10)	1d8/1d10	3
Traditional bullet/BCP (20)	1d4/1d6	1
Traditional bullet/BCP (20)	1d8	2
Traditional bullet/BCP (20)	2d6/2d8	5
Heavy shell (1)	3d6	20

Fae Iron rounds: Rare, but some bastions made limited runs of fae-iron rounds, especially more xenophobic bastions like Mann. Bastions with positive echan relations like York and Selkirk prohibit their manufacture and sale. They may be purchased to alternate any non-energy round.

Silvered: Silver tipped rounds may be alternated with any non-energy round.

GRENADES & EXPLOSIVES

Grenades: These explosives come equipped with either an impact detonator or a 1-round timer detonator (exploding at the beginning or end of your next turn—your choice—as a free action). They can be used as a grenade (thrown or in a launcher) without requiring a Demolitions skill roll. When done so, employ a Grenade Attack instead of an Explosives Attack. A grenade can still be used with another detonator but this requires the purchase of a detonator and the use of the Demolitions skill to plant it. Select which of the two given detonators you are employing when activating the power (technically, it is a single detonator but for rules purposes, they are counted as separate). Some modified grenades can be thrown but many cannot (like wire triggered).

Explosives: Explosives all require a detonator and are not equipped with one. Some explosives are not designed to be used as an explosive and may be overly sensitive as well as cumbersome. Explosives can be triggered without a

TABLE: GRENADES & EXPLOSIVES

Weapon	Damage	Type	Exp	Wt	Cost	TL	Lvl	Properties	Symp	Detonator
Grenades										
Concussion	1[1]	Physical	1	0.5 lb.	10	0	1	Special	No	Detonator
EMP	None	None	3[2]	1 lb.	200	3	11	Special	No	Detonator
Flashbang	Special	Special	2	0.5 lb.	50	1	1	Special	No	Detonator
Fragmentation	1d8	Physical	2	0.5 lb.	50	1	1		No	Detonator
Fragmentation L2	1d8	Physical	2	0.5 lb.	200	3	10		No	Detonator
High-Yield (HMX)	2d6	Physical	1	0.5 lb.	75	1	1	High Crit.	No	Detonator
Nerve Toxin	2d8	Poison	2	1 lb.	500	4	16	Unique	No	Detonator
Plasma	2d8	Fire	3	0.5 lb.	4,000	5	21	Plasma	No	Detonator
Riot	None	Poison	1/2/3	1 lb.	75	1	1	Special	No	Detonator
Smoke-Signal	None	None	0	0.5 lb.	5	0	1	Special	No	Detonator
Smoke-Screening	None	None	2/3/4	0.5 lb.	10	0	1	Special	No	Detonator
White Phosphorus	1d8	Fire	1/2/3	0.5 lb.	500	1	1	Special	No	Detonator
Explosives										
Auto Fuel	1d6	Fire	1[2]	1 g./8lb.	5	0	1	Special	Yes	Ignition
Exposed gunpowder	1d6	Physical	1	1 lb.	10	0	1		Yes	Ignition
Fertilizer / ANFO	1d6	Physical	1	1 lb.	10	0	1		No	Explosive
Jet Fuel	1d8	Fire	1[2]	1 g./8lb.	10	0	1	Special	Yes	Explosive
Composition L1	1d10	Physical	1[3]	1 lb.	50	2	6	High Crit.	No	Detonator
Composition L2	1d10	Physical	1[3]	1 lb.	300	3	11	High Crit.	No	Detonator
Composition L3	1d10	Physical	1[3]	1 lb.	900	4	16	High Crit.	No	Detonator
Composition L4	1d10	Physical	1[3]	1 lb.	4,000	5	21	High Crit.	No	Detonator
Nitroglycerin	1d12	Physical	1	1 lb.	50	0	1	Special	Yes	Explosive
TNT	1d8	Physical	1	1 lb.	20	0	1		Yes	Explosive

[1] This damage cannot be increased with attribute or power bonuses.

[2] This explosive only has a normal area burst effect and doesn't carry the Exp property (the area of effect cannot be moved or altered).

[3] The area of effect can be modified. See below.

Demolitions skill roll but one is required to plant a detonator (whoever rolled the Demolitions Skill uses the power).

Physical: On a hit, all grenades and explosives with the physical damage type knock medium or smaller targets prone. A critical hit will knock down larger or smaller opponents prone.

Range: All grenades have a thrown range of 5/10. Explosives 1 lb. to 5 lb. have an effective range of 5 squares (no long range) and suffer a -2 penalty to attack rolls. You cannot effectively throw any explosives larger than 5 lb.

READING THE TABLE

Exp: All explosives have the Exp property (see Weapons). This entry indicates the burst size. All targets within the burst radius are attacked.

Detonator: This indicates the type of detonator required to trigger the explosive: *Ignition*—requires an ignition source (a flame or another explosive), *Explosive*—requires another explosive (it will not detonate with an ignition), *Detonator*—requires an actual detonator (it will not detonate otherwise). *Note:* Grenades are equipped automatically with an impact detonator or 1-round timer detonator (choose when employing the grenade).

Symp (Sympathetic): A "yes" indicates it can be detonated if caught in the radius of another explosion. A "no" indicates it cannot but it doesn't mean it cannot be used as an explosive. You may have to wire a detonator or plant an explosive directly to it. If so, then it will detonate.

Properties: Like weapons, explosives have weapon properties.

TL: For all explosives, the tech level is applied to damage but not attack rolls. For planted explosives, the tech level of the detonator is applied to attack rolls. All grenades and explosives with a TL higher than 0 have a critical rating of 1d6.

COMBAT WITH GRENADES AND EXPLOSIVES

Most explosives listed can be either a grenade or a planted explosive. Grenades can be thrown or loaded into a grenade launcher and they detonate upon impact or on your next turn (beginning or ending). You select this when using the grenade.

You can use a grenade or explosive only with powers listed with the Explosive keyword. These don't count as a melee or ranged basic attack.

Planted explosives require a detonator and a demolitions roll. The planting of explosives grant opportunity attacks. For every additional block of explosive used per square (all the explosives in the square wired to the attack), add an additional +1[W] damage. For every two additional blocks wired to an attack, add an additional +1 to area burst. There is no blast radius limit but there is a damage limit based on your level: Heroic 3[W] damage; Paragon 4[W] damage; Epic 6[W] damage. At 21st level, basic explosive attacks gain an additional +1[W] damage (listed in the

power). This increases the damage by +1[W]; it doesn't double the damage of the explosives being set.

You can trigger as many detonators as you wish in a turn, granted they are all remote detonation. There is no limit on the number of immediate interrupts for trigger detonators in a round.

You can use any explosives with an explosives attack, even grenades. If you use grenades as a planted demolition, use Demolition skill rules and detonate using an Explosive attack, not a Grenade Attack.

Damaging Structures: If planting explosives around structures (buildings, bridges, dams, etc), there is no damage limit. In addition, these structures are considered helpless. This doesn't apply to non-structures caught in the same blast. In this case, separate the attacks and damage values between the structure and normal targets.

Direct Attachment: If you attach an explosive directly to a target or have explosives in the same square of a target that is unwilling or incapable to evade the attack, the target is automatically hit and is considered helpless for the attack. This only applies to planted explosives which require a Demolitions skill roll.

Detonating Collateral explosives: Explosives or explosive material caught in the area of detonated explosives have a chance to go off as well. Make a save for each square that contains collateral explosives and for each type of collateral explosive (referring to the explosives table). The GM may override this rule depending on each unique situation whether explosives caught in the pressure and heat of an explosion detonate. A moldable explosive may not go up but a tank of gasoline might. If so, the collateral explosive is included in the initial power only if the collateral explosive is located in the same square as the primary explosion. If in a separate square, the collateral explosive is handled as a separate attack. Collateral explosives can be hidden in crates, in vehicle tanks, or on people (whether alive or dead).

The following possible explosives cannot detonate on their own: Ammunition (All), flamethrower tanks, and warheads (rockets/missiles).

Example: If you strap a grenade to a tank of gas, the tank can be considered part of the primary explosion. Therefore, it adds damage and increases blast radius of the initial power. If caught in a separate square, it explodes as well, but is handled separately.

Proxy Detonation: If a character that sets an explosive with a timed or triggered detonator is killed, rendered unconscious or otherwise indisposed, the explosive still goes off per its conditions as if the character was alive and alert for the detonation. Further, if another character sets off a remote detonator prepared by another character, the character who set the original explosive (and rolled the Demolition skill) activates the power but the character that set off the explosive uses the action.

Throwing Custom Explosives: Throwing explosives which are created with the Demolitions skill are dependent on the conditions of the explosive. The demolition skill is still rolled but the attack is often carried out by the thrower (there may be exceptions depending on each situation) and thus uses a grenade attack.

Aftereffects: After an explosive or grenade is detonated, the affected squares remain lightly obscured for 1 round (until the end of the beginning of the next turn in which it is detonated).

GRENADE ATTACK
Alternate Attack Power

You hope it's not a dud.

At-Will • Martial, Weapon
Standard Action **Special**
Requirement: You must have a grenade in hand.
Special: Refer to the table above for damage, range, and area burst. Use a grenade launcher for ranges of those weapons.
Target: All creatures in burst
Attack: Dexterity vs. Reflex. If the grenade is thrown, gain a +2 power bonus to hit at Paragon tier, +4 power bonus to attack at Epic tier. Grenade Launcher's add their Tech Level as an enhancement bonus to attack only (not damage).
Hit: 1[W] + Dexterity modifier damage. Increase to 2 [W] + Dexterity modifier damage at 21st level.
Miss: Half damage for those in burst and no special effects.

EXPLOSIVES ATTACK
Alternate Attack Power

The enemy strays too close to your planted explosive. Hopefully it will go off as planned.

At-Will • Martial, Weapon
Standard Action **Special**
Requirement: You must have succeeded in your Demolitions skill check.
Special: Refer to the table above for damage, range, and area burst.
Target: All creatures in burst
Attack: Intelligence vs. Reflex; add the Tech Level of the detonator to all attack rolls
Hit: 1[W] + Dexterity modifier damage. Increase to 2 [W] + Dexterity modifier damage at 21st level.
Miss: Half damage for those in burst and no special effects.

EXPLOSIVE AND GRENADE TYPES

Composition Explosive: This soft, malleable explosive is less effective for grenade use, being more specialized for standard demolition. It can be cut, formed, wrapped, and combined with others of its type. Composition explosive is more expensive than standard explosive but effective in its capacity. It is also extremely stable.

Special: Part of the case used to transport this explosive can also be used to direct the blast upon detonation. Upon a successful Demolitions skill check, you can alter a "close burst 1" to a "close blast 3". You must determine which area is being affected by the explosive when you set it and once set and your Demolition skill rolled, you cannot alter the explosive pattern without starting over. You cannot improve the affected area of a close blast beyond 3 (with additional explosives).

Concussion: This light explosive uses air pressure as well as shrapnel to disrupt enemy lines. They are often

employed in mines and in air bursts to break up dense collections of personnel.

Special: The concussion explosive does a single point of damage. If targeting a structure or a helpless opponent, the damage increases to 1d8.

EMP: EMPs don't inflict any damage, but instead, discharge an electromagnetic burst that disrupts electronics.

Special: When detonated, all TL1 and greater technology that employs a cell suffers disruption. Vehicles suffer a -5 penalty to all Vehicle Operation skill checks (save ends). The vehicle brakes every turn until it saves.

Flashbang: Also simply referred to as a stun grenade, a flashbang reduces the combat effectiveness of opponents by confusing and disorientating them with a sudden blinding magnesium generated light and a deafening blast. The grenade body doesn't actually fragment so no shrapnel is dispersed.

Special: It won't cause permanent injury, but those hit are blinded and deafened until the end of your next turn.

Fragmentation: Frags are designed purely as an antipersonnel explosive by discharging dozens of plastic or steel flechettes blowing out along with fragments of the explosive's own shell. This deadly shrapnel shreds anything it touches.

Fuel, Auto/Jet: Despite what movies will have you believe, it's not easy to set jet fuel ablaze. Standard automotive fuel, however, is very different.

Special: Target's caught in the area of effect at detonation also suffer 5 ongoing fire damage (save ends). The area of effect is also on fire until the end of the encounter (or five minutes). Any target moving into an affected square on its turn or any target beginning its turn in an affected square suffer the basic damage of the fuel (1d6 or 1d8).

Nerve Toxin: A deadly and illegal weapon, this grenade expels a gas that attacks the nerve cells of a living creature. Paralysis sets in, followed quickly by death. A potent gaseous mixture blending a batrachotoxin and taipoxin and several other agents produces a deadly gas that causes complete paralysis of all muscles by stopping the release of acetylcholine. By blocking nerve pulses to the muscles, the subject dies from asphyxiation or heart failure. Nerve toxin grenades are a gas effect that only affects living creatures.

Special: Targets are dazed (save ends). In addition, targets hit suffer 5 ongoing poison damage (save ends). Because of the lethality of the toxin, the target suffers a -4 penalty to save against the ongoing damage and the first success becomes an automatic failure.

Nitroglycerin: One of the oldest explosives, nitro is not longer actively used due to its instability.

Special: Nitroglycerin will always detonate if caught in the blast radius of another explosive, if dropped from a height of more than 5 feet, or if ignited.

Riot Grenade: Riot grenades are used usually to disperse crowds and disorientate attackers. The grenade doesn't explode but rather opens valves, releasing the compressed nerve gas. The gas replicates a smoke field, except it causes skin and eye irritation on contact, throat and nose irritation if inhaled.

Special: These fill 1 square the turn they are deployed, expanding an additional square every turn until they reach burst 3. Those caught inside or move through the field are slowed. Targets that stay inside after two turns are blinded. After three turns inside, they are weakened. This effect is continuous until the targets leave the field and for one round after.

Smoke Grenade: There are three types of smoke grenades: screening grenades, signal grenades, and white phosphorous grenades. Most smoke grenades are employed as signaling devices, though they can also be used to screen unit movements and conceal advancement and hinder enemy fire. Signal smoke grenades cannot be used for screening, though screening grenades can be used as a signal grenade. Screening grenades either expel a hexachloroethane/zinc (HC) mixture that is also an irritant or a terephthalic acid mixture (TA), which is harmless. Signal grenades use potassium chlorate, lactose, and a colored dye to work. Signal grenades are available in several colors, including white, red, yellow, green, and purple. The white phosphorus grenade is a smoke grenade with an explosive burst. Rather than burning to make smoke, the phosphorous ignites in the air after spreading. The brilliant yellow flame produces phosphorus pentoxide, the smoke, as a byproduct. The intense heat allows the grenade to double as an antipersonal weapon. The heat is devastating in close quarters.

Screening Special Rule: Screening grenades fill 2 squares in their area the round they are deployed, expanding an additional square every additional turn until they reach burst 4. The smoke obscures all sight, including night vision. Everyone inside or on opposite sides of the smoke from an attack are granted total concealment. After four rounds, a saving throw ends the effect. Wind disperses the smoke.

White Phosphorus Special Rule: This grenade has the same effect as the screening grenade except it also delivers damage and ongoing 4 fire damage on a successful strike (save ends).

TNT (Trinitrotoluene): TNT is the standard explosive to which all others are compared. Although not employed in modern industry or military applications, it is still common in black market circles and in civilian use (eg: mining). Unlike moldable explosive, TNT can accidentally detonate if caught in the blast of another explosion.

ARMOR

READING THE ARMOR TABLE

Tech Level (TL): The tech level of the item is applied as an enhancement bonus to AC. Only armor with power can be disrupted. Some armor is available at higher tech levels. Their enhancement and prices are listed under their description.

Hit Points: Powered or advanced armor are machines with their own hit point value. These are the hit points of the suit.

Cell: The power usage of the armor. Some armor operates without power but does not offer its additional benefits. Power armor cannot operate without a power cell. All armor that utilizes a cell uses one charge per encounter. The energy they drain outside of an encounter is inconsequential.

TABLE: ARMOR

LIGHT ARMOR

Armor	Bonus	Check	Speed	Price	Wt	TL	HP	Cell	Thres.	Level
Limshau kawabari	+2/+3[1]	—	—	50gp	15 lb.	0	—	—	—	1
Synthetic weave	+2	—	—	25uc	10 lb.	0	—	—	—	1
Ballistics armor	+3	-1	—	35uc	20 lb.	0	—	—	—	3
Force body vest	+3/+4	—	—	880uc	10 lb.	1	—	—	—	3/1
Aramid combat suit[1]	+3/+5	—	—	5,200uc	25 lb.	2	—	—	—	8/6
Aramid survival suit[1]	+3/+6	-1	—	26,000uc	25 lb.	3	—	—	—	13/11
Spider-silk suit	+4/+7	—	—	111,000uc	25 lb.	4	—	—	—	16/16/14
Blinder-mail	+4/+8	—	—	110,000uc	35 lb.	4	—	H40	—	17/16
Nanotech combat armor[1]	+4/+9	-1	—	650,000uc	25 lb.	5	—	H10	—	23/21
Skinplate[1]	+4/+9	—	+1	671,000uc	265 lb.[2]	5	25	H10	5	24/20/14

HEAVY ARMOR

Armor	Bonus	Check	Speed	Price	Wt	TL	HP	Cell	Thres.	Level
Flack longcoat	+6	-1	—	45uc	30 lb.	0	—	—	—	1
Carbide armor	+7	-2	-1	55uc	40 lb.	0	—	—	—	1
Yowie suit	+5	-2		2,160uc	40 lb.	1	—	—	—	6/4
Tactical body armor[1]	+8	—	-1	1,040uc	30 lb.	1	—	—	—	3/1
Advanced wasteland[1]	+8	-1	-1	6,800uc	35 lb.	2	—	M	—	8/8
Tech-mail	+8	-1	-1	22,000uc	40 lb.	3	—	—	—	12/11
Full combat warrior[1]	+9	-2	-1	39,000uc	45 lb	3	—	M	—	14/11/11
Combat exoskeleton[1]	+11	-3	-1	89,400uc	945 lb.[2]	4	25	H10	5	17/14/11
Mobile motor armor[1]	+11	-2	-1	191,000uc	1,000 lb.[2]	4	25	H10	5	17/14/11
Vulture system	+10	-1	-1	195,000uc	350 lb.[2]	4	10	H20	1	20/16/15
Rack power suit[1]	+11	-2	—	275,000uc	1,050 lb.[2]	4	25	H10	5	20/19/16
Mobile motor armor[1]	+11	-2	-1	475,000uc	1,250 lb.[2]	5	25	H10	5	22/18/17
Mobile motor armor[1]	+14	-2	-1	1,455,000uc	1,250 lb.[2]	6	25	H10	5	26/21/19
Apostle motor slave[1]	+14	-2	-1	1,875,000uc	1,850 lb.[2]	6	50	H10	10	25/25/14

SHIELDS

Shields	Bonus	Check	Speed	Price	Weight	TL
Janoahn master shield	+2	-1	—	40gp	10 lb.	0
Limshau buckler[1]	+1	—	—	50gp	3 lb.	0
Forced defense shield[1]	+3	-1	-1	75uc	10 lb.	0

[1]See text

[2]Advanced Armor. Does not affect encumbrance. The armor supports itself.

Threshold: The maximum number of hit points you can transfer from an attack to a powered armor's hit points. Remaining damage is shunted to the character. This takes no action.

Level: Several suits of techan armor feature additional benefits which take the place of other items of equivalent enchantment. As a result, for the purposes of acquiring them at higher levels, these suits are listed with a breakdown of their different components. You can neither purchase components of armor nor purchase armor with a missing component. The cost listed is the total of all these levels.

LIGHT ARMOR

Aramid Combat Suit: Over the regular survival suit, the combat suit employs and blends harder materials, from rigid plates and flexible aramids. Additional layers of nylon separate staggered sheets of thin polymer plastic.

Defense Bonus: Gain +2 item bonus to Reflex defense and +2 to Fortitude defense.

Resistance: This suit has resist 5 fire.

Higher Tech Level: TL3 – 34,000 uc, Level 14/12. Armor bonus is unchanged. Enhancement applies to AC, Reflex, and Fortitude. TL4 – 150,000 uc, Level 18/17. Armor bonus increases to +4. Enhancement applies to AC, Reflex, and Fortitude.

Aramid Survival Suit: Aramids initially appeared from York. It employs a combination of flexible aramid fabrics and rigid ceramic and metal plates. This suit covers the wearer completely, sealing her from the outside environment.

Defense Bonus: Gain +3 item bonus to Reflex defense and +3 to Fortitude defense.

Resistances: This suit has resist 5 fire and 5 cold.

Special: The AC bonus of the suit drops by 3 if wet, only returning when dry.

Higher Tech Level: TL4 – 130,000 uc, Level 18/16. Armor bonus increases to +4. Enhancement applies to AC, Reflex, and Fortitude; TL5– 510,000 uc, Level 23/18. Armor bonus increases to +4. Enhancement applies to AC, Reflex, and Fortitude.

Ballistics Armor: This is a light, but still somewhat clumsy, collection of ceramic and polymer plates placed strategically to withstand impacts without hampering maneuverability significantly.

Higher Tech Level: TL1 – 360 uc, Level 1; TL2 - 1,800 uc, Level 6; TL3 - 9,000 uc, Level 11; TL4 - 45,000 uc, Level 16 (increase Armor bonus to +4); TL5 – 225,000 uc, Level 21, TL6 – 1,125,000 uc, Level 26 (increase Armor bonus to +5).

Blinder-Mail: This resembles a lightened version of the heavier titanium carbide armor. What it offers in addition is a holographic camouflage net that can alter the physical properties of the suit to resemble nearly any terrain it is using.

Defense Bonus: Gain +4 item bonus to Reflex defense.

Stealth: Gain a +5 item bonus to Stealth. In additional, if you don't move on your round, you gain total concealment until the beginning of your next round.

Special: Every round you receive the benefits of the Stealth ability, you use up a battery charge.

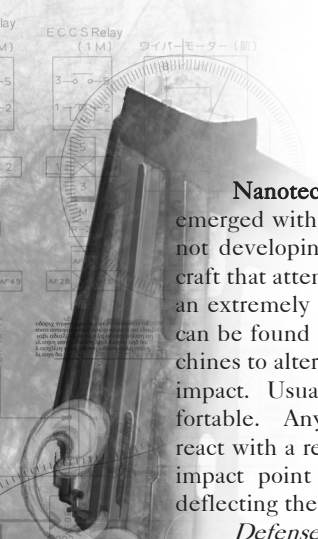
Higher Tech Level: TL5 – 550,000 uc, Level 22/21. Armor bonus is unchanged. Enhancement applies to AC and Reflex defense.

Force Body Vest: An upgrade from basic ballistics armor, this variation is lighter, equally as resilient, and is offered in a modular configuration. This makes a proper fit to prevent stumbling.

Defense Bonus: Gain +1 item bonus to Reflex defense and +1 item bonus to Fortitude defense.

Limshau Kawabari: Overlapping layers of leather pieces sewn together to form fit the user, Limshau kawabari looks as unique as it feels. A master leathersmith must individually fit each suit of Limshau leather to its owner, although a captured suit can be resized to fit a new owner at a cost of 2d4x100 gp. Limshau leather looks distinctive against other leather armors. The most obvious telltale signs are numerous belt latches over the whole body. It is only available in white or black.

Custodian Special Rule: This armor offers an additional +1 bonus to AC to custodians. Enchanted Limshau armor counts as leather. It becomes Feyleather at +4 and Starleather armor at +6. It is also still Limshau armor.



Nanotech Combat Armor: This advanced suit emerged with refugees from Mann, but even they admit to not developing it. They claim it was taken from a Porto craft that attempted a diplomatic mission to Mann. It is still an extremely rare item and rumors claim less than a dozen can be found in Canam. The suit uses molecule-sized machines to alter the composition of the suit depending on the impact. Usually, the combat suit remains elastic and comfortable. Anytime any impact occurs the micromachines react with a response time of less than 0.035 seconds. The impact point becomes immediately inflexible and solid, deflecting the attack.

Defense Bonus: Gain +5 item bonus to Reflex defense and +5 item bonus to Fortitude defense.

Power (Daily): Immediate Interrupt. Nullify an enemy's critical hit. You take no damage.

Special: If this armor suffers disruption, the daily power cannot be used until back online and the suit drops its AC by 3.

Higher Tech Level: TL6 - 2,650,000 uc, Level 28/24. Armor bonus increases to +5. Enhancement applies to AC, Reflex, and Fortitude.

Skinplate: This is a small powered armor that leaves little to the imagination. It forms itself to the curvature of the body. A buyer cannot simply purchase one off a shelf. It must be adjusted specifically to the user. It employs a combination of lightweight polymers and aramids reinforced with carbon fullerene rings. Solid limbs are made from silicon carbide ceramic which slide perfectly to allow movement via a magnetorheological fluid. The suit covers the entire body and employs a helmet that seals the suit completely.

Defense Bonus: Gain +5 item bonus to Reflex defense and +5 item bonus to Fortitude defense.

Boosters: Gain a +5 item bonus to Athletics when performing a Jump.

EDF Recovery (Daily): Minor action. If disrupted, the machine comes back online.

Resistances: Gain resist 5 fire, 5 lightning, 5 acid, and 10 poison.

Maneuverability: You also gain a +2 item bonus to all Acrobatic rolls and a +1 item bonus to speed (already incorporated in the table).

Special: The power system operates the entire suit and, if it is disrupted, the suit becomes immobile until back online. Entering and powering the suit is the same as donning full plate.

Higher Tech Level: TL6 – 2,495,000 uc, Level 28/22/16. Armor bonus increases to +5. Enhancement applies to AC, Reflex, and Fortitude.

Spider Silk Suit: Selkirk sold this technology to Angel, which was later stolen by Mann. Computer controlled looms weave super thin synthetic silk into an extremely flexible nylon. When struck with any attack, the spider silk resists as hard as steel but will still flex more than soft rubber. It employs several thicker pads of carbon fiber in key areas. The spider suit allows for extreme maneuverability.

Agility: Gain +2 item bonus to all Acrobatic rolls.

Defense Bonus: Gain +4 item bonus to Reflex defense and +4 item bonus to Fortitude defense.

Resistance: Gain resist 5 lightning.

Higher Tech Level: TL5 – 471,000 uc, Level 21/21/14. Enhancement applies AC, Reflex and Fortitude.

Synthetic Weave: The predecessor to advanced aromatic polyamides, this full body set includes thicker pads for impact damage reduction from slashing. They are, however, vulnerable to piercing attacks. Nevertheless, they are a popular basic outfit and the comfortable choice for many in the field.

Higher Tech Level: TL1 – 360 uc, Level 1; TL2 - 1,800 uc, Level 6; TL3 - 9,000 uc, Level 11; TL4 - 45,000 uc, Level 16 (increase armor bonus to +3); TL5 – 225,000 uc, Level 21, TL6 – 1,125,000uc, Level 26 (increase armor bonus to +4).

HEAVY ARMOR

Advanced Wasteland Armor: An evolved form of the full combat warrior, the wasteland suit was designed to combat more severe threats to techa. It is a pressure suit derived from old designs used in space travel. Cooling systems maintain internal temperature in the harshest environments. A sealed helmet processes external gases.

Defense Bonus: Gain +2 item bonus to Reflex defense and +2 item bonus to Fortitude defense.

Resistances: 5 poison, 5 cold, and 5 fire.

Targeting: You also gain a +1 item bonus to damage rolls with ranged weapons when firing long range.

Special: Only the targeting system works off the battery and is the only system rendered ineffective if the suit is neutralized by EDF.

Higher Tech Level: TL3 – 26,000 uc, Level 13/11, armor bonus is unchanged; TL4 – 130,000 uc, Level 18/16, armor bonus increases to +11. Enhancement applies to AC, Reflex, and Fortitude.

Apostle Motor Slave: The main front line defender of Mann, this intimidating armor requires its user to slip into a form-fitting suit that fits tight in the control area. The pilot's head fits only partially in the machine's helmet with most of the user's body sitting in the trunk of the power armor. His arms extend to the elbows and the legs only to the knees. The apostle is banned technology and Mann threatens retribution to any sanctioned government agency employing them. It considers their use outside of Mann's walls blasphemy, claiming the knowledge was bestowed upon them from god. Although this prevents their deployment in some bastions, mercenary units have no such loyalties to the fanatical city.

Amplified Strength: Gain a +2 item bonus to Athletics checks and Strength ability checks (but not Strength attacks). Add +1 square to the distance of any push effect you create.

Defense Bonus: Gain +3 item bonus to Reflex defense and +6 item bonus to Fortitude defense.

Gauntlets: Unarmed attacks with armor do 1d6 damage. Add the TL of the armor as an enhancement bonus to attack and damage rolls.

Large Armor: The Apostle is a large armor. It has a reach of 2.

EDF Recovery (Daily): Minor action. If disrupted, the machine comes back online.

Resistances: 10 fire, 10 acid, 10 cold, and 10 poison.

Regeneration: Gains regeneration 1 to its own hit points.

Sensor Net: Gain +2 item bonus to Insight checks and Perception checks.

Weapon Mount: Gain a shoulder or arm mounted assembly, which frees up a hand. This mount acts as a hand or a brace for holding or mounting weapons.

Special: The Apostle requires a power cell to operate and none of its functions work without it. If it disrupts, you are restrained.

Carbide Armor: Super strong plates of tungsten carbide are strapped inside flexible nylons shirts and pants to offer remarkable stopping power. These plates are heavy and can be clumsy on the wearer.

Higher Tech Level: TL1 – 360 uc, Level 1; TL2 - 1,800 uc, Level 6; TL3 – 9,000 uc, Level 11; TL4 – 45,000 uc (increase armor bonus to +11); TL5 – 225,000 uc, Level 21; TL6 – 1,125,000 uc, Level 26 (increase armor bonus to +14).

Combat Exoskeleton: The combat exoskeleton initially appeared in Selkirk, reverse engineered from stolen Mann technology. The suit resembles an oversized piece of medieval plate, reinforced by limbs of titanium, and amplified by synthetic muscle fibers running through the entire assembly. Though not very pretty, the Com-Ex has proved its usefulness in combat.

Amplified Strength: Gain a +1 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).

Defense Bonus: Gain +2 item bonus to Reflex defense and +4 item bonus to Fortitude defense.

Gauntlets: Unarmed attacks with armor do 1d6 damage. Add the TL of the armor as an enhancement bonus to attack and damage rolls.

Large Armor: The exoskeleton is a large armor. It has a reach 2.

Resistances: 5 cold and 5 fire.

EDF Recovery (Daily): Minor action. If disrupted, the machine comes back online.

Special: The power system operates the entire suit and if it is disrupted, the suit becomes restrained until back online. Entering and powering the suit is the same as donning full plate.

Flack Longcoat: This clumsy but stylish piece of subtle outerwear contains a thick inner layer of flexible aramid patches able to resist cutting and piercing. It comes available in brown or black. It leaves the head vulnerable, even with the collar up.

Higher Tech Level: TL1 – 360 uc, Level 1; TL2 - 1,800 uc, Level 6; TL3 – 9,000 uc, Level 11; TL4 – 45,000 uc (increase armor bonus to +10); TL5 – 225,000 uc, Level 21; TL6 – 1,125,000 uc, Level 26 (increase armor bonus to +13).

Full combat warrior: The full combat suit is a mixture of aramid padding and titanium plates in water-resistant layers of nylon and metallic fibers covered by patterned camouflage. It offers an insulated backpack-mounted computer system that controls various systems on the suit.

Defense Bonus: Gain +3 item bonus to Reflex defense, +3 item bonus to Fortitude defense, and a +3 item bonus to Will defense.

Equipment: Short-range communicator and nightvision goggles. All systems run off the main power cell.

Resistance: 4 fire.

Stealth: Gain +2 item bonus to Stealth checks (nullifying its check penalty with that skill).

Targeting: You also gain a +1 item bonus to damage rolls with ranged weapons when firing into long range.

Higher Tech Level: TL4 – 195,000 uc, Level 19/16/16, armor bonus increases to +11. Enhancement applies to AC, Reflex, Fortitude, and Will.

Mobile Motor Armor: In the wasteland of open echa, not all treasures are enchanted. In the mad dash to traverse this dangerous environment, occasional travelers fail, leaving their bodies clutching on to the lingering threads of their failed technology, only to be found by others. There are rumors of some mercenary companies that refuse allegiance to any bastion and flaunt technology that rivals anything behind the walls. They do this by reverse engineering found relics. They assume a few crashed between bastion states while others might have fallen from orbit. They may also have survived from the previous age, though any theory would be pure speculation. Other than the named powered armor bastions gloat, mercenary companies have produced prototypes of their own design, even selling them to other mercenary companies (though never selling them the most advanced, reserving that for themselves). These unique designs are simply called the Mobile Motor Armors. No two look alike, but they all share similar properties.

Defense Bonus: Gain the armor's TL as an item bonus to Fortitude defense and AC. Gain half the armor's TL (rounded down) as an item bonus to Reflex defense.

Gauntlets: Unarmed attacks with armor do 1d6 damage. Add the TL of the armor as an enhancement bonus to attack and damage rolls.

Large or Agile: The armor can either be medium and agile or large and intimidating. If agile, the armor gains a +2 item bonus to all acrobatic rolls and a +2 item bonus to athletics when performing a jump. It also gains its full TL to Reflex defense instead of half. If large, the armor has a reach of 2. Both armors can wield two-handed weapons as one-handed.

EDF Recovery (Daily): Minor action. If disrupted, the machine comes back online.

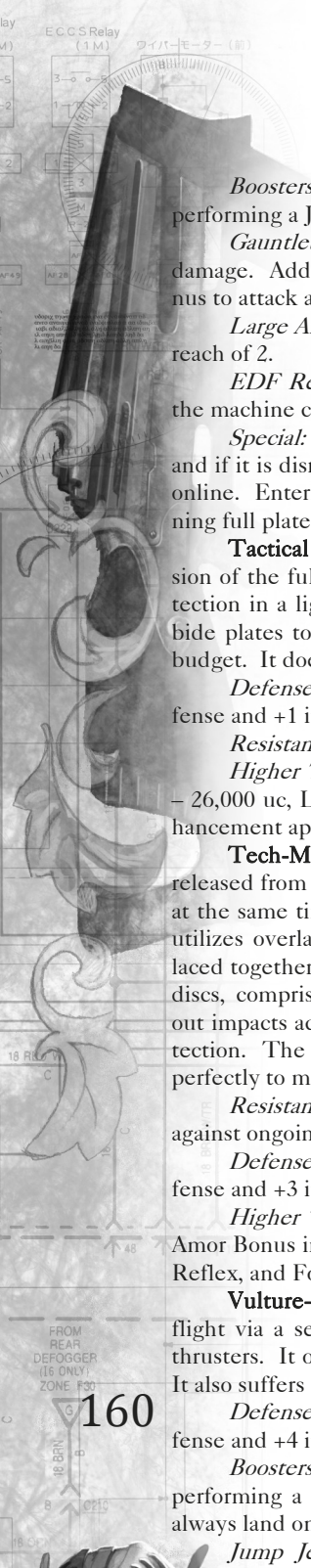
Resistances: Gain the armor's TL as resist to cold and fire.

Special: The power system operates the entire suit and if it is disrupted, the suit becomes restrained until back online. Entering and powering the suit is the same as donning full plate.

Rack power suit: The rack is a result from Sierra Madre to reverse engineer an Apostle Motor Slave. Adding their own flamboyance, the end result is smaller and more agile, though still not to the extent of their Skinplate design. The suit is large but thinner in areas to reduce weight. Its design plan was to create an anti-echan armor specialized in close combat.

Defense Bonus: Gain +2 item bonus to Reflex defense and +4 item bonus to Fortitude defense.

Amplified Strength: Gain a +2 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).



Boosters: Gain a +5 item bonus to Athletics when performing a Jump.

Gauntlets: Unarmed attacks with the Rack do 1d8 damage. Add the TL of the armor as an enhancement bonus to attack and damage rolls.

Large Armor: The Rack is a large armor. It also has a reach of 2.

EDF Recovery (Daily): Minor action. If disrupted, the machine comes back online.

Special: The power system operates the entire suit and if it is disrupted, the suit becomes restrained until back online. Entering and powering the suit is the same as donning full plate.

Tactical Body Armor: This is a slightly detuned version of the full combat warrior armor. It offers similar protection in a lighter package. It sacrifices several of its carbide plates to make the suit less expensive for those on a budget. It does not have a computer system built in.

Defense Bonus: Gain +1 item bonus to Reflex defense and +1 item bonus to Fortitude defense.

Resistance: 5 fire.

Higher Tech Level: TL2 – 5,200 uc, Level 8/6; TL3 – 26,000 uc, Level 13/11. Armor bonus is unchanged. Enhancement applies to AC, Reflex, and Fortitude.

Tech-Mail: The most advanced non-powered armor released from bastions appeared from various sources nearly at the same time. Based on medieval scale mail, tech-mail utilizes overlapping discs no bigger than gold coins interlaced together to form a durable but flexible covering. The discs, comprised of silicon, ceramic, and titanium, spread out impacts across the entire body, allowing for greater protection. The exacting pattern of the scales is proportioned perfectly to maximize protection where needed most.

Resistance: You gain a +2 item bonus to save rolls against ongoing damage.

Defense Bonus: Gain +3 item bonus to Reflex defense and +3 item bonus to Fortitude defense.

Higher Tech Level: TL4 – 110,000 uc, Level 17/16. Amor Bonus increases to +11. Enhancement applies to AC, Reflex, and Fortitude.

Vulture-System: This basic powered suit enables flight via a set of turbines, control surfaces, and vectored thrusters. It offers only rudimentary protection for its pilot. It also suffers from a limited range for each flight.

Defense Bonus: Gain +4 item bonus to Reflex defense and +4 item bonus to Fortitude defense.

Boosters: You gain a +5 item bonus to Athletics when performing a Jump. You take no damage from a fall and always land on your feet.

Jump Jets (Encounter): Minor action. Gain your ground movement +2 as flight. This effect lasts until the end of your turn. You can ignore all enemy occupied squares during flight.

EDF Recovery (Daily): Minor action. If disrupted, the machine comes back online.

Special: Entering and powering the suit is the same as full plate armor. If this armor disrupts, only its encounter power and its boosters are nullified. It does not go immobile.

Higher Tech Level: TL5 – 975,000 uc, Level 25/21/20, armor bonus is unchanged; TL6 – 3,125,000 uc, Level 30, armor bonus increases to +14. Enhancement applies to AC, Reflex, and Fortitude.

Yowie Suit: Not designed for actual combat, this clumsy but effective piece of camouflage offers some rudimentary protection. It is not terribly heavy but its overlapping layers of fake foliage renders fast movement nearly impossible. Pouches and straps conceal various other camouflage patterns which can unfold or release to alter the appearance of the suit.

Stealth: In any earth or forest terrain you gain the benefits from the suit. You do not suffer any armor check penalties to Stealth while in the suit. You also gain the tech level as an item bonus to Stealth. In additional, if you don't move on your round, you gain concealment.

Higher Tech Level: TL2 – 13,200 uc, Level 11/8; TL3 – 70,000 uc, Level 16/15; TL4 – 330,000 uc, Level 21/19

SHIELDS

Forced Defense Shield: This techan invention has found use in echa, strapped to knights unaware or uncaring of its origin. It is a heavy titanium shield with grooves on its bottom, allowing for a firm root into the ground. There is also a locked slit which can open once it has been planted.

Effect: If planted into the ground, the shield remains upright and acts as superior cover to anyone behind it. You must be occupying the same square as the shield to receive its benefit. If you do so, you lose the shield bonus to AC.

Janoahn Master Shield: Though many from the Bulwark employ the standard fare from the armories in the kingdom, the front line, and most knights and paladins sworn to the wall, guard with a more advanced shield exclusive to Abidan. The master shield is lens-shaped giving it increased rigidity. It is also wrapped with hide leather and additional steel belts for reinforcement.

Limshau Buckler: The Limshau buckler is not a common sight but it has found popularity with some custodians. Their buckler occupies a hand and is designed for offense as well as defense.

Effect: Along with its bonus to AC, the buckler counts as a weapon in the application of two weapon feats and powers. As a weapon, it counts as a club.

"Once you commit to this path, it is binding. It is forever," Chen's words were direct and plain. No poetry and panache to cover his meaning. Aiden had to know what he was doing. He remembered exactly when he did it, July 9th. He was eighteen. He knew that because at exactly 5:45 pm on that day, his watch stopped. Tumbler watches don't stop. That was the moment—his moment—when he his life changed. He abandoned any hope for a life in the bastion, forever tied to the world outside, to that of enchantment. Nothing Xavier had said or would say could ever change it. It was irreversible. Chen was very clear on the consequences before handing Aiden his first spellbook.

TECHAN GEAR

As many seeking adventure migrate closer to bastions, the saturation of bastion exports increase. More and more goods constructed by the simply skilled found themselves replaced by the refined exports of sophisticated manufac-

TABLE: TECHAN GEAR

UNIQUE ITEMS

Item	Price (uc)	Wt	Cell	Level	TL
Anti-echan Network	5,000	50 lb.	M5	10	3
Anti-gravity generator	125,000	30 lb.	H5	20	5
Battery cell B (5)	10	0.5 lb.	—	1	1
Battery cell M (2)	50	0.5 lb.	—	1	2
Battery cell H (1)	150	0.5 lb.	—	1	3
Big ear	25,000	2 lb.	M20	15	3
Boosters	See text.	—	—	Various	1-6
Camera ball	3,400	1 lb.	M	8	3
EDF muffler bag	1,000	2 lb.	—	5	2
EDF muffler crate	1,800	10 lb.	—	6	3
EDF patch	20	1lb.	M10	1	1
Electro optical sensor	105,000	2 lb.	M10	20	4
Flash goggles	2,600	0.5 lb.	M1	7	2
Force shield	425,000	10 lb.	H20	23	6
Gravity lens	21,000	2 lb.	M	14	6
Grip gloves	1,800	—	M	6	3
Holographic generator	425,000	30 lb.	H10	23	5
Infrared goggles	17,000	1 lb.	M20	13	3
Lie detector	3,400	1 lb.	M10	5	3
Light bender	125,000	5 lb.	H10	20	6
Metal detector	3,400	2 lb.	M30	8	3
Nano-healer	1,000	—	H5	15	5
Rover robot	9,000	40 lb.	M30	11	3
Ultrasound goggles	625,000	1 lb.	H20	25	5

UTILITIES

Item	Price (uc)	Wt	Cell	Level	TL
Battery flare	2	0.5 lb.	B1	1	1
Binoculars	50	1 lb.	—	1	0
Chemical light sticks (5)	1	—	—	1	0
Compass	1	—	—	1	0
Digital audio recorder	10	—	B	1	2
Digital camera	20	—	B	1	2
Digital video camera	25	0.5 lb.	B	1	2
Electric torch	15	0.5 lb.	—	1	2
Fire extinguisher	20	2 lb.	—	1	0
Gas mask	50	1 lb.	—	1	0
Handcuffs	5	—	—	1	0
ESR pack (1 week)	4	1 lb.	—	1	0
Lighter	1	—	—	1	0
Sleeping bag	5	1 lb.	—	1	0
Standard techan Adventurers kit	15	30 lb.	—	1	0
Tent (2-6 person)	10	5 lb.	—	1	0
Two-way radio (1)	20	1 lb.	B	1	2
Watch, automatic	10	—	—	1	2

COMBAT ACCESSORIES

Item	Price (uc)	Wt	Cell	Level	TL
DETONATOR					
Friend/foe trigger	300	—	B1	11	3
Impact trigger	5	—	—	1	0
Magnetic trigger	150	—	B1	6	2
Motion trigger	150	—	B1	6	2
Pressure trigger	50	—	—	2	1
Radio remote	75	—	B1	6	2
Timer	5	—	—	1	0
Trip trigger	10	—	—	1	0
Wired Remote	50	—	B1	6	1

SKILL SYNERGIES

Item	Price (uc)	Wt	Cell	Level	TL
Demolitions kit, level 1	360	1 lb.	—	3	1
Demolitions kit, level 2	680	1 lb.	—	5	2
Demolitions kit, level 3	4,200	1 lb.	—	11	3
Medical kit, level 1	360	1 lb.	—	3	1
Medical kit, level 2	680	1 lb.	—	5	2
Medical kit, level 3	4,200	1 lb.	—	11	3
Medical kit, level 4	25,000	1 lb.	M	17	4
Medical kit, level 5	125,000	1 lb.	M	22	5
Medical kit, level 6	625,000	1 lb.	M	27	6
Repair kit, level 1	360	1 lb.	—	3	1
Repair kit, level 2	680	1 lb.	—	5	2
Repair kit, level 3	4,200	1 lb.	—	11	3
Repair kit, level 4	25,000	1 lb.	M	17	4
Repair kit, level 5	125,000	1 lb.	M	22	5
Repair kit, level 6	625,000	1 lb.	M	27	6

ture. Players have the option to purchase either echan goods or their techan equivalent. The products may not last any longer or endure that much more punishment, but they are rare and do distinguish the owner. For the techan characters, gp and uc are interchangeable on a 1-1 basis at 1st level.

READING TECHAN GEAR

Cell: If the item requires an energy cell, its type would be listed here. The cell capacity would also be listed. If there is no capacity listed, it is considered unimportant to track its drain and, unless the item disrupts, you don't have to replace the cell.

Price: All costs are listed in uc.

Tech Level (TL): The tech level where the item can be found. This affects its availability, its sensitivity to EDF and its final price.

TECHAN GEAR

Anti-Echan Network (AEN): This York designed device exhibits a level of intelligence many other bastions don't subscribe to the lower tech city. It found circulation

across the world by mercenaries and military groups. It uses a battery but utilizes the EDF to its advantage. The AEN uses poles driven into the ground or supported by tripods. They generate an electrical field connected together, transmitting back to the base system at camp. Each pole cannot be more than ten squares apart from another. This network not only generates a field between the poles, but over them as well, creating a roof as long as connecting poles remain within ten squares from one another. If any magical creature (anything other than animals) break this field or touches an AEN pole, the machine reads the fluctuation in the EDF. It then sends an alert message back to the transmitter. The AEN poles receive power from the transmitter so only one battery is required. If any of the poles detect an elevated EDF, it sends an alert. Breaking a connection to a pole sends an alert. If the receiver shorts out, it breaks a connection to a backup mechanical siren, which goes off. This prevents any non-techan force from sneaking up on the group when the network is set up. The receiver can locate where a break occurs. Each charge used maintains four poles for one day. Each additional charge per hour allows the addition of four more poles. Their only weakness is subterranean introgression, assuming approaching echans notice the network.

Effect: A DC25 Stealth roll is required for an echan creature to cross the net without it going off.

Anti-Gravity Generator (Personal): The subject using this belt device is able to fly.

Power (At-Will): Move action. The generator enables a fly speed of 6 squares. It has an altitude of 30 squares. While in flight, you suffer a -2 to AC and Reflex defense. Every round in use exhausts a charge.

Battery Flare: A battery powered bright candle, the charge only lasts for four hours but illuminates an area 20 squares in diameter.

Big Ear: This tiny device wraps around one's ear and amplifies incoming acoustic data.

Effect: Gain a +5 to Perception checks when listening. It uses one charge upon activation and an additional charge every round.

Binoculars: Ranging in size from small and concealable to large and clumsy, binoculars bring distant objects into close focus. They are sturdy, waterproof, and survive falls up to 50 feet, regardless of their capacity. If broken, they cannot be repaired.

Effect: Reduces any penalties to Perception caused by distance by 5 when in use.

Bayonet Plug: This is not a weapon but an adapter to add a melee weapon to any small arm. Only one- and two-handed small arms can be equipped with a melee weapon. One-handed small arms can be equipped with a dagger only. Two-handed small arms can be equipped with any light blade. The melee weapon cannot be enchanted. You cannot equip a specialty weapon or a heavy weapon with a bayonet.

Effect: You can swap between the mounted melee weapon and your firearm as a free action.

Camera Ball: This three inch rubber ball with a weighted flat bottom can be thrown or fired from a grenade launcher. Once it lands, it transmits audio and video input from a full 360 degree arc to as much as 100 squares to a receiving monitor.

Chemical Light Sticks: Scientists battled for years to uncover a new chemical combination that provided the light of glowsticks without the danger of disruption. Oddly enough, the old style composition had a tendency of failing after only five minutes. They glow red, green, or blue usually. They don't use batteries, are cheap, and are waterproof. When activated, the chemicals mix with a fluorescent dye, giving them the illumination. Glowsticks are popular in echa and often impress many where flamboyant spellwork fails.

Effect: Illuminates a close burst 5 for one hour.

Compass: Thankfully, magnetic fields are unaltered in magical saturation. Magnetic north remains strong and true. Modern compasses diligently point to it loyally. Rumors indicate that Ixindar emanates a large magnetic field, but this power source cannot be detected from Canam.

Demolitions Kit: Needed for any decent work with explosives, the Demolitions kit includes wires, plugs, and various tools. It does not include detonators or explosives. It includes a small battery that powers a circuit tester that uses a charge every time it is employed, though that is only required for disarming explosives.

Effect: Grants the tech level of the kit as an item bonus to all Demotion skill rolls

Detonator: Planted explosives require a detonator to explode.

Higher Tech: Purchasing a higher tech detonator increases the Demolitions DC in its application but also increases the enhancement bonus to attack rolls (TL = enhancement bonus).

Friend/Foe Trigger: This detonator can be programmed to detonate the moment a specific monster enters its blast radius. It can also be programmed to detonate for everything but specific people. There is no limit on its parameters. Higher Tech: TL4—750 uc, Level 16; TL5—1,800 uc, Level 21; TL6—3,700 uc, Level 26.

Impact Trigger: After the safety is pulled, impact triggers detonate at the end of being thrown and thus can only be used as a grenade. These offer no additional enhancement through tech levels as they are a thrown weapon (See Feats).

Magnetic Trigger: These unique detonators only function on explosive payloads 2 lbs. or less. The detonator locks on any metal object moving within a close burst 6. When triggered, the detonator (and the explosive) shifts up to six squares to attach to the target. It detonates instantly. If there is any form of cover or impedance, the detonator stops at the blocked square and detonates. Higher Tech: TL3—300 uc, Level 11; TL4—675 uc, Level 16; TL5—1650 uc, Level 21; TL6—3,300 uc, Level 26.

Motion Trigger: This detonator detects movement in its burst area and detonates regardless of the target. Higher Tech: TL3—300 uc, Level 11; TL4—675 uc, Level 16; TL5—1650 uc, Level 21; TL6—3,300 uc, Level 26.

Pressure Trigger: These trigger the moment a weight is pressed upon the detonator. They explode once weight is applied, not when it is removed. Large and larger targets automatically trigger pressure detonators upon entering a square containing one. Medium and smaller targets make a

save to avoid the sensor if they enter a square with one. If the Demotion skill roll succeeds at proper placement, medium-sized targets cannot avoid the sensor if they enter the square. The sensor can be manually adjusted to only detonate on large or larger targets. Higher Tech: TL2—60 uc, Level 6; TL3—150 uc, Level 11; TL4—375 uc, Level 16.

Radio Remote: Because of EDF, radio waves are suppressed, reducing the range of radio controlled detonators. Regardless of power, all radio transmitters fail past 100 squares. Both the transmitter and receiver require batteries. Higher Tech: TL3—220 uc, Level 11; TL4—450 uc, Level 16; TL5—1,350 uc, Level 21; TL6—3,000 uc, Level 26.

Timer: Timers utilize a mechanical clock to countdown compared to a digital timer (unpopular in echa due to disruption). Although one may purchase a RDR (red digital readout) for the same price, it instantly becomes a TL2 item. The actual detonator is usually chemical or mechanical. Higher Tech: TL1—20 uc, Level 2; TL2—45 uc, Level 6.

Trip Trigger: This detonator requires setting up an explosive with a trip wire. You can run up to five squares of wire but the detonation only occurs in the square where the explosives are placed. Because the wire needs to be raised to be triggered, there is a +2 bonus to any Perception skill rolls to spot the wire. Higher Tech: TL1—25 uc, Level 2; TL2—50 uc, Level 6.

Wired Remote: This simple form runs an electrical pulse that triggers the mechanical, chemical, or electrical detonator. Because EDF increases the resistance of electrical wires, the maximum range of any wired detonator is 30 squares. Only one battery cell is required. Higher Tech: TL2—60 uc, Level 6; TL3—150 uc, Level 11; TL4—375 uc, Level 16.

EDF Muffler Bag/Crate: Though designers succeeded in creating a small container rendering its contents immune to EDF, larger attempts resulted in failure. The amount of insulation required increases proportionately to the size of the container, resulting in only slightly larger capacity for much large containers.

Effect: It protects all batteries inside from disruption. The muffler bag can carry five H cells. The crate can carry 10 H cells. There is no lifespan of the bag or crate. Two M cells will replace one H cell and two B cells replace one M cell.

EDF Patch: A small square plastic tab the size of a bottle cap, the EDF patch is often hung from necks or from wrists. Each bastion developed their own unique approach to the patch though a common practice is a colored dye (red being the obvious choice) that breaches into the top layer of the patch when an extremely sensitive microwave thermionic diode is disrupted in an EDF saturated field. The patch detects increased EDF from localized increases in disruption though one must be careful to keep the vacuum seal each patch is sold in enclosed as a patch will often naturally disrupt after a day in the open.

Power (Consumable): No action. The patch activates if the EDF ambient penalty to all disruption rolls increase.

Power (Consumable): Move action. The patch activates if placed against an enchanted item.

Electro Optical Sensor (EOS): The EOS is equipped with a 360 degree motion sensor meant to detect both ground and aerial targets within 50 squares.

Effect: Targets must beat a DC30 Stealth or be detected. It sends all information to a source monitor that cannot be more than 20 squares away.

Special: It only detects movement and cannot detect incorporeal targets. One charge is used up every hour.

Electric Torch: The most common device on a techan adventurer, is the flashlight or electric torch. They do not employ fragile bulbs but instead use electronically regulated light-emitting diodes that make the end product more efficient, brighter, and more durable for the wilderness adventurer. It employs a miniature electrical generator and capacitor. By either shaking the light or winding a crank, the capacitor charges, allowing the unit to power its LED transmitter.

Effect: Illuminates a 15 square blast from the user. It lasts 10 minutes before fading out and requiring a recharge (standard action).

Echan Survival Rations: Modern techans count their blessings every time they eat in the wilderness. They rarely need to fish or hunt. They are not required to stalk prey, gut and clean the kill, and cook them for hours over an open flame risking a number of contaminations when finally consumed. They simply tear open a ready-made meal and eat. The military made rations, also called techan rations or bastion rations, began in Selkirk (which pioneered the modern product) as ESRs or Echan Survival Rations. They no longer carry freeze-dried meat and crackers. They now offer a full range of cuisine including chicken and beef fajitas, hamburgers, meatloaf, beefsteak, and pastas with various sauces, beef stew, and jambalaya.

Six days of rations for one person weighs one pound. Each package requires little preparation and can be eaten on the go. Beverages can be ingested right from the pouch. Each ration has a shelf life of five years with a peak temperature range of 60 degrees C. Each day's worth of ration supplies, on average, 3000 calories.

For reasons unclear, the narros adore ESRs and part of Selkirk's trade involves converting the imported narros food supplies into ESRs, which are then sold back to them for a profit. On the other side, laudenian and chaparran elves despise the stuff to the point of entering almost a nauseous state just by smelling the "Man food."

Fire Extinguisher: Centuries of development resulted in a new multipurpose chemical. It smothers the flame and cools the target. The result is a compressed container capable of putting out almost any kind of fire from combustible metals to burning oils.

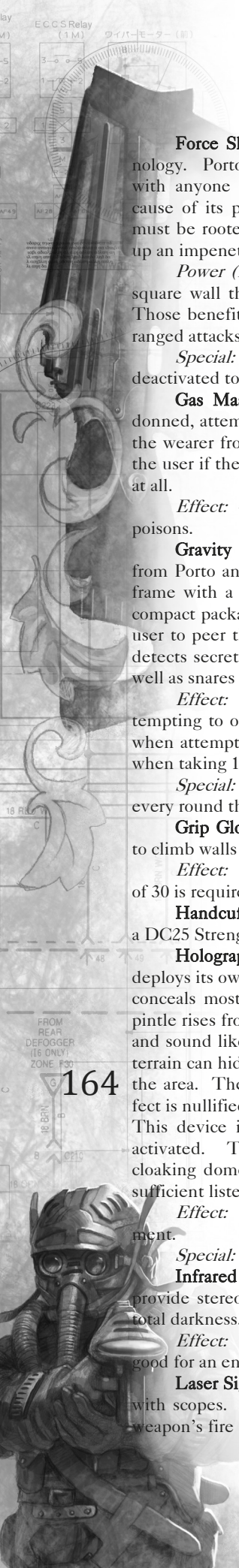
Effect: Standard action. Remove ongoing fire damage on a target.

Special: Each container has 10 uses.

Flash Goggles: This simple eyewear protects the wearer from any blinding effects from bright light, whether natural, technological, or magical.

Effect: Flash goggles respond to incoming illumination and darken within 0.0005 seconds.

Power (Consumable): Immediate interrupt. Nullify a blinding effect. Each time this power is used, 1 charge is drained and the cell must be replaced.



Force Shield: Mann originally developed this technology. Porto followed soon after. They never traded it with anyone and technology theft remains the probable cause of its proliferation. This item cannot be held and must be rooted in the ground. When it activates, it sends up an impenetrable force field.

Power (Encounter): Standard action. It creates a 4 square wall that offers superior cover for those behind it. Those benefiting from it (in an adjacent square) can make ranged attacks through it.

Special: Uses one charge per round in use. It must be deactivated to be moved (standard action to deactivate).

Gas Mask: This flexible and compact unit, when donned, attempts to filter all outside gasses and will protect the wearer from many airborne poisons. It will not protect the user if the environment has no proper earth atmosphere at all.

Effect: +2 to Fort and Will defense against gas-based poisons.

Gravity Lens: An ingenious invention Mann stole from Porto and Motego, the lens resembles a 10x13 photo frame with a handle on one side when unfolded from its compact package. When attached to a wall, it allows to the user to peer through it as if looking through a window. It detects secret doors, compartments, caches and so forth as well as snares and pits.

Effect: Gain a +4 bonus to Thievery rolls when attempting to open a lock. Gain a +4 bonus to Demolitions when attempting a disarm. Gain a +4 bonus to Perception when taking 10 to search a room.

Special: This uses one charge on its activation and on every round thereafter.

Grip Gloves: This Selkirk prototype allows the user to climb walls with ease.

Effect: Pass all Athletics rolls when climbing. A DC of 30 is required to forcefully remove you from the wall.

Handcuffs: These high tensile steel restraints require a DC25 Strength check or Open Lock check to break.

Holographic Generator: This backpack carried device deploys its own legs when activated. The fabric of the pack conceals most of the gear. Only a reflective sphere on a pintle rises from the top. The device can make terrain look and sound like some other sort of natural terrain. Creating terrain can hide structures, equipment, and creatures within the area. The moment physical interaction occurs, the effect is nullified. This could cloak an entire party if need be. This device is not portable and cannot be moved when activated. Theoretically, one can stage gunfire from a cloaking dome and no one can trace the location without sufficient listen checks.

Effect: Targets inside the field gain total concealment.

Special: Each hour in use exhausts a charge.

Infrared Goggles: These non-telescoping goggles still provide stereoscopic vision and allow the wearer to see in total darkness.

Effect: Grants darkvision. Each battery charge is good for an encounter or one hour (out of an encounter).

Laser Sight: Laser sights may be used in conjunction with scopes. They paint targets with precision where the weapon's fire will strike. This also doubles as a psychological device where some targets may be more open to intimidation if noticing a green target on their chest. A sniper may, if they wish, swap it for an infrared diode, which is invisible to everything except for night vision (darkvision). The standard sight uses a green diode pumped solid-state laser which is effective for the maximum range of any weapon.

Effect: Gain +1 bonus Marksman talent if you use an attack power with the sniper keyword.

Lie Detector: No paper, needles, or wire, this device is a simple palm-shaped item that is placed gently on the subject's body.

Effect: Gain a +4 bonus to Insight rolls against detecting deception.

Special: Uses a charge per check.

Light Bender: Thought once to be the realm of magic, the bender moves light around it, effectively making itself and its wearer invisible. The device, usually a backpack stored with a remote bracelet to operate, creates a magnentic field, removing the target from sight, even from darkvision and infrared.

Power (Daily, Illusion): Standard action. You become invisible until the end of the encounter or until you are hit by a melee or ranged attack.

Special: Each use exhausts a charge.

Medical Kit: The formidable medical kit holds bandages, pills, trauma shears, ointments, and basic stitching implements for basic injuries. Larger kits have eye pads and cooling gel pads for burns. Along with wound irrigation, syringes supply help with delivering various medications. Other implements include splints, alcohol pads, an epinephrine injector, hemostatic pads, and various scalpels and scissors for emergency surgical procedures. Trained medical professionals can pull off miracles with a medical kit. More advanced models feature scanning gear with ultrasound and x-ray emitters. Diagnostic tools assist with a prognosis. Advanced kits also feature robotic probes capable of injecting short-lived nano-machines to repair internal injuries.

Effect: Grants the tech level of the kit as an item bonus to all Heal skill rolls

Metal Detector: This small device extends a small probe that scans for metal objects.

Effect: Grants +5 bonus on Perception to search rolls for any metals. One charge is used per attempt.

Nano-Healer: Beyond just patching holes, the Nanobots enter the body via an injection gun and repair it from within. These are lower technology creations compared to some of the prototypes Porto is testing. The bots quickly run out of power after a few minutes.

Power (Consumable): Standard action. The target spends a healing surge and regains hit points equal to its healing surge value plus the nano-healer's tech level (+5).

Repair kits: An item requiring a craft roll to improve or repair is greatly aided with the benefit of a repair kit. Electronic tool kits include diagnostic tools, a soldering gun, fine point insulated needle pliers, and wire cutters at TL1. Above that, it employs a battery for a digital multi-meter measuring ohms, amps, and volts. It also comes equipped with a variety of wires, clips, resistors, banana plugs and crocodile clips. Further advances include miniature diag-

nostic computers; advanced kits contain micromachines, which can reassemble entire motherboards.

Effect: Grants the tech level of the kit as an item bonus to all Engineer checks.

Rover Robot: This tiny machine resembles a small, flattened box with four large wheels. Regardless of how it lands or tumbles, it still can operate, as its wheels are larger than its body. A camera adjusts automatically regardless of which way is up. The machine rolls at a speed of 5 and can tread through rough terrain or even over water. It has an AC 15 and 20 hit points. It is has a +15 to Stealth. It receives instructions from an operator that cannot be more than 100 squares away. It sends back both visual and audio information. It uses one charge per minute and both the machine and the controller require batteries.

Scope, Digital: This replaces a regular targeting scope. It enables one using an attack power with the sniper keyword to reduce cover penalties by 1.

Scope, Targeting: This is a standard long-range targeting scope which can be fitted to any two-handed small arm or heavy weapon without an auto, blast, heavy auto, or sonic property. It cannot be used with specialty weapons. Attaching the targeting scope enables the weapon to become a sniper type for the use with sniper attack powers. It does not bestow sniper property abilities; it only allows it to be used with sniper based attack powers.

Sleeping Bag: Sleeping bags now enclose one (or two snuggly) occupant in a synthetic bag capable of protecting the occupant(s) from temperatures as cold as -50 degrees C. It resists wind and combustion (thought is still susceptible to magical fire). It is externally waterproof.

Effect: While inside, gain a +5 to Endurance checks against cold weather.

Standard Techan Adventurers Kit: Similar to a fantasy adventurer's kit, this kit is designed for a techan adventurer kit. It includes the following: Two Battery Flares, five Chemical Light Sticks, one Compass, one Sleeping Bag, one Lighter, one Canteen (Waterskin) and one week of ESR rations.

Suppressor: These attachments muffle the flash and sonic blast of explosively propelled firearms. By slowing the expanding gases exiting the barrel, the suppressor stems the acoustical signature, but does not silence it completely. The sounds reduce as they reflect inside the lengthy metal or polymer attachment. Suppressors cannot be used on shotguns, heavy weapons, or weapons rated higher than TL3. Most weapons TL4 and above either cannot have the attachment, or more likely the attachment is worthless, as not enough noise escapes from the barrel to be suppressed in the first place. Affixing a suppressor takes a standard action.

Effect: Gain a +2 power bonus to opposed Stealth checks when rolling against a target attempting to locate you after you have fired.

Synthetic Tent: Tents come in 2, 4, and 6 person capacities. Most tents utilize flexible poles and are available in dome, tunnel, single-hoop, and geodesic styles. It takes 5 minutes to set up and take down properly.

Effect: While inside, gain a +2 to Endurance checks against cold weather.

Two-way Radio: Two-way radios are used to employ legally available radio frequencies chosen specifically to avoid eavesdropping and interference with other machines or day-to-day electronics. Now with the expanse of the echan landscape, keeping this communicator bottled in the low bands or in low power is no longer required. It has a clear range of 5 miles in open echa, 20 miles while in a bastion. The basic models can withstand some punishment and water pressure

Ultrasound Goggles: The goggles translate sonic vibrations into visual stimuli. A sound that's loud to the point of painful to the ears causes the goggles to cease being useful. The goggles transmit high frequency pulses and detect their ricochet off objects.

Effect: Gain darkvision.

Power (Daily): Minor action. You can see invisible creatures as if they were visible.

Sustain Minor: The power remains in effect.

Special: Uses one charge per round in use. Outside of an encounter uses one charge per hour in use.

Watch, Automatic: Automatic mechanical, self-winding or perpetual motion, watches no longer require batteries or a manual wind. Modern watches employ a balance wheel that winds via the motion of the wearer's arm. This allows the watch to keep perfect time without requiring manual winding or any power source. The compact and complicated device is water resistant, shock resistant, and cannot be over-wound with abuse. They are also completely silent.

BOOSTERS

Drug Shot: A less popular option from micromachines or viral injections is drug therapy, which is both cumbersome and painful. The process is accomplished via a jet injector and although several doses can be loaded into a gun, users are forced to carry several with them. This is because, unlike the other two options, a drug shot is temporary. It also has side effects. Drug shots are either TL1 or TL2.

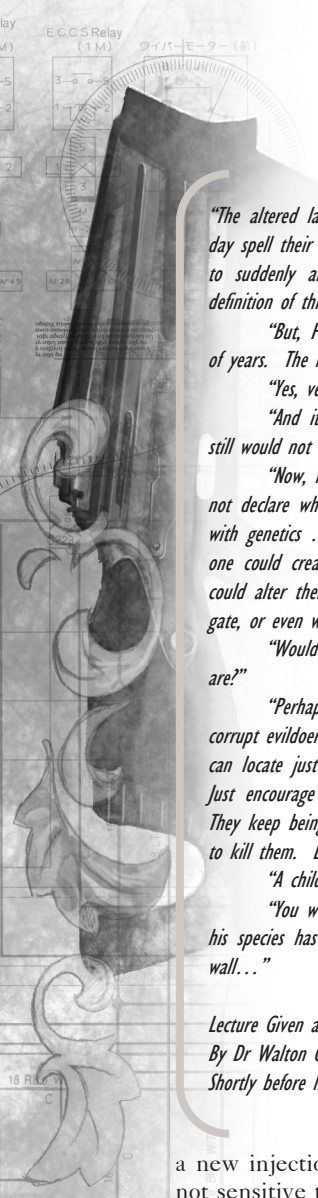
Drug Special Rule: A drug injection only lasts until the end of an encounter. After the encounter, you suffer the same enhancement and/or item bonuses as a penalty to any skills or rolls affected until you have taken a short rest. Each purchase supplies 5 injections.

Injecting during combat: Injecting drugs during combat takes a move action and provokes an opportunity attack. Effects occur at the beginning of your next round.

Injecting out of combat: If you inject out of combat, a drug shot lasts one hour. It ends at the end of the next encounter or the end of the hour, whichever comes first.

Special: Drugs are a hit/miss with echan humans. If an echan human takes a drug shot, they must make a save roll. If they pass, the drug takes effect. A fail indicates it has not and the shot is lost.

Micromachine Booster (MM): One of the most advanced versions of the Nanobot booster, these permanent micromachines are self-replicating and self-powered, tapping into the energy of the human body it is injected into. MMs cannot be exchanged. An Anti-Nano is administered that seeks out and kills an existing injection in the body so



"The altered laws of science that our elvish friends benefit from may one day spell their doom. If this gate were to whisk away, or if the laws were to suddenly and randomly alter—as they might considering their own definition of this phenomenon—they may all suddenly die."

"But, Professor, their knowledge of this predates ours by thousands of years. The rules have never changed—"

"Yes, very true—"

"And its very purpose is to encourage life, so if it did change, it still would not intentionally destroy said life."

"Now, now, this is not theology. Down the hall, three doors. Let's not declare what intents a tear in the universe may have. We're dealing with genetics … and currently these rules have not changed so in theory, one could create virus that obeys their laws when in their system which could alter their genetic makeup to allow them to operate away from this gate, or even walk through a power plant without blowing it up."

"Would that not take away everything that makes them who they are?"

"Perhaps … and such an idea I would not dream to pursue for corrupt evildoers would surely wish it for nefarious purposes. But maybe we can locate just that one segment of their biology that triggers disruption. Just encourage one little alteration that could alter their history forever. They keep being themselves and we could finally stop trying to find reasons to kill them. Let me introduce a friend of mine. Babbel?"

"A child?"

"You would think so. This is Babbel Bogdalleese, a gimfen … and his species has a very interesting property. Let me show you up on the wall…"

Lecture Given at the York Southern University
By Dr Walton Oliver. March 15, 489 A.E.,
Shortly before his assassination.

a new injection can be administered. Micromachines are not sensitive to EDF due to their insulation inside the human body but will disrupt if the human becomes an echan. Micromachine boosters are TL5 or TL6.

Viral/Gene Therapy: Viral Therapy can accomplish similar results but doesn't create some of the more breathtaking effects that MM injections do. These are genetically engineered viruses that rewrite a specific genetic code before terminating themselves. They were used initially as therapy to correct genetic errors, curing various hereditary diseases. Further advances allowed for beneficial viruses that could improve the human body beyond what is normally possible. Despite the controversial nature of this practice, it found use among many military circles, especially those being forced to deal with the monsters of open echa. Because echan humans have their genes rewritten by Attricana, this therapy does not work on them or other echans. Viral/Gene Therapy is either TL 3 or TL4.

Injection Limits: You may only have two injections in your system at any time.

Agility: This booster improves overall reaction time and swiftness.

Enhancement Bonus: Gain the TL as an item bonus to Reflex defense.

Property: Gain the TL as an item bonus to Acrobat checks.

BOOSTERS

Injection	TL	Price (uc)	Level
Agility level 1	1	100	1
Agility level 2	2	840	6
Agility level 3	3	9,000	11
Agility level 4	4	45,000	16
Agility level 5	5	225,000	21
Agility level 6	6	1,125,000	26
Alertness level 1	1	100	1
Alertness level 2	2	840	6
Alertness level 3	3	9,000	11
Alertness level 4	4	45,000	16
Alertness level 5	5	225,000	21
Alertness level 6	6	1,125,000	26
Coordination level 1	1	100	1
Coordination level 2	2	840	6
Coordination level 3	3	9,000	11
Coordination level 4	4	45,000	16
Coordination level 5	5	225,000	21
Coordination level 6	6	1,125,000	26
Endurance level 1	1	100	1
Endurance level 2	2	840	6
Endurance level 3	3	9,000	11
Endurance level 4	4	45,000	16
Endurance level 5	5	225,000	21
Endurance level 56	6	1,125,000	26
Regeneration level 1	5	225,000	25
Regeneration level 2	6	1,125,000	28
Strength level 1	1	100	1
Strength level 2	2	840	6
Strength level 3	3	9,000	11
Strength level 4	4	45,000	16
Strength level 5	5	225,000	21
Strength level 6	6	1,125,000	26

Tech level 1 and 2 injections are drugs
Tech level 3 and 4 injections are viral/genetic
Tech level 5 and 6 injections are micromachines

TL1&2—Power (Encounter): Minor action. Stand up from prone.

TL3&4—Power (Daily): Free action. Reroll an Acrobatics roll you just made. You must use the new result.

TL5&6 Property: Gain a +1 item bonus to speed.

Alertness: This injection boosts mental awareness, concentration, and memory recall. It sharpens the mind and prevents distraction.

Enhancement Bonus: Gain the TL as an item bonus to Will defense.

Property: Gain the TL as an item bonus to Perception checks.

Property: TL1&2—Gain a +1 item bonus to initiative. TL3&4—Gain a +2 item bonus to initiative. TL5&6—Gain a +3 item bonus to initiative.

Coordination: This boosts improves the general harmonization of the entire body.

Enhancement Bonus: Gain the TL as a bonus to melee attack rolls. This counts as both as an enhancement bonus and an item bonus.

Property: Gain the TL as an item bonus to thievery checks.

TL5&6—Power (Daily): Free action. Reroll one ranged attack. You must take the second result.

Endurance: This booster improves overall health, boosts resistance to poisons and other toxins, and enhances recovery from injury.

Enhancement Bonus: Gain the TL as an item bonus to Fort Defense.

Property: Gain the TL as an item bonus to Endurance rolls.

Power (Daily): Move action, use this power if you are bloodied to spend a healing surge.

Property: TL1&2—Gain resist 5 poison. TL3&4—Gain resist 10 poison. TL5&6— Gain resist 15 poison.

Regeneration: Advanced micromachines buzz around inside the body, fixing injuries when they present themselves.

Enhancement Bonus: Gain the TL as an item bonus to your Healing Surge Value.

TL5—Power (Daily): Minor action. If bloodied, spend a healing surge.

TL6—Power (Daily): Minor action. Gain regeneration 5 until the end of the encounter.

Strength: This booster increases muscle tension and reduces tendon strain on bones. It also improves overall body chemistry by burning calories faster and more efficiently to increase energy.

Enhancement Bonus: Gain the TL as bonus to melee damage rolls. This counts as both as an enhancement bonus and an item bonus.

Property: Gain the TL as an item bonus to all Athletics checks.

Property: Gain the TL as an item bonus to Strength ability checks (but not Strength attacks).

SPECIAL MATERIALS

Most techan humans adept in the knowledge of chemistry looked bewildered when magic refused to follow certain rules of science. Controlled laboratory experiments confirmed that in the presence of magic (which many claim prevents controlled laboratory experiments), certain elemental properties changed, some in minor ways, a few in major ways. Heavier radioactive isotopes, (like Uranium 235 and 238) stop degrading while others (like Radium 226) break down more rapidly. This makes nuclear energy a hazardous technological path for bastions seeking alternative energy sources.

Chemical reactions also change. Not enough occurs to impede the continued existence of evolved creatures but it does prevent the progression of natural evolution. Most scientists failed trying to explain the new rules of magic scientifically. Bastions continue to find new and unconventional applications to materials with altered capabilities. Even more frustrating is the unpredictability of magic, which takes an almost intelligent delight in suspending these rules on a whim.

The periodic table has been effectively re-written. New chemical elements, thought impossible, now exist. It is assumed that if magic were to suddenly vanish, the changeover back to science would be a deadly one to life requiring these new rules to survive. These alterations to the world continue even to industry, including the construction of buildings both in echa and in techa, also in commerce, where certain rare and expensive metals, critical to the economy of particular civilizations, become worthless or dangerous when magic is removed.

Not only does civilization seek silver and gold, but titanium as well. Uranium's safety has also reinvigorated its broad spectrum of applications. Traditional fantasy would have miners searching for iron and gold. Now huge mines like the Finer Fire Pits and Thos Thalagos also search for molybdenum, iridium, and rhodium, all of which can be extracted safely with narros expertise. The unique aspect of the new chemistry relies on elements that never existed before. The existence of angelite and coruthil confounds scientists to this day. Because of these newfound rules, alchemy returned with vigor.

ANGELITE

When the Second Hammer hit Ixindar, a virtually impenetrable stone that encased the gate fractured. This mountain of rock blew apart and scattered across the globe. Some refer to this stone as absolute rock. Techans believe this material to have once been rhodium, the most precious metal on Earth. This made the shell around Ixindar more valuable than all the gold, platinum, and uranium on the Earth combined. When infused with magic, the silver sheen of stone became harder than anything else in the world. On cursory examination, rhodium and angelite exhibit similar properties (resistance to corrosion, amazing durability). Angelite squeezes in between rhodium and ruthenium. Despite its amazing density (12.38 g/cm^3) angelite feels extremely light, over five times lighter than its other precious brothers. This has never been explained. Angelite is seldom found in mines and the largest concentration still sits in Kakodomania. Only the fragments found around the world or in mines can be refined. Demons have tried to chip off and process pieces from the original shell, but have never gotten the temperature high enough to melt. Useful fragments can be found as small as splinters and as large as houses (the only known cases that large are the heads of Ramkava). When properly refined, the metal from this rock exhibits amazing hardness, virtually impossible to break.

Application: Metal weapons and armor.

Level: Original item +2 (max 30)

Cost: Refer to Magic Item Prices per Level; above level 30, add 500,000

Effects: Armor – resist 10 necrotic; Weapon—damage counts as radiant as well as any other type it exhibits. A weapon striking a TL item causes an EDF roll.

Special: Angelite radiates natural magic and cannot be used in the construction of techan equipment. Angelite cannot be degraded or destroyed by any attack

CORUTHIL

Narros miners found Coruthil quickly, as if always present, surviving for millions of years without man ever finding it. It was never there until magic saturated the mineral. Scientists from techa believe that this influence created a new transitional metal between scandium and titanium. When magic flowed through the mineral, Coruthil emerged. Nar-

ros miners were overjoyed to discover these riches were unmined after 65 million years.

When worked like steel, it becomes a wonderful material from which to create items.

Application: Metal weapons and armor.

Level: Original item

Cost: +5,000 gp

Effect: Coruthil is immune to all corrosion, natural or magical.

Aiden locked the blade closed in its sheath and offered it back. "No," Aiden said with a shake.

"Take it," Gram beckoned. "It's status."

"It's cold iron," Aiden snapped.

"Actually it's leaded iron. You need to stop getting your truths from fiction."

"Fae despise it."

"Exactly … it's as good as a key in Baruch Malkut. And it's necessary." Gram leaned in. "Don't ever use it." Aiden nodded again.

FAE IRON

This ore sears the flesh of ALL fae (including all core fae races, demons, and pagus) as they suffer from a severe reaction to it. Almost all fae cultures have banned this ore except for Kakodomania, where it is wielded exclusively by shemjaza, despite their reaction to it (or, given their disposition, because of). Some pagus brandish them if the weapon is properly insulated at the hilt. The tenenbri discovered it accidentally in mines. This often led to the narros claiming it was evidence of the tenenbri's sins against Oaken. When the pagus migration occurred, the corrupted tenenbri took the invention to their new masters.

In modern times, techans analyzed samples and determined fae iron (or "leaded iron" or "cold iron" as it is sometimes referred, though not terribly accurate) was comprised of iron with extremely low trace amounts of carbon and lead (less than 3% total). These ratios are extremely specific, as are the procedures for converting the material into a malleable substance for weapons. A simple deviation of 0.5% of carbon or lead in either direction renders the unique properties of the iron listed nonexistent. No study has ever explained why this specific substance harms fae in this way. Techan humans, especially those from xenophobic cultures like Baruch Malkut, began trying to crack this ratio to arm their forces in mass with iron weapons. Fae consider those wielding a fae iron weapon racist and seldom will civilized fae races employ or even travel with those who do. Narros reject forging weapons made from it. Even modern tenenbri refuse to touch the material and consider its discovery the greatest sin of their past.

Fae iron is also extremely rare. It will never be found in any community with a fae population or in any city with good relations with fae. Even boggs and skeggs don't use fae iron purely because of the risk of personal injury.

Level: Original item +1 (max 30)

Cost: Refer to Magic Item Prices per Level

Effects: Item counts as fae iron (which all fae have an adverse reaction to).

MAGNARROS

Already stubborn to ignite, magnesium becomes increasingly more difficult to combust in magical fields. This caused many echan blacksmiths to try to forge swords in magnesium for a time until they discovered this property had a knack of suddenly reversing without warning, making the weapon burst in a fiery white flame in a clash. It certainly was impressive and intimidating, but eventually costly and dangerous to all, especially the wielder. A narros forge in Thos Thalagos, run by elder Magnalus Eneg, claimed to have perfected an alloy that prevents this dangerous combustion. He kept the process as a family secret until his death. He only made narros weapons and never sold to any other species. Since his passing 50 years ago, more non-narros weapons have been appearing from forges. This knowledge was passed onto others, though remaining a narros secret. It is a point of respect and awe for a narros adventurer to wield a magnarros blade.

Magnarros is a very rare silvery, glistening metal that is lighter than iron but just as hard.

Application: Metal weapons and armor.

Level: Original item +2

Cost: Refer to Magic Item Prices per Level; above level 30, add 500,000

Effect: Magnarros weighs half as much as the original item. Armor—Armor check and speed penalties reduce by 1. Weapons—The weapon gains the off-hand and high crit property.

TECHAN VEHICLES

Though the overwhelming majority of travelers in the echan wilderness (or wasteland, depending on who you ask), techan or echan, still prefer beasts of burden for their transportation, a few still favor progressive methods. Vehicles designed to operate outside of bastions look different than the ones traveling effortlessly inside them. They are more rugged, with armored shells designed to withstand punishment both physical and magical. Though some vehicles in cities may employ internal combustion or short-life batteries, vehicles outside mostly utilize battery power, either from disposable cells or from rechargeable ones, generating electricity from wind or solar power. Operating vehicles are extremely rare in the echan landscape and many wandering travelers have come across ravaged and gutted techan vehicles, seized from EDF, their crew long dead with no way to return home. It was not uncommon to see these vehicles towed along by horses like wagons when out of power or when conserving energy. All vehicles use batteries as they are far more efficient, clean, and supply rechargeable power where internal combustion requires a fuel source not easily accessible since most bastions don't sit on stockpiles of fossil fuels.

Capacity: The standard person capacity or crew. In most cases, only one person is needed to drive the vehicle; other crewmembers serve as gunners or co-pilots. Each unused passenger slot allows the vehicle to carry an additional 200 pounds of cargo.

Cargo Capacity: The amount of cargo the vehicle is designed to carry in pounds.

TABLE: VEHICLES

STANDARD TECHAN VEHICLES

Name	Cap.	Cargo	Man.	Speed	AC	Resist.	HP	Size	Power	Cost	TL
4-wheel ATV	1+1	100	-1	4	10	0	20	M	M3	1,800	1
Armored truck	1+6	3000	-2	4	15	5	60	H	M3	5,000	1
Tracked APC	1+8	1000	-2	3	20	10	75	G	M3	17,000	1
Tank	1+3	500	-2	3	22	10	100	G	M3	21,000	2
Wheeled bike	1+1	20	0	6	10	0	15	M	M4	840	1
Wheeled buggy	1+1	50	0	5	15	0	30	H	M5	3,400	2
Wheeled truck	1+4	1500	-2	4	13	2	30	H	M4	17,000	1

ETV-ECHAN TERRIAN VEHICLES

Name	Cap.	Cargo	Man.	Speed	AC	Resist.	HP	Size	Power	Cost	TL
Behemoth	1+50	30000	-5	3	20	5	400	G++	H10	425,000	3
Land shark	1+20	5000	-5	4	20	10	200	G+	H10	325,000	2
Nomad	1+10	2000	-2	5	20	10	150	G+	H10	225,000	2
Nuke truck	1+10	3000	-2	4	18	10	100	G	—	325,000	3
Panther	1	50	+1	8	15	5	30	M	M5	21,000	2
Scrambler	1+3	1500	-1	5	20	10	100	H	H10	65,000	2
Wanderer	1+1	150	-1	5	17	10	80	H	H10	45,000	2

Maneuver: The modifier added to any Drive checks attempted with the vehicle.

Speed [Rating]: The maximum number of squares the vehicle can accelerate per round. The vehicle's top speed is x4 this number. Vehicles can decelerate at twice this number per round. A vehicle can move half this movement backwards.

AC: The vehicle's AC. If you have the Improved Vehicle combat feat and the vehicle is huge or smaller, you may add your Dexterity modifier or your Intelligence modifier to this number. A vehicle must be moving for these bonuses to be in effect. Like any defenses, add ½ your level.

Resistance: The vehicle's resistance to various attacks. This number is the resistance to cold, fire, and thunder. Half this number is its resistance to physical attacks (round down). Vehicles take full damage from other effects.

Hit Points: The vehicle's hit points.

Size: The size of the vehicle. Vehicles may be larger to fill up extra squares, but they do not have reach. Driver (s) and passengers do not threaten adjacent squares when inside a vehicle. A vehicle with the designation G+ is twice the area of a gargantuan size.

Cost: This is the purchase price to acquire the vehicle. A vehicle requiring batteries comes with one for free.

Power: Each charge will last one day. Some vehicles have a full integrated drive which never runs out. All vehicles can still short out from EDF.

Tech Level: The tech level is presented only for disruption purposes and does not offer any bonuses.

Weapon Mounts: Not listed under the vehicle stats, certain vehicles come equipped with mounting hardware to attach weapons. When available, the mount is able to house any class of weapon listed. One-handed small arms cannot be mounted on weapon mounts. Adding a weapon mount to a vehicle without one costs 1000 uc for a two-handed small arm and 5000 uc for a heavy weapon. A vehicle must have a listed hit point total greater than 60 to mount a heavy weapon.

COMBAT INVOLVING VEHICLES

For the most part, vehicles won't often be included in combat encounters. When they do, there are rules which must be followed.

They're big: The majority of vehicles that can survive in the open world are so heavily shielded, they have become huge and cumbersome. Though it should be obvious, vehicles cannot squeeze into or otherwise adjust their occupying squares.

Speed: The speed rating for a vehicle is not its top speed but the fastest it can accelerate per turn. Every turn, you can add to your movement from your previous turn or decelerate or even hard brake. A vehicle's speed in a turn is the number of squares from your starting position to your ending position during the previous move action in addition to any increase or decrease you apply with your next move action. Vehicles can only make one move action per turn changing their speed and moving (though they can still use move actions for stunts). If you don't alter your speed by accelerating or decelerating, you still move your previous move action's speed as part of your move action. If you don't perform a maneuver, or adjust your speed, you still must use a move action unless your vehicle's movement is zero.

Reverse movement doesn't count towards forward movement when calculating speed carried over from the previous round. In addition, making a 90 degree turn reduces your carried over movement by half.

Turning: A vehicle can make a 45 degree turn only if it is moving no faster than twice speed rating. A vehicle can make a 90 degree turn only if it is moving no faster than its speed rating. Pushing this involves a stunt. After you make a turn, you must move at least half your previous round's movement before turning again. If you had no previous movement, you must move at least 1 square before making another turn.

A vehicle can also move a square left or right of its facing without initiating a turn if it is moving its speed rating or faster. If you attempt this moving faster than 2x your speed rating involves a stunt.

Stunts: Stunts are driving achievements involving a skill rolls. Failure results in a crash. Crashes can cause damage (See Skills for Stunt DCs). Airships cannot perform stunts, though they can still crash.

Crash: In a crash, you may either hit an obstruction or slide out of control. In an uncontrolled slide, you continue your remaining movement in the direction you were previously pointed. For every round you are out of control, you decelerate at your speed rating. If you hit rough terrain, you movement stops. If you hit an obstruction (like a wall or another vehicle), you movement stops. The vehicle takes 1d8 damage for every square of speed the vehicle was at this round when it stopped (e.g.: If you moved 10 squares the previous round and didn't alter your speed this round, you speed is 10). If there are no obstructions to crash into, you continue decelerating at your speed until your movement is 0 or until you hit an obstruction or difficult terrain. After the vehicle stops, the vehicle and all occupants on board are stunned (save ends). The vehicle rolls for the stun affect the same way characters do.

If you failed the Vehicle Operation control roll by 10 or more, the vehicle rolls as it crashes. The vehicle and every target on board the vehicle takes 1d6 damage for every round they spent rolling.

Aircraft: The rules presented deal with ground vehicles. Aircraft that fail their control roll and crash lose altitude equal to x2 their movement. They may still recover before actually crashing but unlike vehicles, aircraft do not decelerate and targets on board are considered helpless if the craft crashes into the ground.

Jump Failure: Failing a jump doesn't allow a control roll. You immediately crash. If you fail by 5 or less, you make the jump, but lose control and slide as above. If you fail by 5 or more, your vehicle rolls. If you fail by 10 or more, you drive into the ground or fall short, instantly stopping and suffering damage.

Seatbelts: Occupants in vehicles are assumed in restraints when a vehicle crashes. If a vehicle suffers damage from rolling or crashing, occupants suffer half the damage inflicted on the vehicle.

Example: Kate Lindune is driving a basic car (speed 5). Last round, she moved 10 squares from her starting point, which is x2 her vehicle's movement. On this round, she uses a move action to increase that speed to 15. Ten squares into her movement, as part of a second move action, she attempts to take a hard 90 degree turn. She is given a DC25 Aggressive Turning DC, which she fails. Her vehicle slides the remaining 5 squares. There are no obstructions for those squares. On her next tern, she still has 15 squares of movement from her previous round and she is still in a

slide. She makes a control roll, which she fails. She is now in a crash. She decelerates 5 squares to 10 and will continue to decelerate until she stops or crashes. She hits another vehicle, however, and at a speed of 10, her vehicle takes 10d8 damage. She suffers half that damage roll.

Benefits from vehicles: Passengers not attempting to engage enemies outside of a vehicle are granted total concealment and superior cover. Passengers attempting to engage targets outside of a vehicle gain cover. If an attack misses a passenger by 5 or less, the damage is taken on the vehicle instead. Enemies can target vehicles as well. The AC of the vehicle is altered by the Dexterity or Intelligence modifier of the driver (if applicable) as well as half his level.

Controlling: Only one driver can control a vehicle. When driving, a player's options are limited. They may drive and fire from a turret (if available) or drive and perform a stunt.

Exiting and Boarding: Moving in and out of a vehicle takes a move action and grants an opportunity attack.

Disruption and vehicles: If a vehicle is present in a group, the GM may include it as secondary equipment. Vehicles disrupted deactivate and decelerate at half their speed to a halt. They can no longer be controlled and may crash.

Charge and Bull Rush: Vehicles can perform bull rush and charge attacks. For bull rush, use Dexterity or Intelligence instead of Strength for Fortitude. For every unspent movement a vehicle has upon impacting with either charge or bull rush, you also inflict damage listed below (maximum 10 dice damage).

Actions in and out of a Vehicle: Most vehicles are small and cramped and when in motion, they buck and weave, causing problems for drivers and passengers. Here are the rules regarding powers and skills within moving vehicles:

Non-Vehicle Driver Attack Powers: A driver attempting melee or ranged attacks while driving suffers a -4 penalty to all attack rolls. The driver also must make a control roll when activated such a power. If the driver is controlling a weapon on a turret remotely, that penalty reduces to -2 and he doesn't have to make a control roll.

Passenger Attack Powers: Passengers suffer a -2 penalty to all attack rolls while riding in a vehicle. If using a weapon on a weapon mount, this penalty reduces to -1.

Two-Handed/Heavy Weapons: Characters are always assumed to be moving the same distance as the vehicle if firing un-mounted two-handed or heavy weapons. This applies to penalties to attack rolls when moving with two-handed or heavy weapons. The penalties for moving and being inside a vehicle compound. If a two-handed or heavy weapon is mounted to a vehicle's turret, the weapon is considered to be not moving and it only incurs the penalty as listed above (-1).

Sniper Weapons: You can neither use sniper-based powers nor employ Marksman Talent while in a moving vehicle unless it is mounted.

Using Skills: Using any non-vehicle physical skills in a moving vehicle (like Heal or Engineering) suffers anywhere from a -2 to a -6 penalty to the skill roll depending on the skill being attempted (GM discretion).

Vehicle Size	Damage/square of unspent movement	Power Bonus to Attack
Medium	1d6	+4
Huge	1d8	+3
Gargantuan	1d10	+2
Gargantuan+	1d12	+1
Gargantuan++	1d12	0

Your vehicles suffers ½ the damage you inflict on your target.

STANDARD VEHICLES

4-wheel All-Terrain Vehicle (ATV): All-terrain vehicles are miniaturized motorized buggies seldom employed for long missions outside of a bastion. They don't offer the protection larger transports have. York survivalists and thrill seekers occasionally use them on short excursions from the city. When seen in deep echa, they operate as scouts from a larger convoy.

Special: ATVs operate like mounts for the purposes of combat. Disembarking an ATV does not provoke an opportunity attack

Armored Truck (AT): Armored trucks offer amazing resistance to outside damage without the high costs of dedicated ETVs. Tires are run-flat and the wheels are as protected as the rest of the truck. The enclosed cabin may have open gun hole sliders while offering cover to those inside. Since most outside techan expeditions from Angel employ ETVs, most armored trucks emerge from York.

Special: ATs are equipped with a single turret heavy weapon mount.

Tracked Armored Personnel Carrier (APC): Slow and awkward but reliable, the tracked armored personnel carrier design dates back to ancient man. The final model employs a half-track configuration, easy for the common driver to use as its controls match those of the common truck. Primary propulsion is delivered through a caterpillar tread replacing the rear axle while a pair of massive tires controls the steering in the front. The enclosed cabin and cargo area provide sufficient protection through heavy gauge steel. From the outside, the halftrack APC appears primitive. This offers reduced disruption in echa, but the power delivery to the tracks remains steep, limiting its range. In York, where they first appeared, they found use with the military patrolling around the city.

Special: Halftrack APCs come equipped with two turret heavy weapon mounts.

Tank: Tanks continued to evolve almost to extinction. Anti-tank weaponry became so advanced, many drivers and crew found themselves riding in crawling coffins. The advancements of armor could not match the research dedicated to their penetration. When presented with the unpredictable nature of echa, many crews were comforted by the inches of composite armor separating them from the outside. Even most monsters have trouble combating the matrix of synthetic diamond tiles sandwiched between layers of steel. Add to that the self-contained environment and soon, a surge of tank volunteers occurred in bastions with large expeditionary armies. Modern tanks offer the security and safety of solid weight. At more than 40 tons, the modern tank (namely the York Mark V Partisan and the ugly Angel TDM-001 "Toad") can still zip over the landscape despite the courage of obstacles willing to stand in its way, artificial or not.

Special: Tanks contain three turret mounts for a heavy weapons. Tanks suffer no penalties for passing through rough terrain. Terrain behind a tank movement is no longer rough. They may even be totally submerged in water, bringing in air from an outside snorkel that rises up 10 feet from the hull.

Wheeled Vehicles: Almost all vehicles seen outside of bastions still use wheels. In case of critical disruption, they can still unlatch their drive train, hook on some beasts of burden, and turn themselves into wagons (some remain that way). Even the most advanced bastions still employ wheeled transportation for the majority of their population. The only real exception is Selkirk, which has no roads. Despite Mann's and Sierra Madre's magnetic technology or Angel's hover vehicles, most of the population still lumbers over pavement. The most advanced variations of these are the ETVs listed later. Some can't afford such luxuries and modify city vehicles to serve their purposes outside of the walls. Because of dwindling fossil fuels, all wheeled vehicles run off battery powered electric turbines.

Bike: Though motorbikes variations number in the hundreds, the ones employed in echa often rest mounted behind ETVs and larger trucks and are used for scouting and emergencies. These are durable basic machines with strong chassis and thick, large, run-flat tires with heavy treads. They don't offer any protection to the rider. Some manufacturers refer to them as enduros.

Buggy: Outside of echa, this title usually refers to semi-enclosed vehicles with a wide footprint upon the ground with the tires spaced far to the corners. They are much larger than a standard car. The buggy encloses the crew in a steel and plastic frame that offers protection from

a crash but does not seal an environment. The body is formed in such a way that shifting a tumbled vehicle back to its wheels is a relatively simple procedure. Thick steel roll bars prevent damage to the frame or the people inside. These buggies, though designed for wild terrain, don't possess the lifespan or durability for extended excursions within it. Like enduro bikes, they usually supplement convoys rather than lead them.

Truck: The wheeled truck occupies a wide range of vehicles, from the open bed vehicle to the all terrain 4x4. Also not designed for the echan world, wheeled trucks are still employed regardless. Smaller mercenary groups still use them and York operates hundreds, shepherding people to and from the bastion and the military outposts surrounding the cities. Like most all-terrain wheeled vehicles save for ETVs, wheeled trucks seen outside of bastions are from York.

ETVs (ECHAN TERRAIN VEHICLES)

Virtually all Wasteland All-Terrain Transports, or WATTs, come from Angel or Selkirk. They eventually migrated to simply being called ETVs, or Echan Terrain Vehicles. These models are impractical for city use, being usually too large and/or too clumsy for narrow city streets. They use a modular design, shielded electronics, massive wheels, and grunt horsepower. They start from the svelte and nimble bikes to the gargantuan dirt trains like the behemoth and sand shark.

All ETVs automatically gain the EDF Recovery power for free.

Behemoth: The behemoth matches its name perfectly. This goliath lumbers over the landscape, delivering power equally to its 8x8 drivetrain. Massive steel-reinforced rubber/carbon tires supply little cushioning, relying on the beast's floating platform suspension system to keep it smooth and stable. This setup succeeds and barely anyone onboard feels vibrations from the terrain the mammoth covers. Its eight wheels cover a foot print 40 feet wide and 60 feet long and the vehicle towers over 25 feet high. With three levels, this monster usually heralds its approach with breaking trees and snapping bushes as it pushes and heaves through forest and grassland. Though at home in the arid and rocky terrain around Selkirk where it was built, in the varied landscape of the southern lands, the behemoth serves no purpose. The brute clumsily thrusts and bullies its way through whatever stands in front. The fat and awkward TDM-001 Toad prances gracefully in comparison. When spotted outside Dianaso, the behemoth serves a broader purpose, usually as a mobile base of operations for mercenary groups or as a nomadic home for several families. The behemoth was not designed to be a military vessel so does not have any weapon mounts, counting on its population for defense.

Properties: The behemoth is waterproof and will filter outside air toxins. Occupants receive resist 5 poison if the attack is gaseous. Solar cells covering the flat top of the vehicle regenerates one charge each week. It can make a 45 degree turn no faster than three times its speed rating. It can make a 90 degree turn if it is moving no faster than twice its speed rating.

Land Shark: Also from Selkirk, this successor to the behemoth is substantially smaller but with equal power demands from a revised motor system. The 8x8 wheel system was replaced by an even more durable 4x4 tri-drive sprocket caterpillar system. In the middle of the 40 foot long vehicle is a pivot segment, allowing the large vehicle enhanced mobility in tighter areas. Despite its convoluted drive system, the land shark is faster than the behemoth but not as roomy. It gained more popularity as a mobile command post for mercenary groups and the military as the armed variant leads most Selkirk convoys into the Pass of Dianaso. While the behemoth is wide and fat, the land shark is thin and tall. Only 20 feet wide, it also stands 25 feet high, as tall as its predecessor.

Properties: The land shark carries a single heavy weapon turret mount. It is waterproof and will filter outside air toxins, giving occupants resist 5 poison if the attack is gaseous. Solar cells covering the flat top of the vehicle regenerate one charge each week. It can make a 45 degree turn no faster than three times its speed rating. It can make a 90 degree turn if it is moving no faster than twice its speed rating.

Nomad: The final Selkirk land cruiser variant released is the smallest of the trio and by far, the most popular outside of the Dianaso pass. The nomad uses wheels like the behemoth, though it only has 6. It features a center pivot so the vehicle can maneuver in tighter confines like the land shark. It is the smallest, at only 20 feet tall and 30 feet long. This model found use all over Canam and, along with the scrambler, is the most common ETV seen in open echa (which still means that if an echan ever sees an ETV in their lifetime, they'll probably see one of these two models). The nomad moves via four separate electric motors contained in each of the axles. It receives power to all of them from its contained main drive in the rear of the vehicle, snuggled next to its ample cargo hold. The forward cabin occupies the entirety of the cabin port of the pivot. Unlike the land shark and behemoth, the nomad only has two levels but efficient building practices make the nomad almost as roomy as the shark, with separated cabins and full air and waste management system. The nomad is both waterproof and self-sustaining. However, because of its smaller size, a rechargeable power system was never implemented.

Properties: The nomad is waterproof and will filter outside air toxins, giving occupants resist 5 poison if the attack is gaseous. It can make a 45 degree turn no faster than three times its speed rating. It can make a 90 degree turn if it is moving no faster than twice its speed rating.

Nuke Truck: In order to combat the EDF interference outside their walls, Angel R&D created a vehicle with its own shielded micro-nuclear fission power pack. The result is an extremely expensive and risky long-range carrier simply dubbed "the nuke truck." The reactor, though miniature, does supply a full 1-year lifespan of power until needing service. Because of the reduced degradation of Uranium-235 in EDF and its increased resistance to shedding neutrons, scientists switched to Radium 226 and Thorium 232, which accelerate their decay while in magic. Since these materials cannot be found easily in nature, the only way to service and re-supply a nuke truck involves

taking it to one of only two breeder reactors in Canam, one in York and the other in Angel. The breeder reactors expel more fissionable materials than they receive, but the process is not cheap and a full service and re-supply of a nuke truck takes a week and costs 25,000 uc. The advantages are plain to see. This makes the vehicle sustain itself indefinitely save for the service. The extensive radiation shielding virtually removes a chance of shorting out in EDF.

Properties: If a nuke truck disrupts, it gains a +4 to all saving throws.

Special: To repair or even work on an engine of this complexity suffers a -5 penalty to the Engineer skill check.

Critical Mass: If a catastrophic failure occurs and it explodes, the reactor melts. This causes everything for 20 squares to incinerate, suffering 10d10+100 points of fire damage. Everything for the next 20 squares suffers a +20 attack vs. Reflex for 10d10 points of damage. A miss halves damage. The initial area where the truck detonates becomes a severe radioactive hazard. EDF bottles the radiation in.

Panther, Verkelen Alpha-1: Angel's government funded arms-maker dedicated to ETV and anti-echan R&D, Verkelen, started drawing plans to compete in the ETV market. The result, after millions of uc in development and testing, proved brilliant and superior. The panther features a completely enclosed stretched ovoid body with two forks sticking forward and back where the spokeless wheels are mounted. Huge computer-controlled gas shocks absorb impact by predicting upcoming terrain and adjusting accordingly.

The panther features a gyroscopic stabilization control system (GSCS), preventing it from toppling over. Unless fully deactivated, the panther can never fall prone from any maneuver or attack. The computer works with the driver, allowing the bike to lean over when the vehicle intends to maneuver but sensors detect if it will result in a fall. The GSCS even allows the vehicle to adjust its angle of attack on upcoming terrain. The panther's wheels are magnetically driven, capable of stopping and forcing its wheels into a lock. Each wheel carries enough torque to lift the entire body of the panther on one axle. The GSCS can then maintain that angle. With this ability, the panther could even climb a steep hill it has no hope of scaling by simply walking up its side.

Properties: The Panther requires a DC25 Strength check to be pushed over or moved. It can fit another medium sized creature, but all drive rolls in the cramped space suffers a -4 penalty.

Scrambler, Verkelen Mark IV: Selkirk produces the largest ETVs in the world but at one point Angel made a play for the prize. They released two models within ten years, both large and somewhat clumsy, though, in the end, nowhere near to the immensity of the Selkirk models. The most popular model of all these was the scrambler ETV. This vehicle keeps the crew in a tightly sealed environment, elevated almost 20 feet above the ground. It rolls on six massive thick-treaded, steel-sidewall supported run-flat tires 8-feet across. The scrambler can lose up to two tires without being disabled. The multi-level cabin can hold five people in relative comfort with many of the amenities the crew enjoys at home, including full sewage recycling and kitchen and sleeping areas. It also sports one of the largest headlight assemblies of any vehicle. Because of its constant use in both day and night, the scrambler is equipped with 20 forward-mounted high intensity discharge lights capable of illuminating a cone of terrain 500 feet long. Much smaller than the behemoth or land shark, the scrambler became the preferred choice among smaller groups.

Properties: The Scrambler can illuminate a 50 square close blast. Despite its size, the scrambler suffers no penalties to movement.

Wanderer, Verkelen Mark II: The wanderer began its life as a next generation ground interceptor for the Angel military. As time passed before a successful prototype could reach testing, advances in hover technology surpassed ground possibilities and the newly formed Crimson Starlight soon captured the public and the entirety of military funding. Verkelen shelved the designs and mothballed the prototype for almost a hundred years until the increase in mercenary forces and the desire of adventurers attempting echan expedition encouraged a revisit to the old design. The wanderer measures 30 feet long but the main body only measures 8 feet across. A complex motor system involving 4 large axles mounted on hydraulic powered limbs is capable of raising the craft anywhere from 5 to 15 feet off the ground and/or widening its wheel placement to as far as 20 feet across. The limbs are not fast, nor articulate, and do require a move action to shift, though the action can occur while the vehicle is in motion. Two wheels are attached at each axle. The entire motor assembly also sits under a large swivel joint, allowing the entire cabin to rotate on its center. When traveling at any substantial speed or when committing any hazardous maneuvers, the wanderer must widen its drivetrain or risk tumbling over.

Properties: The wanderer can squeeze. It comes equipped with two turret mounts for small arms. It can make a 45 degree turn no faster than three times its speed rating. It can make a 90 degree turn if it is moving no faster than twice its speed rating.

VEHICLE OVERLAND MOVEMENT

Vehicles can travel at much faster speeds when given time to accelerate. Further, they have no need to rest so can travel longer.

Referring to basic speed, every additional increment of speed increases hourly and daily movement by a ½ mile and five miles respectfully. For vehicles, these two figures are doubled for the purposes of daily travel.

CHAPTER EIGHT

EXPANDING YOUR CHARACTER

"Raven," Mahan repeated with a bow, "what's your real name?"
"Raven," she replied simply.
"No, what's your elvish name?"
Raven didn't smile, but she wasn't insulted. She paused but didn't know why. Perhaps for a moment, she had actually forgotten. "Reivune," she finally said.
"Ah," Said Mahan as he bowed again. "Alissa menis, Reivune." His dialect and accent were near perfect but Raven didn't respond. She wasn't used to compliments in any language. Mahan smiled it off. "Yes, well, usually it works."

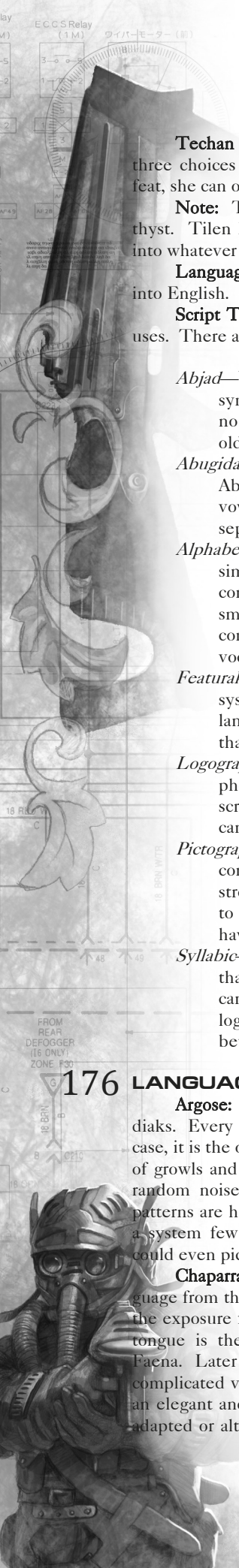
To the fae nations, human tongues are relatively easy to understand and almost all forming relationships with surrounding human cultures know at least English. Leaders of more obscure communities usually know one human tongue. Fae races carry accents similar to humans and are as varied. A connection has never been successfully made about how certain fae accents contain similarities to that of human cultures of old Earth.

Fae languages, by a majority, sound similar, but different enough that one cannot fake one if fluent in another. Narros and pagus tongues, as well as other cultures that developed in harsh environments, sound more jagged and sharp, while other fae races sound more fluid and poetic. Even though sounding similar to their language, humans have found learning any echan tongue extremely difficult.

Human camps formed quickly after Attricana's return. Many languages had died. Others faded within a few generations. Some merged to create new variations. Before the gates, hundreds of languages had dotted the globe. Now, only a handful remained. Surviving vernacular soon divided into regional slangs and patois, eventually becoming recognized languages themselves with distinct lexicons, syntaxes, and phonetic pronunciations. English surfaced as the only surviving dominant language in Canam. Endangered regional tongues were assimilated into geographically-bound hybrids.

With nations spread apart and communication cut off by EDF, cultures grew distant. The languages emerging sounded like a mish-mash of several older ones. Usually these languages grew from the bastions and spread to outlying cultures.

All bastions have English as their primary language in Canam.



Techan Special Rule: An echan language counts as three choices for a techan. If a techan takes the linguist feat, she can only choose one echan language.

Note: These are all the languages available in Amethyst. Tilen have no native tongue and adapt themselves into whatever society they find themselves in.

Language: This is the language name as translated into English.

Script Type: This is the system of writing the script uses. There are six variations:

Abjad—Very similar to Alphabetic, Abjad uses symbols representing consonants with little to no vowel use. This system includes some of the oldest languages still being spoken today.

Abugida—This system is similar to Alphabetic and Abjad in that it uses consonants, but it combines vowels with its consonants rather than having separate vowels.

Alphabetic—The root for many languages, this uses simple symbols representing individual consonants and vowels. This often creates a smaller spectrum of letters but added complexity may occur with a complicated vocabulary.

Featural—This is a strictly phonetic-based writing system often employing syllabic blocks. This language is not often seen but is easier to learn than most others.

Logographic—Symbols represent words and phonemes (though mostly the latter). These scripts can be extremely complex as the symbols can be intricate.

Pictographic – Symbols represent specific titles, vague concepts, or ideas. This is not considered a strong written language and is nearly impossible to translate without reference. These symbols have been known to be very extravagant

Syllabic—Symbols represent syllables of words rather than whole words or consonants. This system can be nearly as complicated as pictographic or logographic but can convey a spoken language better.

LANGUAGES

Language	Script Type	Script Name	Echan
Argose	Pictrographic	Argose	Yes
Chaparra	Pictrographic	Faen	Yes
"Corrupted"	Logographic	Adonnic	Special
Damasan	Logographic	Damasan	Yes
English	Alphabetic	English	No
Englo-Lingo	Alphabetic	English	No
Ferran	Pictrographic	Ferran	Yes
Guttoran	None	None	Yes
Ignotan	Featural	Kakkonin	Yes
Indic	Abjad	Shahmukhi	No
Laudenian	Logographic	Faen	Yes
Narroni	Featural	Narroni	No
Old Fae	Pictrographic	Faen	Special
Onsespeak	Alphabetic	Terran	No
Paggin	Featural	Kakkonin	Yes
"Pleroma"	Logographic	Adonnic	Special
Romanic	Alphabetic	Romanic	No
Semitic	Abjad	Aramaic	No
Sinitic (Asian)	Logographic	Kanja	No
Slavic	Alphabetic	Cyrillic	No
Tenenbra	Logographic	Tenenbra	Yes

LANGUAGE DESCRIPTIONS

Argose: Argose is the primitive language of the kodiaks. Every member can speak it and, as it is often of the case, it is the only language they ever learn. Argose consists of growls and mumbles other listeners may confuse as the random noises of an unintelligent animal. The specific patterns are hidden deep in the inflections of those growls, a system few outside of the attuned ears of the kodiaks could even pick up.

Chaparra: The chaparrans refused to alter their language from their roots and have been obtuse to adapt given the exposure from other cultures. Chaparrans believe their tongue is the closest to the original language they call Faena. Later chaparran branch species have an even more complicated version of this vernacular. Their written form, an elegant and beautiful style called Faen, has never been adapted or altered. It is also nearly impossible to translate unless one is chaparran. Chaparra is syllable-timed, making the speech sound like lasting poem of perfect rhythm though, unlike Laudenian, there is often hard stops with "K"s and "G"s.

Corrupted: The mirror of the dragon language, this tongue has the same written form and a similar pronunciation. It is spoken entirely by typhox dragons and shemjaza for the purposes of spellcasting. It is the corrupted form of Pleroma. It is believed the idiom is exactly the same, but channeling through Ixindar instead of Attricana. Its actual name is not known, though a clumsy translation from ignotan revealed the name Saeqaar, but this has never been confirmed. There is no word for the tongue in any fae language and they refuse to create one. It is only spoken in whispers, the words of corruption that turned half the fae to pagus in a single night.

Damasan: The language used by both Damasian and Limshau fae, as well as all gimfen, is the most widely known non-human tongue in the world. More humans speak Damasan than any other fae language. Thankfully, it is one of the easiest to learn (Narroni is still easier). Being a stress-timed language, the vocalization sounds similar to Sinitic. Those fluent with the Asian tongue often found picking up Damasan easier than English. Modern Damasan has adapted in the last few centuries, amalgamating elements from Narroni and Sinitic into its syntax. Damasan is very fluid language with soft sounds with few hard stops.

English: English is not really English, but a mixture of older English with fragments of French, German, and Spanish. In Angel, quite a few Sinitic phrases crept in.

The result is the modern form now considered the lingua franca of the human race in Canam and the dialect most non-humans pick up when wishing to communicate with humans.

Englo-Lingo: This bizarre patois popped up around the eastern bastion of York and is thought to have emerged from the bastion of Mann, where it is the national language. Englo-Lingo filtered most of the Sinitic donations that found themselves in modern English and added older French and German slang to create a bizarre phonology that shifts from three different Germanic languages every sentence. Dozens of villages on the east coast insist upon it and York accepts immigrants fluent in the tongue, making the bastion almost bilingual.

Ferran: A simplistic version of Damasan, Ferran is a jagged, rough tongue used by the lower branches from the damaskans like puggs, boggs, and skeggs. It differs slightly with every village, making a proper translation from any source difficult.

Guttoran: Even harder to learn is the sharp dialect of the narros branch species. Since they have no real culture and are extremely phobic of society, their language is chaotic and hard to define. Guttoran, as a term, is a misnomer since there has never been a consensus of the phonology to define it as a language. It is thought that every group has personalized the language intentionally so not even their neighbors could relate to them easily. All fae branches under narros speak Guttoran

Ignotan: The native language of all denizens of Kakodomania and all servants of Mengus, Ignotan is a simple-sounding language, easy to pick up, but hard to master. Its written form is perfection itself. Totally phonetic, one could learn the basics of its speech in a day. The language is complicated but every phonetic makes sense. Not a single fragment of its syntax appears out of place or culturally significant, being nearly mechanical in its application. It's not very good for poetry. All shemjaza, typhox dragons, and most pagus speak Ignotan.

Indic: This is an amalgamation of old human languages like Hindu, Punjabi, and Urdu. It is not often spoken in Canam but it has popped up from time to time.

Laudenian: There is a seemingly never-ending debate between the chaparrans and laudenians about which species is closer to the original fae. The laudenian language is slightly more askew from its roots. It's an evolution of the original that would progress into Damasan later. Their written form, however, is closer to the chaparran system. The language flows beautifully and is extremely poetic and fluid with strong base in syllable-stress. Only laudenians speak laudenian.

Narroni: The original narros' speech was a local patois of Laudenian they maintained for years but as they moved further and further away, the need to create a language all their own increased. Unlike other languages, which evolve slowly, Narroni was constructed in committee and implemented instantly after it was cleared. Narroni is a manufactured language that is efficient and elegant in its simplicity. It is neither hard to learn nor hard to master. It is the simplest echan language to use and thus can be picked up easily by even techans. Only the narros speak Narroni. *Special*—Narroni is not counted as an echan language to techans from Selkirk.

Old Fae: Further chaparran branches continued to degrade the syntax of their parent tongue until finally, the lower species like faeries, sylphids, and dojenn speak a bizarre language of songs and whispers even the chaparrans can't understand. Along with the holy language of dragons, Old Fae is impossible to learn by most mortals.

Onespeak: Similar to Narroni, Onespeak is a partially manufactured language devised by Baruch Malkut and imposed on the population. Eventually, the entire phonetic landscape changed with the lower class, even though the majority of the ruling party still preferred Englo-Lingo. This language was devised to unite mankind but it ended up further isolating the kingdom from the rest of the world. Those of the lower class are tolerated to speak English but are forbidden to speak Englo-Lingo. Onespeak features a heavy Spanish and Latin influence as well as thousands of words with no etymology.

Paggin: This language formed secretly within the pagus that lived out of control of the Shemjazu. Pagus in Kakodomania speak Ignotan only. Those in Apocrypha and Ažhi Dahaka speak only Paggin unless a shemjaza strolls into their village. A pagus that speaks paggin to a shemjaza is instantly executed. Rebellious pagus consider paggin the first mark of a pagus independent culture.

"Pleroma": The language of the dragons, called "Adonnaisis" in all fae languages, is considered the very first language spoken by any intelligent creature on the planet. The language and its written form are intrinsically linked with Attricana and it is thought that the dragon god Amethyst created the world of magic by speaking the words that govern this new world. This is the language all spellcasters use when casting magic but even they cannot carry a conversation with it. Only dragons are fluent and thus, only dragons may select it. It is thought the Pleroma language contains anywhere from 150 to 256 symbols though only dragons know for sure. It is also believed by many that the symbols' true form exists in three-dimensions, making its development a technical improbability. The language itself is also not completely pronounceable by any creature other than a dragon, so the intensity of magic with mortals will always be limited.

Romanic: Another language seldom heard in Canam, this merging of French, Italian, Portuguese, Romanian, and Spanish is thought to be the lingua-franca of Lauropa and the dominant language of the bastion of Porto.

Semitic: A growing dialect in Canam, this language underwent the fewest changes over the past few centuries. A descendant of Arabic, Aramaic, and Hebrew, it is a common second language to those in Abidan and its outlining villages. It is often heard in locations of religious importance.

Sinitic: A fast growing language in Canam, Sinitic, also called Asian, was already present when hundreds of immigrants landed on the western shores off Angel. It is the common second language in the bastion and a common tongue for hundreds of miles around, including Limshau, where it was a popular choice among damaskans when first learning a human language.

Slavic: An extremely rare language in Canam, Slavic amalgamates Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatia, Slovak, and Ukrainian. There is no village in Canam that uses it exclusively. It is thought to emerge from several echan and techan nations in the similarly named continent of Slav, including the bastion of Krebet.

Tenenbra: The tenenrbi (a lesser seen fae in Canam) are the sole speakers of this tongue, which stands clearly as the most bizarre of any fae language. The tenenrbi have unusual vocal chords, able to speak normal "groundwalker" languages as well as the unique collection of whistles, clicks, and chirps of Tenenbra. This strange phonetic characteristic came from their voices' capacity to double as echo-location devices. The phonology also deals with the stress level of voice, implying different meaning depending on the volume of the words. Other than Old Fae, Tenenbra is the hardest for any outsider to learn. There is no language for the branches off tenenrba. The clicks and whistles lost their lingual connection and became the grunts and groans of animals with no formed communication.

"I have concerns with those who worship fire, the darkness of Ixindar, and the wickedness of Mengus," Mahan said. "Worshiping a living dragon able to command water and wind and all the manners of creatures under its glare… Can't deny it's a credible argument."

"Really?" Aiden asked.

"I won't kowtow if you're curious. I only bend the knee to the almighty, for I only bow my strength to the true God. I will not condemn them or even fault them for worshipping such a noble and kind creature, but it is not god."

RELIGION

A common belief in many religions claimed the Almighty wrote the rules of the universe everyone now follows. Some say the only way to hear this voice is beyond the grave. Some also say the Almighty exists in the flotsam that keeps the universe from flying apart. Others think he lives within Attricana, and/or he may be the realm itself. Some others say he is a they, as hundreds if not thousands of spirits or gods watch us from an identical world on the other side.

There is no right or wrong answer.

With the push of magic upon the normal existence of man, a wave of new religious movements swept globally. Religion offers hope and order in a world seemingly on the brink of destruction. It promises a plan stemmed from intelligence – that everything happens for a reason. As Earth falls more towards the realms of magic and enchantment, many more flocked to religion to answer their questions. In this age, miracles occur. Worshippers find proof of god everywhere.

After over 6 billion people died after the Second Hammer, the religions that survived found little reason to fight over conviction. All treasures in idol and land fell to dust or sank under the ground. Many smaller faiths died with their populations. When Attricana opened, newer beliefs arrived with newer populations. A few humans embraced these faiths while some fae embraced human ideology, although the latter was much rarer.

Many embraced the dragons as their focus. This is understandable given their immense power. Those not embracing dragons, those worshiping a supreme being, still wait to hear that voice aloud. God or Gods remain as quiet and as elusive as before. The majority of most religions on Earth are monotheistic (single god); few are polytheistic (multiple gods).

The majority of all bastion populations are atheist. Outside of the walls, the percentage drops sharply, but not completely. Almost 40% of all humans in echa don't subscribe to any specific faith though almost all attribute some spirituality to the world.

HOW FAITH EVOLVED

As mentioned, many religions of man survived, though none were unchanged. These changes came from several key influences, the most important being the arrival of the enchanted world. Although it was the foremost catalyst of this change, it was not the only one. The events leading to Attricana's opening involved a massive calamity that included (but not exclusive) the fall of the Second Hammer.

With larger religions, most of their offshoots either merged or vanished, leaving only a handful. The modern dogma of these faiths do not resemble their ancestors exactly and have all altered, even to adopting certain traditions and conventions of others. Those fundamental in their views often found themselves without allies, and in the fledging years after the Hammer, those without friends fell back into history. Modern religions began to adapt their doctrine to accommodate recent events, radical as they were.

After the invasion of magic, the ratio of religious demographics between the specific faiths and those non religious stayed fairly constant, with a slight shifting to non-religious. Although many new people embraced religion as an explanation of recent events, an almost equal number abandoned their faith, claiming the destruction of the world was proof of god's nonexistence. This led several splinter religions (like the one endorsed by Baruch Malkut) to claim god created this cataclysm to punish man. Apocalyptic views of the world snapped up fanatical followers in the first few years, believing judgment day had occurred. These fanatical views led to the first hysterical crusades by surviving men bent on destroying the nations of fae. Every major religion spawned its own fanatical cell endorsing this principle. As the centuries passed, they dwindled, leaving only a few begging for attention among the moral majority.

The only locations where the faiths of old have remained nearly unchanged are in bastions, which kept their faith as stable as possible (those that still followed it, that is). They still adapted to their environment, some in positive ways, and some in negative ways. Outside, in the open enchanted, faiths adjusted quicker and more severely. Fundamental sects rarely lasted long, with the sole exception being the right-wing view of the offshoot religion endorsed by Baruch Malkut. The Christian-based communities took the longest to accept the new world. Those that did embraced it wholly. Islam adapted much faster and more cultures rooted in that faith adapted to the new age than any

other. Nearly all secular, agnostic, atheistic, and spiritual (but not religious) societies accepted the new world with few hurdles.

Modern faiths outside of echa have attempted to explain the new world in ways to maintain their original doctrine as close as possible. Large tomes were written by prominent Muslims at the time declaring the proof of Allah in the sudden appearance of spirits always hidden until now. Christianity's issue dealt with the fact that thousands of years of biblical law declared anything non-human was inferior to man and under his control.

Only those hopeful of a future without war were permitted a dialogue with the fae. With nearly all of mankind struggling to survive, those optimistic of such a peace prospered, with the only notable exclusions being bastions and the xenophobic nation of Baruch Malkut.

ECHAN FAITHS

AMETHYST

Amethyst, the dragon god of the old age, fell to dust when the demon armor, Gebermach, plunged the Sword of Dogurasu into the dragon's heart. Many believe his spirit lives in the Gate, waiting for the time to return. In many ways, faith in Amethyst or Attricana is interchangeable. Subtle differences appear in the symbols. Amethyst represents all things good. He believes in creation and life. He frowns on destruction and those who wish to control others.

In Canam sits an ancient temple as old as the Second Hammer. Its exact location has been lost to all but a select few. Mentioned in the Gospel of Greka, the temple stands atop a mountain, surrounded by a fortress of stone. Only a few know of the significance of this temple but do refer to it as the Temple of Amethyst. Those following the faith hope to eventually locate it. Every decade or so, a crusade begins with as few as five or as many as five thousand to search the continent for this fabled temple. With little to work on, no crusade has ever succeeded.

> *Only when one truly needs to find it, will it be found. The forest of the hand points the way. Seek the spine of the earth and follow to its base. Find the towers of ten and climb to the peak. Atop, sits the moment of death and rebirth for the greatest of us and for the entire world.*
> *Gospel of Greka*

The symbol of Amethyst is a chunk of Amethyst rock. To pray to Amethyst, worshipers place the stone to their forehead and repeat a Pleroma chant four times in different directions. Many fae races worship Amethyst.

ATTRICANA

Like Amethyst, followers of Attricana believe in creation and despise evil in all forms. Unlike other religions, Attricana does not equate intelligence. Believing in Attricana translates to believing in a creation beyond science but not necessarily with a conscious design. Attricana followers consider their faith more a study of creation, the closest thing to a science echans have.

Other faiths accuse followers of Attricana as infidels, disbelievers finding a shortcut around faith to explain the new world. Worshiping Attricana proves that faith in an intelligent divinity is not required to rationalize magic. Some right-wing religious groups have sworn to crucify followers of Attricana for betraying god's gifts. Across the ocean, an entire culture has developed with a population of Attricana endorsing atheists. When one following Attricana gains wisdom or power, he or she believes it derives from an internal source and not from a divine creator. Worshipping would be an incorrect word to even describe it.

The Attricana symbol is an amulet of the white star itself. Followers do not exactly pray, but stare at the gate in the morning, studying it, and gaining wisdom from internal meditation. Being of no intelligence, Attricana is simply neutral.

DRAGONS

Many people worship dragons. It's not difficult to believe as dragons are the most powerful creatures on the planet. They are immortal and they predate all others by millions of years. Most dragons refuse such responsibility, frowning on such beliefs. Others accept and respect such faith but remain humble to their mortal origins. A few embraced the belief and maintain active roles in the lives of their worshippers. Evil dragons manipulate this belief to create hordes of followers to do their bidding. All dragon symbols resemble the dragon specifically being worshipped. Praying involves bowing to the symbol placed upon the ground. Dragons are worshipped across the world.

BERUFU

Many elves still worship their original faith, the creator of all things, Berufu – the mother of all fae. They believe Berufu lives in the shadow realm where the universe was formed. Attricana, to them is a source of power, but not the home of god. According to legend, Berufu released the fae to worlds through the gates. Hundreds of worlds across the universe possess their own variation of fae species. Demons are fae brought into the world from the black gate and Berufu legend explains that both tap into the same resource. Mengus is no god to them and there is no dark opposite of Berufu in the faith. The concept of hell is a purely human invention.

Another variation claims Berufu was willed into existence by the god of all matter, Oaken, to be his mate. Together, they would create a species bound of both their strengths to populate the universe. Most believers of Berufu ascertain the two gods emerged bound as one united with two different personalities and of equal strength while a few maintain Berufu to be from Oaken's divine loins but grew to equal power. Their first child would be a demigod, who would later give knowledge to the fae to learn technology, a knowledge forbidden to them. For this sin, the demigod was stripped of its gender and its name, lost to history.

Between the time of the demigod and the sin, the two gods formed the original fae. They seeded billions if not trillions of fae in Berufu's womb, only letting a fraction upon the worlds they chose. This womb is a spiritual chamber in the ethereal realm known as Otsharus (obviously an

echalogical transition to the Hebrew word, Otzar). Although fae may give birth to their own, the number of fae souls released from Otsharus is fixed and when it is emptied, the species will no longer expand into new worlds. Nothing is listed in the books on Berufu about mankind except one controversial excerpt removed from the current version that claimed every human born steals a soul from Otsharus and the reason for the fae de-evolution is due to the dwindling souls in the chamber. Oaken priests insist this is untrue. Only fanatical laudenian and tenenbri priests hold this belief. Demons also use fae souls, another reason why their destruction is paramount with followers of Berufu. Mengus, once believed to be a fae, according to Berufu faith, channeled dark powers and grew in strength, hoping to gain immortality and godhood. Oaken made the dragons but Berufu always wanted the fae to rule the world, and eventually, the universe.

The clerical symbol of Berufu is a string of white pearls wrapped around one's arm. Praying involves a wide variety of chants in one's native tongue while rubbing the pearls between open palms. This procedure takes as much as an hour every morning. Every fae descendant culture makes her look like themselves. All depictions show Berufu graceful and tall.

IXINDAR

Opposite of Attricana, Ixindar believes in an ordered, uniform existence, everything under complete control. There lives no intelligent design to anything. Everything corrodes, everything falls apart, everything collapses, and everything dies. To believe in Ixindar means to encourage a state where the universe no longer changes. Worshippers obsess about control. They don't preach their faith; they wish to enforce it. Their homes are perfectly organized. Though they may not wish to create a world devoid of life, they do believe a perfect society involves perfect order with absolute discipline without the pesky distractions of imagination, emotions, or independent thought.

Like Attricana, Ixindar possesses no intelligence, only an ideal. Worshipping Ixindar, like Attricana, may be incorrect wording. There is no deity, more the disciplined study of the phenomenon. Though not channeling powers, some of the most loyal followers of Ixindar are scientists, thinking Ixindar possesses a uniform, constant, and stable power source to help retake the planet for techa. Many initial worshipers of Ixindar started as scientists corrupted to its obsessive cause to control everything.

The symbol for Ixindar is a simple black pearl, featureless. Being of no intelligence, Ixindar is simply evil.

MECHA/MACHINE GOD

Only the gimfen worship Mecha or Machine God. Gimfen subscribe to the idea that the knowledge of technology is passed down by a powerful deity beyond the gate and only to a precious few. Only by worshipping the Machine God can technology be safely used alongside magic. Given that, gimfen believe that most bastions fight against the word of Mecha and can solve all their problems with simple belief in their almighty.

Gimfen contend that Mecha formed as a child from Berufu and Oaken and became so powerful that it began questioning the form of the universe. The parents forbade their child from giving precious knowledge to the fae, but it did so anyway. In response, Berufu took away Mecha's true name and Oaken robbed it of its gender. Mecha would only be a half-god. Though some devout followers have become eunuchs, this is not widely endorsed. Mecha's symbols are tools, any tools. Everything the mechanic uses is laid out in the morning and the devout thanks god for the tools and the knowledge, picking up every single item and expressing gratitude for its existence. For gimfen, known to have many tools, this sometimes takes half the morning before any work is done. Churches in gimfen communities are shops where followers can discuss their god and faith and pick up a few items at a divine discount.

MENGUS

This spirit still exists beyond the black gate. Like Amethyst and Attricana, Mengus and the black gate of Ixindar are virtually interchangeable. Worshippers of Mengus itself believe in an overall plan for the world. The biggest difference between Mengus and Ixindar is that Mengus plots to combine the universe into a unifying state under her control. Those who worship hope to share in her power, to combine with a greater intelligence and be one with a god given form. The Mengus symbol is a collection of tentacles curling around each other. Mengus is the sole deity of all shemjaza and typhox dragons as well as any pagus under their control.

OAKEN

Narros believe Oaken came before Berufu. The spirit of the Earth and all matter created Berufu to be his mate. In that regard, narros believe Berufu to be female and Oaken male. The narros acknowledge Berufu but only as a servant. The two then went about deciding on how to populate the universe.

Oaken's myth claimed he arrived into this galaxy by breaking off a monstrous intelligence billions of years ago. This intelligence had no name but scattered to form all the planets of the universe fae would eventually appear on. The greatest segment drifted into the loose particles around the Sun before the planets were formed and the matter that drifted to Oaken formed the Earth. In this regard, Oaken is not one god, but hundreds, thousands, or even millions scattered across the cosmos. Either one or all of them together created Berufu, which is only a single creature. Some speculate Oaken is a hive mind, a combined gestalt of all the fragments. They created Berufu and decided to spawn the populations of the universe. Berufu, however, wanted fae and Oaken wanted dragons. Eventually, Berufu and Oaken created the Otsharus and deposited the fae across the many worlds Oaken formed. Oaken snuck dragons on a few of them as a pet project. Oaken mythos does not include Mecha except for one or two stories, all written by Mecha disciples.

Alas, like many religions, the dogma of Berufu and Oaken differ. Both of them feature inconsistencies. Berufu does not properly explain dragon creations and Oaken never accounts for Mecha. Both of them make huge assumptions on other fae species outside of the Earth with no evidence of their existence. Oaken dogma includes Otsha-

rus but claims the souls from this great chamber exit via the black or white gates and thus both fae, pagus, and demons all use them. Man is innocent in this and receive their souls from another power altogether.

Narros and tenenbri (the highest ratio of believers) believe that Oaken tests the fae on his soil. If they don't prove worthy, they eventually de-evolve to dust. If all the fae eventually die, Oaken will verify to Berufu that dragons were the correct choice. Oddly enough, dragons do not believe in Oaken. The narros mythology contends that Oaken never agreed on the final form of the fae and since Berufu disliked dragons, he eventually created the narros as his favorite children. Tenenbri continue this belief by saying that though narros came first, tenenbri represent the new and preferred form. Narros believe the tenenbri dug too deep and were cursed. Some tenenbri actually agree with this judgment and pray to Oaken daily for forgiveness. Because Oaken lives deep underground, he forbids digging too deep into his realm.

Oaken loves picks and hammers and his symbol is each of them crossing against an unrefined rock. To pray involves kissing the soil and chanting straight into the ground, often times rising back up with dirt on one's lips.

YOK-ANI

Unlike most other dragons, Yok-ani accepted and respect the faith granted them. They believe in nothing but balance. The majority believe in endorsing neither good nor evil. Both must exist in equilibrium, else the universe itself could fall apart. Many Yok-ani do understand that evil, by a majority, only seeks to destroy their opposite and thus cannot be depended upon to maintain stability. Yok-ani are still very kind and benevolent. A few enforce pure neutrality as the only belief. The demands they place on their followers differ from other dragons. Most followers seldom even see a Yok-ani dragon. Most of them live across the planet in the mountains of Kuraukou. One is said to live in Canam. To attempt an audience requires a disciple to infiltrate the bastion of Angel and enter the subdivision of Genai, named after the Yok-ani dragon rumored to live there. The massive temple at the center marks the focus of the faith for the entire continent. Yok-ani also despise unnecessary violence and believe drawing the sword to be the final solution.

Special – No followers of yok-ani can initialize first strike in combat. If they win initiative, they cannot strike on their first round. The enemy must attempt to strike first. Hit or no hit, the apostle can then respond. They can elect to commit a ready action.

Disciples must be able to speak Sinitic. The Yok-ani symbol is the dragon shape, snaking around a staff or sword hilt. Praying to Yok-ani involves striking the sword or staff into the ground and singing, in Sinitic, a poem declaring one's faith.

"One of the Yok-ani nine," said Mischa. He knew the legends, and he was losing his fear, replacing it with growing contempt.

"I am Genai-Dilong, and yes," spoke Genai.

"We are humble at your feet," Aiden tried to say calmly, but came out mumbled.

"Only because I am tall, child."

HUMAN FAITHS

It should be noted that the following pages are extremely small summaries of extremely complex religions and belief systems. If you choose a "real" faith, you should research the details of the religion and make sure you understand the demands put forth. Don't insult half the world for not doing your own research.

CHINESE FOLK RELIGION

Also known as Chinese Traditional Religion, this encompasses a vast amount of practices including Taoism, Buddhism, and Confucianism. It involves the worship of animals, deities, the sun, the moon, and the stars (although the latter has depressed somewhat in recent centuries). This also includes the worship of legends, ancestors, gods, goddesses, and demigods. In all, there are hundreds of different figures for followers to worship. These include the Jade Emperor, Cai Shen, Tu Di Gong, Hu Yi and Zau Shen.

The concept states that a mirror of Earth floats beyond Heaven with a social hierarchy in which all these spirits, gods, and legends live in peace and war. They often clashed over control of what once was called China. Hundreds of temples dot the landscape and the religion appears across the world. The biggest change involves Attricana. Most believe this double Earth sits beyond this doorway, and with the door open, the influence increases. One must research a path before choosing the right deity.

CHRISTIANITY

Deviations of Christianity fell apart after the Second Hammer and few branches survived. Modern Christianity is a result of a massive amalgamation of the Christian faiths when survivors rose up. The Holy Cross remains the symbol of faith with disciples following the belief of the Holy Trinity, Jesus Christ, Crucifixion, and Resurrection. Details remain sketchy about the specific differences of modern Christianity and the branches of the past. Christianity falls into two major camps on modern Earth: Techan and echan Christians. Echans believe the Second Coming has occurred and this new world stands a result of a new design. They see all the proof around them with a world commonly breaking scientific laws whenever it sees fit. The existence of Ixindar places the image of Hell back into public acceptance. Many believe it falls to a new crusade to stop this evil.

The majority of modern echan Christians believe this crusade began years ago and fight to finally free the world of sin forever.

As history proves, some fanatics still exist. Although the faith deviated to such an extreme, it is believed Baruch Malkut began initially as a Christian kingdom before its fall into madness. Thankfully, this is the only real exception as most other Christian kingdoms are well respected with kind and fair rulers (like Abidan). The cross symbolizes everything and its placement dominates worshipper attire. Prayers have seldom changed and morning mass takes just under an hour with a strict progression of prayers and actions.

Christianity is found the world over, but the highest concentration exists in Lauropa.

HINDUISM

One of the oldest religions of man, Hinduism maintains that the soul lives eternal, undergoing a continuous circle of life, death, and rebirth. The beliefs of Dharma, Samsara, Moksha, Jnana, Ishvara, and Karma remain unchanged. They hold Brahman as the eternal and all-powerful spirit to which everything stems and that Ishvara is the only way mankind can interpret Brahman. Several denominations of Hinduism place Vishnu or Shiva as the seat of eternal and omnipotent power. No matter the course, the faith encourages virtue and acts of good, believing that will put a soul on the road to enlightenment, and that evil acts lead to darkness.

Unlike Islam, which frowns on Idolatry, Hinduism showcases several examples, the most common being the Aum, a symbol found throughout the faith. Many others embrace the mandala and even the manji (swastika), the latter being a symbol embraced and used by Hinduism thousands of years before temporarily being connected to the evil acts of a relatively small group of fanatics long forgotten in this new time.

There exists various lifeforms in the universe at various stages of development. Their status at birth and their life is determined by their karma. Karma is more than just the sum and balance of your good and bad deeds. It is work or action and the results of that work or action. Karma is cause-and-effect on a cosmic scale. It determines what lessons you have to learn in this and other lives and what fortunes will befall you in this and future lives as a result of actions in this and previous lives. Gods and Goddesses exist, but according to certain schools of Hindu thought, they are just another form of life, higher than humans but ultimately mortal. They will eventually die (some believe many have died in the intervening millennia). Even after the fall of the Second Hammer, Hinduism remains as much a complex religion as it ever was. Most believers of Hinduism live around the outside of Western and Easter Slav, but like many faiths, it can be found in smaller numbers everywhere there are humans.

ISLAM

"You're Muslim?" Aiden asked.
"I am," Mahan answered.
My apologies, I didn't know."
"Yes, well, I left the tag in my pocket."

With stereotypes of fanaticism firmly in the past, the unaltered vision of Islam remains a major religion in many human cultures. Muslims share six basic beliefs: in the god Allah, in the books sent by Allah, in all the prophets and messengers god sends, in predestination, in Angels (or mala'ika), and in the day of qiyama (Judgment Day).
Sunni and the Shi'a branches (and many others), like Christian branches, amalgamated to the modern Islam in the world of Amethyst. They believe in the Towers of Islam (obviously related to the Five Pillars or Core beliefs of Islam): Shahadah (sole god worship), Salah (five daily prayers), Sawn (fasting during Ramadan), Zakat (giving charity), and finally Hajj (the pilgrimage to Mecca), the final one still mandatory to all Muslims once during their lifetime.

When Attricana reshaped the Earth, one point of interest lies with the holy land most religions claim ownership of. The majority of this land now sits under the sea, swallowed up by an act all attribute to God. The city of Urtioch (part of the kingdom of Trinitas) sits on the new coastline. Founded by migrating Muslims, the city stands as a shining beacon of religious equality.

The trek to Mecca is no longer simple or safe. The Hajj now tests all. No longer safely nestled in city walls, by a miracle of godly proportions, the Kaaba still exists atop a mountain simply called Makkah. Dangerous peaks around prevent a strong civilized foothold. Every year, tens of thousands attempt the voyage. Since many modern Muslims in Canam no longer know the specific direction to Mecca, many simply point to the sunrise or directly east.

In modern days, some progressive Muslims have suggested that god may one day bless the world with another prophet. Though the last one was the greatest prophet of men to unite all of mankind, this new one would strive to unite all species of Earth under a common shroud of wisdom and guidance. This belief is not popular across the world and no one is sure how such a figure declaring such a position would be greeted.

The symbol of Islam remains the lack of idols itself. By a rule, Muslims are taught to reject any teaching that focuses on idolatry. Muslims are everywhere but many live in Arkonnia and Canam. In Canam, the largest collection outside of bastions can be found in Taskin-Kada.

JUDAISM

Related to Islam and Christianity, Judaism, involves the worship of one, all-powerful, all-knowing, omnipotent, and everlasting god who created the universe and continues to influence its development. He created the Tora (or five books of Moses), that dictates the laws and commandments (613 in total) of the Jewish people. Following these rules and worshipping God earns merit, rewarding one in the afterlife. This afterlife exists in the Garden of Eden that many believe sits behind Attricana. What this afterlife looks like has never been unified.

Further, even though there are many rules and principles of faith, no official creed or dogma is recognized as fully binding. The common points are that god exists, is all -powerful, has no physical form, is eternal, and is singular in presence. God gave humanity purity at birth with a free will to choose his or her own path. Mankind may atone for sins through sincere acts of redemption.
Followers of Judaism must commit to prayer three times a day, although specifics differ with interpretation. They still recognize the Shabbat, the weekly day of rest, as well as all other Jewish holidays. Jewish synagogues stand in many cities, both echan and techan, with a major presence around Lauropa. Like all monotheisms, Judaism also operates temples in Trinitas across the ocean. In Canam, those of Jewish faith fight a constant stigma. Since Baruch Malkut uses a distorted Yiddish translation of the term "Blessed Kingdom," some incorrectly accuse the kingdom of the south as being Jewish, when they are in fact, not. These accusations

usually flow from ignorant humans and not fae, who seldom ever judge a people based solely on stereotypes of faith (most fae already judged mankind on the basis of race long before they learned about their religion).

SIKHISM

Sikhs follow the teachings of the Ten Gurus dating back centuries before the Second Hammer. Over one million worshippers still live today, scattered across mostly Arkonnia and Lauropa.

The followers adhere to the thousand page plus scripture known as the Guru Granth Sahib. Thankfully, this tome, like the Qur'an and Holy Bible, survived through the end of the last world. The book preaches a simple approach to spirituality, a message directly revealed by God (Waheguru), who is singular and all-powerful. All created by God stand equal in all ways, regardless of race, sex, or religion. After the gates opened, many Sikhs accepted the new races, being all created by god. Sikhism and Buddhism are the only human religions a few rare fae accepted and even converted to. A laudenian priest once spoke highly of the Sikhs and their faith, claiming it made more sense than the other ones. All Sikhs defend all life, especially those of fellow human beings and fae. They also believe in reincarnation.

Followers wake before the sunrise and meditate on God's name. They must live their life in peace, give to those in need, and open one's door to all. Sikhs are encouraged to form communities where everyone is equal. Sikhs are prohibited to acquire possessions based solely on greed, act illogically, or treat any intelligent species less than they would treat themselves.

SHINTO

The "Way of the Gods," Shinto still survives across the world today, often worshipped alongside believers of Yokani. A few have even combined the two. Once the official religion of Japan, Shinto deals with the reverence of and respect for nature. The religion lacks a specific dogma or a fixed way to act. One does not even need to profess a belief in Shintoism as it mirrors Buddhism in many ways. Shinto believes in family and welcomes anyone. Its only simple commandment insists on a simple life unifying one's soul with nature. Objects worshipped in Shinto are called Kami. Kami can represent fertility, peace, or more direct symbols like the Sun and Moon. There are an almost endless number of Kami, but the most powerful remains the sun-goddess Amaterasu. Some believers claimed they found a connection between the dogma of fae and of Shinto. They allege the Otsharus is the realm of the Kami, the spirits of the Kami are these unbirthed fae refusing to enter our world, and modern fae descendants are, in fact, Kami taking physical form in this world. They claim the demons are also connected this way.

NEW WIZARD RITUALS

Rituals can either be a calculated sequence of actions, components, and words spoken, or a vague tapping of undefined power through an ambiguous source using materials that appear inconsequential. The distinction depends on who is performing the ritual. Most rituals draw their energy from the same source of all other arcane magic, from the written words of dragons. **Wizards:** By having the ritual caster feat, wizards are able to cast all rituals up to equal their level, assuming they actually own the appropriate ritual. Like all their spells, wizard rituals require the use of Pleroma to accomplish the end result. The words, in this case, are so long and complicated, it takes minutes or hours to fully complete.

Note: All rituals in canon Amethyst use Pleroma words in order to function.

All rituals from the Player's Handbook are available in canon Amethyst for wizard except the following: Consult Mystic Sages, Consult Oracle, Hand of Fate, Linked Portal, Loremaster's Bargain, Shadow Walk, True Portal, and Voice of Fate. Wizards still require their totem to cast all rituals.

Comprehend Languages

Additional Definition: Although you may apply this to most languages within Amethyst, this ritual will not translate Pleroma or Corrupted.

Disruption Trap

You saturate an area with such a flood of enchantment, the aura lingers with a radiance that will surely cause turmoil to any users of technology that crosses over it.

Level: 5
Category: Warding
Time: 10 minutes
Duration: 24 hours
Component Cost: 100 gp
Market Price: 250 gp
Key Skill: Arcana

The area of effect of the saturation circle is burst 5. Any technology that crosses into the circle automatically suffers an offensive EDF roll as an immediate reaction. The EDF roll and any subsequent saving throws suffer a modifier dependant on your Arcana roll.

Arcana Check Result	Modifier
19 or lower	0
20-24	-1
25-29	-2
30-39	-3
40 or higher	-4

Mount Swiftness

You whisper in the ears of yours and your allies' steeds. They move at speed without rest and could do so long after your own muscles riding the beast have given out.

Level: 1
Category: Warding
Time: 10 minutes
Duration: 8 hours
Component Cost: 5 gp
Market Price: 25 gp
Key Skill: Arcana

Effect: Up to 6 targeted mounts (or any animal) can hustle at full speed without tiring. Its stride is smooth and calm during

Tasia was about ready to conclude when one in the back, shorter and hidden, spoke up with somewhat of a squeak. "What are they like? I mean…what's it like out there." The group parted and Tasia saw a girl younger than her but only by a few years. Tasia was the elder but they had the same eyes…old eyes. Tasia saw something familiar.

"It feels like home…still, despite what they've done. Green grass. Blue skies. Running water." Only when she said them, did she take a moment to remember them. If only she would walk through thepicture and not live the truth.

"But what of their world I mean?" the recruit asked. "That world. Is it really…that bad?"

"You think we can get along?" Tasia goaded. "One big happy planet." She stepped closer and the crowd parted like a gunfight was about to break out. Tasia always did that to unnerve people, stepping forward with each question, as if an incorrect answer would bring up her blade.

"Don't they have some claim?" the recruit asked.

Tasia stopped before another step. She smiled, for real this time. "Are you aware of the legend of the bumblebee and the impossibility of its flight?" The question was so odd; it took everyone off, even Hammerson, listening by the firing range.

"Excuse me, sir," was the reply.

Tasia replied slowly. "Are…you…aware…of the impossibility of the bumblebee's flight?"

"No," was said slowly.

"Do you remember what a bumblebee is?"

"I haven't seen one for real… I've seen pictures."

"Supposedly at some point in the distant past a scientist or avionics engineer was dared to explain how a bumblebee could fly. Its wings were too small for its fat body. Unable to produce an answer immediately, the incident fell into folklore, affirming science declared the bumblebee incapable of flight, but they fly in spite of this. The story passed from ear to ear of how science failed. The bumblebee flies anyway because it is either arrogant to the rules it breaks or it proves one can commit the impossible if they believe it possible in their mind. People screamed to the winds it was proof of the unknown, of the power of the mind over the world, of even proof…of god. What does that tell you?"

The crowd deflected their attention from Tasia to the recruit. She carefully tried to form a proper answer. "It tells me," she began, "that perhaps there is more to the world than what we see--"

"No, Tasia interrupted. "What it proves is that those people are idiots. The world can be explained, you just have to understand it. Those that think the bee flies against science are uneducated. The first rule in science is observation. Of course the bee follows science in its flight. It does not fly like a plane. It does not fly like a bird. It flies like a bug and rules of flight change as something gets smaller. The bee flies because of science, not ignorance. The same goes for man. If he is ignorant to the truth, he will never fly. He will never grow. He will never escape his cradle and take the universe as his own. As long as he lives in his fantasy world, he is stagnant, forever doomed to live in his dreams."

this, exerting the mount and rider the same as if the beast was only walking. The mounts overland speed is multiplied by 3 for the duration. Only natural animals can be affected. The spell lasts until the end of day, when an animal's need for sleep overrides any spell effects. Animals (as their riders) are still hindered by an 8 hour travel day.

CHAPTER NINE
THE WORLD THAT CHANGED

"Stay alive," Aiden blurted out.
"Easy for me," Mischa answered, "Keep your head out the clouds and out of fights. When in doubt, do yourself the justice and flee. Make that your motto and your reputation." They shook hands. "Leave the glory for those who seek it. Take no trophies. Take no women. Don't be a hero."
"Act a coward, be your advice?"
"Play your strengths." Mischa responded, releasing his hand.

A GLIMPSE . . .

One of the greatest examples of echalogical influence—the first aspect after the shock of how human-like fae appeared—occurred soon after the first civilized meeting. As always, both sides were on best behavior and the diplomats were trained well to tolerate what cultural atrocities the other side was not aware they were committing. This first encounter was assumed to be speculation, as several nations, human and fae, both claimed first contact. It had been widely accepted that Angel was the first and this made sense considering how old the bastion was. However, Limshau must have encountered humans before appearing in front of the wall. Despite the vagueness of history, there was one known positive initial encounter between the elders in Genai and the arriving Limshau envoy, which included Ravenar Limshau III and his loyal retinue.

The human elders were modern and understanding, not obtuse and arrogant about tradition. Ravenar's group was open and thoughtful, despite the language barrier that Ravenar was quick to defeat with his astonishing skill. The Genai hosts opted for vegetarian, believing it to be the most amicable. They kept away from food gleaned from animals like cheeses and milks. They presented an assorted selection of cutlery to use. How shocking it must have been when Limshau chose the chopsticks without pause and handled them with a skill reserved for his mirrors across the table. Many said later the relationship that blossomed between humans and damaskans began in that room. Was he reading their mind? Had he been told? No. All damaskans used them. Narros and tenenbri used utensils similar to the ones they claimed the Greeks copied. Chaparrans use sticks like damaskans but theirs were actual formed pieces of wood resulted from magic, not refinement. Laudenians still insisted on their hands, though rarely were they ever seen dirty. The bowl of water that sat by their plate to clean their hands would remain pure through the many washings. Gimfen were likewise, save for the magic and hygiene.

Tilen, short on their own culture, often adopted those they had been accepted into. Where tilen were allowed to flourish on their own, several elders, and thus often their offspring, would use a more traditional method of donning finger-tip utensils on each digit. Many other tilen, including several other elders, denounce this prac-

tice, believing it heartens a practice encouraged when the species was malevolent

AMETHYST

Very little is known about the first dragon or how he became known by a common human name. Some claim the great Amethyst, the first dragon, awoke with his intelligence before all others. He wandered lonely, waiting alongside his dumb dinosaur cousins until company replaced his melancholy. Others ascertain Amethyst channeled the flow to his whim and created the other dragons out of his mind. Some even attest Amethyst emerged before Attricana and ignited the star to flood the world and encourage wonder.

Echalogians theorized that the influence of the previous age upon man inspired his language, which would explain the origin of the word. History recorded the word amethyst derived from the Greek words "not to intoxicate," from a belief the mineral staved off drunkenness. Most modern humans simply believe they attached the name upon seeing the ancient drawings of the creature, glowing in beautiful violet shaded scales. Elder fae know he went by other titles. When the dragons returned, they embraced the human word describing such a color and abandoned the private name. Laudenians, the oldest fae, insisted the public name for Amethyst was closer to Amesus and claimed the human name for the purple jewel was due to echalogical influence.

The Chronicle of Aurannis, on page 156, paragraph 4, refers to Amethyst with another title. One that attempted translation gave it as Amonai, though no dragon has admitted this as factual. Throughout his long life, Amethyst ruled the planet, appointed king by those around. He never declared himself of royal blood nor sat upon any throne. The king allowed other kingdoms and supported the rise of noble lines in various other races but granted audience to the humble and disfavored in equal share. He always appeared when needed and never remained in place long enough to claim it as his own. A few began calling him the Nomad King. Most everyone else referred to him as the Dragon God.

When the Ixindar migration occurred the day Mengus arrived, many dragons saw something on Amethyst's face they never encountered before: Fear. Amethyst left for Ixindar only once, on his own. He was gone only a short time. Upon his return, he swore to never return. The war began that day.

Though only a few dozen non-dragons today remember the living god first-hand, everyone accepted the fact of his life and sacrifice. He remained a subject of legend and faith within the dragons. The religion around his birth, power, and death spread like a fire among the fae, and later, even the humans.

Amethyst never wrote any scripture or preached any gospel. He resented the deification of him or his power, though not of the dragons as a whole – a race he always tasked with shepherding all the other souls of the world. One recorded quoted from Amethyst, "God is truly infinite, and I am as far from his eternal greatness as any other." Although his death should lead credence to his fallibility, his final act of defiance revealed the untapped might of his will.

ATTRICANA

In 995 A.E., Dr. Daihan Taiko rediscovered two remaining mirrors placed on Luna by ancient terran explorers. By utilizing Angel's most powerful neodymium laser at the Fukabari research facility, Dr. Taiko attempted to measure the white tear's effect on the Moon. His results did not match his observations leading him to the conclusion that the tear affected the laser's trajectory. He soon dedicated his work to examining the process of the disruption the tear forces upon quantum physics. Returning to the Fukabari laser, Taiko fired the beam directly at the tear in hopes of receiving back a reflection. He did so but the resulting beam exhibited strange qualities and was significantly reduced.

His continued work now stressed the possibility that the tear can be quantified but a rethinking of quantum physics must be addressed. In the last beluga flight to Porto in 459 A.E., the Doctor presented his findings to the crew in hopes of a dialogue with the overseas bastion. The ship's own captain oversaw his work and handed the paper back.

Taiko recounted the captain's response in his latest book, Quantum Void. "We know this, it breaks the law of wave-particle duality. It's a paradox … a third type."

The fae debated and disagreed about the origin of the white gate many times. They believed the dragons knew more than they cared to reveal. Is it alive? How did it form? Who formed it or was its appearance happenstance? Millions of years and the fae grew no closer to answers. Many dragons claimed ignorance, but all shared one belief: Amethyst knew. Yet, the wise ancient one revealed nothing, not even to his brother of shared blood, Lazarus. Not even to his loyal mate, Jahada. The star hung from an invisible string and created the world they all embraced.

Attricana fell under heavy scrutiny when man entered the equation. Men from science insisted on understanding this gate. More risky endeavors attempted to do the same into the blackness of Ixindar though those are only rumors recounted by travelers from the bastion of Porto. Only these accounts across the ocean offer any hope to those in Canam about attempts to stave off the disruption and their way of life. As technology increases, the rate of disruption amplifies accordingly, but there rests a certain point when technology may be able to fight back. These rumors persist with no evidence and the bastions may crumble with their failing technology long before reaching this level. The reports trickling in did support a theory that the EDF originates only from Attricana, not from Ixindar. What Ixindar ejects is far more sinister. It corrupts everything. In one sweeping move, upon landfall, Ixindar turned a million fae to its side. This corruption continued until its burial in the past and resumed when unearthed later.

Unfortunately, the events leading up to the uncovering of Ixindar and the eventual return of Attricana is marred in mystery. The only ones aware of said history are short-lived humans, more interested in survival than recording events, and the emerging shemjaza and pagus, not famous for their verbose conversations. It is also thought the elder

tilen would possess this knowledge, but with just over a dozen left, the chances of gaining answers from them is unlikely.

"Saleena? You," Aiden paused to inhale and consider his words, "were present when Ixindar opened. The time before Attricana. I'm curious, what--"

"Don't," Saleena interrupted him. "Please don't."

"Why?"

"Because I'll tell you if you ask…and I don't want to tell you. Please, Aiden…please. It's just something you shouldn't know."

Bastions seldom refer to Attricana or Ixindar by their echan names, initially preferring the more simple white and black gates. Eventually, as scientific observation continued, the term gate found itself replaced by the more accurate tear, which remains today. Though some experiments found limited success quantifying and understanding the processes emanating from Attricana, most from techa still find themselves dumbfounded by the bright star hanging in the sky.

BEST TO RULE

How the majority of echa adopted an aristocracy was not sudden, nor was it unpredictable. The fault lies not with one specific nation or one specific race. Even a few bastions are run in similar ways. As Attricana opened, the entirety of the planet was unclaimed. Those few flaunting influence over land or people took this opportunity to declare what they found as theirs. Calling themselves lords was an obvious transition. This concept was not limited to humans, as most fae, even the truly noble and chivalrous ones, would make such declarations on lands they deemed acceptable to build a nation upon. Some of those claims were made on lands already populated. Generation passing onto generation, the landowner would delegate duties to an heir, and nobility started. With humans, not a single new noble could trace their lineage past the opening gate. Some claimed a lordship from money while a few arrogantly declared their title bestowed by a higher power.

Eventually, the old titles returned. They did not bother making up new titles when there were plenty throughout history to glean from. Some houses were led by lords, others by dukes, khans, counts, marquises, landgraves, or barons. A few humans even went as far to declare themselves monarchs of the highest order, kings and queens of divine royalty. Placing their station so high was to impose their influence on neighbors or strike alliances with similar titled houses. Though fae rulers never knighted valiant warriors, they would employ royal guards of similar stature, and were referred to as knights in the human tongues.

In most situations, human landowners claimed noble titles and formed alliances with others. Eventually, one would conquer the rest and declare himself king, relinquishing his throne to none other than an heir. They were all aristocrats, the best to rule. This is not identical to historical accounts of ancient aristocracies. Several changes did occur with the new age, influenced by the new landscape and people considering themselves, "morally evolved."

Women are not just wombs to sire heirs but can own land and rule themselves, as eligible as their sons and brothers. Though ancient history has situations where women inherit, in the modern age, there is less resistance. This is commonly held across the planet though exceptions do occur. Intermarrying is rare, as the arrogance of noble blood seldom took root. Though fae offspring (even half-breeds) never spawn genetic defects, they also cannot bond with direct relations. Despite an initial need to repopulate their empires with patrician stock, some fae rulers were forced to accept lower partners in order to survive. Aristocrats were in short supply, forcing rulers to knight local landowners and betroth their children to lesser houses to increase their power. Even the most benign fae nations rarely mixed their blood to anyone outside their species. A few would still claim nobility upon the forming of a town. If the town became a city, the noble would be a ruler of grand stature. All this time, they would forge alliances by means of marriage and manuscript. Though fae races would ally with others despite race, they never traded blood. The treaty would be by pen and parchment only. This made said alliances fragile and prone to fracture. Though half-breeds occurred often through the lower folk, the fae aristocracies kept their blood pure, even to the extent of marrying commoners of the same race in the nation, promoting their position.

Those human nations not declaring racial hatred to the fae would often embrace the opposite, worshipping the long-lived paragons of all things desirable. Many fae took this idol worship to heart, never having encountered such reverence before. This caused an increase in human-fae half-breeds, as fae were often as romantic as the most quixotic humans. When the human aristocrats first encountered the fae, their opinions were often envious. Many nobles watched as their people doted and admired the visiting fae. They were treated as celebrities, nearly as well, if not better, than the ruling class. Envy was pursued closely by obsession. Powerful human monarchs sought marriages with ruling members of fae nations, desiring their patronage, their allegiance, and – more importantly – their popularity in keeping their own people loyal. When the positive side-effects of human-fae pairing were discovered, many human aristocrats went mad pursuing a noble marriage with a similar classed fae. Alas, fae never bond for reasons other than love and these initial requests were always rejected.

A few nobles would eventually mix their blood with the fae lines, though this occurred more often by circumstance with lower class fae than by arrangement to forge an alliance. Human nobles having a fae spouse or being a half-fae themselves guaranteed respect and loyalty from the people. The public considered their rulers true royalty for such long-lived sovereigns must contain stately blood. Alas, unknown to most of them at this time, to the fae, having a bond with a fae meant very little. True royalty could only be bestowed from a higher power, one that could destroy kingdoms with its bellowing breath of fire.

CULTURAL LANDSCAPE

The one attribute of man fae find most surprising deals with his need to create a culture that differs from neighbors. For fae, a species breaks off distinct in physical and mental attributes and do so rather suddenly. They adapt to their surroundings far faster than evolution ever could, pushed beyond the normal rules of science. Place them in darkness and they go blind, learning to see through sound and vibrations. Place them in water and they will grow gills and fins. Their language and their attitudes alter and soon they even refer to themselves as a new species.

Man diverges from this route. He prefers to adapt a landscape to suit his needs. Place him in darkness, and he will make a light. Place him in water and he will build a boat. He will prefer this route long before natural selection creates a mutation able to exploit his environment. Man will remain man despite creating a new culture. The lexicon will change; accents will deviate from their origin. Their diet will adapt to the food supply and the economy of their society will follow suit. Two human nations a distance apart with no means of communication will create completely different cultures. Their politics, their speech, their disposition, even their gods may change, though they will remain humans and will be so for hundreds or even thousands of years. With fae, two identical nations will forge from identical fae. Gimfen grind towers dot the world with no communication to share information on their construction, but they are all nearly identical. The narroni language is spoken the same in Fargon as it is spoken in the Finer Fire Pits. Even Limshau and Damasia, separated for 500 hundred years, have similar beliefs and attitudes.

In Canam, Kannos and Abidan are separated by only a few hundred miles but have already formed distinct human cultural differences. Their accents betray their origins. Bastions are also not immune to this. Angel and York both speak English but do so with such massively different dialects as to require different regional titles. One could squirm his way in a pinch for translation if using simple words so long as he did not rely on regional slang to convey details. York adopted more of the unaltered tongue, brought over from Mann while Angel embraced a fair sized dictionary from the Asian vernacular. Meanwhile Baruch Malkut, also isolated, gleaned a vocabulary from the immigrants from Southam, forcing Spanish and Portuguese into the language. They eventually constructed a language on their own all were ordered to adopt.

As their speech changed, so did their values and motivations. Abidan became a bright light of peaceful religious equality while Baruch Malkut focused their energy in the exploitation and slavery of a species they considered inferior in the name of the very same god as Abidan. Kannos, alternatively, turned away from religion altogether.

By the time the fae began encountering human communities, these populations of man had already realized their survival depended on looking beyond past racial and cultural loathing to unite in a new, harsher world. Previous communities refusing to settle obsolete bigotries didn't survive long after the exodus.

The fae discovered several different races of man, differing in skin color and physical attributes. They soon understood the concept of evolution and that these altered versions of man occurred slowly over hundreds of thousands of years, with recent deviations still occurring more than 60,000 years ago. Despite repeated attempts, many fae could not differentiate most human racial variations, mostly to the fact the majority were so subtle as to require a detailed knowledge of Earth's past social climate to fully comprehend. By this time, many modern nations of man had long since forgotten about these minor ethnic distinctions. Only the major racial differentiations survived centuries of mixing and even then, man in the modern landscape regards these points of divergence as irrelevant and unimportant.

As these new nations developed, many grew tolerant of their neighbors and the various vices and viewpoints of their citizens considered taboo or inappropriate in the past. Biases over ethnicity, gender, sexuality, and religion were subdued and silent. Controversial topics polarizing communities were no longer a serious concern in comparison to the essential issues of food and security. Given this, Baruch Malkut is considered an anomaly, though a large and dangerous one. Some fae and humans accuse mankind of only accepting his differences in lieu of finding new people to hate. These new people have the unfortunate distinction of not being human at all.

EARTH

The world once went by the name Terros. It dates from the beginning of Amethyst's emergence (or landfall, depending on the legend) to the falling of the first Hammer, where the planet fell back under control of science. This period of time is only a few million years before impact. This explains the relative normal development of reptilian and mammalian life in fossil records throughout ancient history. Further, since fae developed rather slowly, they did not reach a point of creating materials capable of surviving 65 million years of erosion and decay. Any other evidence disappeared when magic dissipated. Even the bodies of these new creatures fell to dust in time after death, another odd feature of those birthed by magic. After only a few years, every remnant of what magic created was gone. Everything else escaped into the gate, in deep slumber, hoping for a chance to return.

After the Second Hammer and the return of Attricana, its influence on plate tectonics increased. Several large volcanoes erupted violently, having held back their potential until encouraged. The amplified turmoil destroyed every last fragment of mankind's presence. This process continued for nearly a century. Harsh winds washed across skies. Earthquakes ripped the ground apart. The only evidence of this havoc is detailed in *The Final Word of Echan Influence on Geochronology* by Marikarma. In the book, Marikama explained how magic disturbed the calm status of the globe by increasing the rate of seafloor spreading. This and other influences cleaned the Earth of almost every remaining fragment of man's society.

All that is known is the result. Mankind was left to rebuild from scratch with only their acquired intelligence from millions of years of trial and error to fall back on. Though the continents shifted slightly, and the mountains

grew taller, overall, the planet was still closer to man's age then to that of old Terros. The planet was covered by more flowering plants than before. Most animals had changed, the extinction of the dinosaurs being the most obvious example. Mankind did possess an advantage over the fae with greater numbers and increased skill in material fabrication and building construction.

Although the volcanoes and earthquakes eventually subsided, they never reached a level of calm like mankind was blessed with the thousands of years prior. New mountains, taller and more dangerous, had sprouted. Some rivers dried to dust while others bloated. Cliffs rose higher while valleys sank deeper. Fossil fuel deposits shifted. Some sank to the crushing depths while others exploded upon the surface. It is truly possible that nature took back the world from man for his sins against it. But as many bastions begin repeating the same mistakes, the world around stays silent.

"Calculating the rate of destruction and the amount of alteration to the climate and the geography of earth, I have come to an unforeseen conclusion. The increased tectonic activity occurs from altered gravity fields and reduced basal and slab friction along the plates. The sudden torrent of enchantment that proclaimed the opening of the gate was akin to a bursting dam, flooding the world in excess before reaching the level most swim comfortably in now. This great deluge resulted in a massive schism, causing more loss of life across the globe.

Even this increase does not explain the washing of nearly all evidence of the human footprint upon the planet. Not even 100 years of floods, winds, volcanoes, and earthquakes could account the total erasure of virtually every building or every foot of road. Little survived with the most prized possessions being a handful of books found surrounded by computers long neutralized. My confusion deals with these said books along with a few other artifacts that survived from the old time. These relics are few in number, never larger than a clothes hamper. They also all weathered badly. Is this all that remains of old man? I believe mankind had already reduced his technological footprint either by will or forced upon them by some great war or natural disaster before the impact finished the job.

There are other theories including a fault in my own experiments or a dating error between the opening of Ixindar and the follow-up by Attricana. Evidence is hard to come by dealing with this era. This question may forever be unanswered.

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The Final Word of Echan Influence on Geochronology

ECHALOGICAL INFLUENCE & CORPUS CONTINUITY

Neither the fae nor dragons questioned their origins or the purpose of life. If Amethyst knew, and many believed he did, he never shared such knowledge, lest he wish someone to share his withdrawn disposition. To the fae and dragons, even when Mengus arrived, the world and how it worked made perfect sense. For better or worse, they knew enough of the universe to be complacent, something an evolved species like man would never settle with.

The very appearance of man confused many fae upon their return. They discovered that without magic, suppressed rules resumed their original function. Species adapt to their environment and do so much slower and less drastically then before. Not only that, but this intelligent new creature evolved from a primitive form – a social animal with bestial ways. Fae could not understand how intelligence could arise to such a level. Even the most advanced races birthed from lower life forms in the old age never developed beyond small clans of wild marauders. Added to that, these creatures resembled the fae in all the purest ways. How could a species in the intervening years develop to look exactly like them? Not only that, but layered throughout their history, this species generated vast literatures professing the existence of fabled creatures as such that roamed the world millions of years before their own ancestors picked up their first tools.

For mankind, they encountered their own mystery. They barely survived the holocaust of the Second Hammer only to discover a sudden population appearing literally from nowhere. Not only that, but they coincidently resembled creatures from fiction and legends dating back for thousands of years. Some humans believed themselves in a hell (or heaven) of their own imagination and choosing. Their deaths proved them wrong.

Both sides suddenly faced the prospect of reexamining their belief system. Echalogians appeared offering answers and using ancient literature and modern observations as proof. Two new terms entered the lexicon in an attempt to appease the masses looking for an explanation: Corpus Continuity and Echalogical Influence.

Though many attest Corpus Continuity proves the existence of god, some believe Echalogical Influence explains it all without the need for an intelligent creator. This simply refers to the manipulation or influence via the previous echan age of Terros on mankind's evolution and cultural development. Various theories persist attempting to explain why the previous age of Terros matches those of literature and legends of mankind's past. Echalogy studies both echan and techan cultures and the similarities between mankind and its recorded history against the fae, dragons, and their recorded history. This analyzes the obvious physical similarities between fae and man in conjunction with historical coincidences in their religions, legends, and mythologies. Echalogians claim much progress, ascertaining the similarities to an undefined will of creation. Studying Echagenics in techan cultures remains an uninspired field baring little progress. They admit too many coincidences exist between the time of Terros (Old Earth) and Modern Earth and are confounded with the numerous references on the world of Terros in mankind's mythology and dogma. After centuries of study, a firm scientific answer has yet to arrive. A popular theory recently accepted pointed to a remnant of magical knowledge passing through time like inherited genes. Though growing in popularity within and without bastions, the theory still has several holes.

Today, techan scientists believe natural selection and evolution is severely retarded within the influence of magic. This may explain why no intelligent life ever evolved from the various natural creatures walking the planet back then. Magic creates random massive mutations and huge deviations from the norm that quickly find some

dominant species overwhelmed by freak mutations. Most of these are simply referred to as spawn races, creatures formed from magical influence rather than with evolution. The huge difference between fae races and evolved races is their fate. Evolved races like man improve over thousands and thousands of years, gaining in intelligence with successive generations. Fae emerge fully formed in their creation but slowly degrade over time, a process the fae refuse to accept.

FREE HOUSES

Canam's most distinct feature lies with its large number of independent houses. Lauropa's larger empires quickly absorbed every spare inch of land, brushing borders within decades of Attricana's opening. With Canam, more than two centuries would pass before any nations would encounter others. Those with slightly more power would absorb smaller adjacent villages into their power base, usually by oath of betrothal or by threat of violence. This is how the first houses formed and how the first instances of nobility appeared. Though much of Canan was unclaimed, few villages could declare themselves free from alliance or external obligation.

Hundreds of small villages dot the land, though most are tied to a larger house. A few of these houses eventually banded by blood or necessity (or both) to form larger states. A few emerged from the reputation of a declared monarch or a rich landowner. In Canam, the largest echan nations are known to everyone that walks on dirt in place of pavement. These are Abidan, Baruch Malkut, Fargon, Limshau, and Kannos. As well, there are massive free city-states, nations themselves, run by powerful rulers. In these cases, these rulers are all fae, as the relative population banded to form a single massive community rather than break apart across the world to claim their own territory. These are Dawnamoak, Gnimfall, Laundenia, and Salvabrooke. Areas like Apocrypha, Crax, Dagron, and Xixion are considered lawless and not under a specific ruler, and thus are not considered nations. The controlled city-states and empires account for a small portion of Canam's total landmass. This leaves hundreds of thousands of square miles of virgin landscape unclaimed. What remains are the free houses.

Most free-houses control one small town and perhaps a half-dozen villages, bonded to the ruling house because of a need of protection or by forced hands. Few large nations actually rub their borders with each other, actually grinding an often-innocent house apart in between. Those closest to the large empires run the risk of bending the knee in submission to the looming shadow, benign or not. Some still refuse and small, brief wars have broken out. Seldom do the free houses survive these encounters unless it's against another free house.

The majority of the rulers of free houses (sometimes also referred to specifically as "free-lords") are human. Their culture, relations, and diplomatic standings are varied but seldom extreme.

The most notable free-houses are Antikari, Ogium, Orchis, Plicato, Quinox, Torquil and Skyrose.

GOD'S HAMMERS

Man always knew a major bolide impact would be an extinction level event but hoped it would not repeat until their technology reached a level to detect and defend themselves. This did not occur. Though commonly known, the First Hammer, not referred to as such at the time, struck what was then known as the Yucatán Peninsula. It created the Cretaceous-Tertiary extinction event, simultaneously wiping out many of the non-avian dinosaurs and planktonic organisms on the planet. It was followed by a massive environmental shift resulting in further losses over the next few thousand years. The planet never fully recovered and the impact, along with massive volcanic activity, shifted the entire ecosystem. It allowed other lifeforms to prosper and permitted natural selection to evolve to mankind, as he is currently known.

When Attricana closed initially, all the rules of science it suppressed returned. Given enough time, perhaps the giant lizards would have been offered the opportunity to continue unabated into intelligence. The absence of magic degraded and nearly vaporized all evidence of the fae, dragons, or any other spawn species inhabiting the world. The collision, environmental aftereffects, and simply time itself, removed any surviving evidence of their existence. Though some bizarre artifacts were encountered pointing to the possibility of a hidden history of the world, these discoveries were dismissed as aberrations or hoaxes.

To the fae, this collision was nothing short of an act of god, though their god. It became known to them as the Smite of Berufu, an act of their god to punish them for the sins of the pagus. Narros believed fae were caught in the middle of a war between their god of Oaken and Berufu while those who didn't believe in Berufu contended Oaken brought the rock from heaven for the blood spilled on his soil. Many modern translations referred to the impact as "God's Hammer" and the name stuck.

Though many did not witness Amethyst's sacrifice before the impact, those that did claimed he brought down a beam from heaven, forcing the black gate into the earth and sealing it in rock. Amethyst's death throes and the following bolide collision killed the remaining pagus and demons before they could flee into their gate before sealing.

The second collision, which the humans would later dub God's Hammer (as they would not connect it to the first impact until centuries later) , occurred with apparently so little warning as to not warrant a single announcement. The few surviving accounts never listed an event recording the discovery or the anticipation of the impact. Modern views belive the resident population knew nothing of the collision until it masked the sun and shook the entire planet. The bolide struck a region of land once called Eastern Siberia. By seemingly pure coincidence, this impact occurred exactly at the location of the buried Ixindar gate. Though the rock coffin sealing the tear inside could never be broken by mankind's hand, given his then current level of technology, a three-mile asteroid easily succeeded. Fragments of the absolute rock scattered across the globe and Ixindar's wave of corruption flowed out like a broken dam. Though the current population of mankind never ques-

tioned the impact point, they would do so later. At the time, survivors believed the tear occurred via the collision or was brought down by the asteroid itself. Much later, descendants of the fae would correct this assumption. By then, everyone soon questioned the coincidental location of the Second Hammer's strike. Since any evidence of this collision sits in the center of Kakodomania, an answer anytime soon is unlikely.

IXINDAR

While Attricana disrupts, Ixindar corrupts. While the white encourages creation, the black converts to destruction. Many observing both phenomena agree that – despite their refusal to follow known scientific laws – they both adhere to rules they themselves never deviate from. Not even the dragons profess to know them all, though both argue Amethyst and Mengus knew more than they claimed. Attricana encourages random creation. It randomizes mutation, throwing logic to the wind, allowing truly amazing creatures to walk the planet. Although always deified as a virtuous light of righteousness and purity, the white gate exhibits none of these attributes. Its influence creates in equal measure some of the most heinous monstrosities to ever stain the soil or skies of this world. It also created the dragons and fae and a wondrous world around them of ravishing beauty and endless marvels.

Ixindar carries no encouragement of creation. The greatest misconception supported by many contends Ixindar is akin to hell, or to be more generic, chaos. Political propaganda from many echans and techans support this claim. They look no further than the *demons* emerging from the gate for proof, though they are only called such because of dated religious references insisting they be called so. In certain cultures, the term demon is not portrayed negatively at all. Yet, these creatures are labeled demons in many languages and thus must be the generals of chaos. In their dialect, as well as most fae, they are just called shemjaza.

There is no denying their evil nature to be sure. A brief glimpse of their motivations appeared in an exceedingly rare codex known as *The Skin and the Ars Ordo Grimoire*. The book was found by the wizard, Keris Rifts, and after his death, went missing from his library. Though the exact contents are not known, the book supposedly details the fall of Mengus and her true relation to Amethyst. One well known quote that found circulation came from a Kronix lord known only as Marix:

A side effect of this belief is the insistence that all life must end or operate in service of order. When Ixindar corrupts, what it really does is subvert any originality in a subject. Its form of order results in degrading the real world to a constant level. This would not be the null background radiation the universe may be fated to reach but a collective consiousness possessing a power only described as absolute and divine. To unify all thought and to control the universe would beget nothing short of a god. A cosmos with one occupant would have neither emotions nor a sense of individuality.

Like Attricana, Ixindar radiates a power that is synonymous with magic. Even trying to wield this power is to invite its corruption. Ixindar does not disrupt science. The corruptions from Ixindar do not generate EDF; neither does the landscape of Kakodomania or the spells they cast. Ixindar bound spells are extremely difficult to find (using the mirror of Pleroma, Corrupted).

Suppressing the EDF is akin to suppressing known Attricana magic, which can stifle magical abilities and even kill magical creatures within it. Since there is no known way to suppress Ixindar magic as it does not radiate EDF (the only way anyone has been able to measure Attricana's influence is how it breaks down the rules of science) no one is sure if closing Ixindar would destroy the shemjaza, pagus, and typox dragons plaguing the world.

They assume chaos for their books decree it. They assume evil for they claim righteousness. They repeat the words to verify their piety. Armies of order and light they call themselves. So, we must be the armies of chaos. If the lines were drawn in such a way, why would so many convert to our cause? In truth, they are the forces of chaos. Look at what Attricana commits to this world. Creatures subtle and extreme, handsome and vulgar. Its flood of influence breaks down natural laws. It mutates and turns the normal into the abnormal. It reshapes the land. It destroys order. Attricana is pure chaos, not Ixindar.

How easy it would be to label us chaos, for chaos must be evil? Alas, the truth shall come out. Attricana is the evil, for it refuses to abide by the rules. It continually breaks down this world. Ixindar does not corrupt, it organizes. It uniforms the land. It brings a constancy to things. Tranquility follows. Harmony spreads from our fingers. The landscape of Kakodomania is perfect in its purity. We endeavor to end chaos and bring about the null of anarchy. We command our people with absolute discipline. The fae continue to devolve into discord. The universe is on our side. In the end, patience assures our victory.

Marix
Lord of the Kronix
The Skin and the Ars Ordo Grimoire

MAGIC

One would think in the presence of elves and dragons, magic would follow as commonplace. This is not the case. Magic remains legendary, gifted to a unique few in the past or countries away. Many wander to life's end never encountering anyone gifted in the power. Magic blesses only a scarce handful. For most, it's a path reserved for the long-lived – magic needs time to ferment. Despite its rarity, man still learned to harness the power from the gate, possessing an aptitude other creatures envied. Several centuries after the gate's return, stories of these few arcane masters like Keris Rifts, Torfin Gendron, and Piotre Raczik passed from father's lips to drowsy child's ears, offering hope for future generations of human spellcasters.

The majority of magic stems from the white gate of Attricana, a pure source many prefer to tap into. The dark gate, however, offers it own power and tempts users with such promises as eternal life and undisruptable energy. To harness this ability, one must swear their very soul to it.

THE SOURCE

Magic focuses its power through three sources:

Pleroma—the power to create something by calling its name. The magic is possessed in the language of the greatest species. All wizards employ this. Foundation anchors are artifacts with rare spells ingrained upon them.

Naturally enchanted inorganic—Though there are new elements like angelite, coruthill, and magnarros which respond differently under the saturation of magic, this actually spreads to all corners of science. There are thousands of materials and combinations of elements that produce different results. This involves alchemy and an enchanted metallurgy as those with the knowledge forge items of enchantment by simply being aware of the exacting ratios required.

Naturally enchanted organic—Just the same as monsters, some people possess magical abilities on their own from birth. These appear at random, though some people insist on a divine source to this gift. Both creatures wicked and wise have claimed such power.

Of all of them, the words of Pleroma are the most varied and the most powerful. It allows individuals to direct power normally reserved for gods. These words, sometimes no more than a solitary symbol spoken as a single syllable, can create life or destroy it. The words are absolute in their capacity to control the spell in a very specific way.

History, though vague, tells of the dragons being taught this language by their oldest and greatest, Amethyst. Every spell, from the benign to the destructive, is culled from Attricana. This changed with the arrival of Mengus.

Though arriving much later, the appearance of Mengus, heralded by the emergence of Ixindar, brought a variation of the language. It had no name at the time and would be later known as Corrupted, and in the demonic tongue as Saeqarr. The languages look nearly identical except the words of the Corrupted channel their power from Ixindar instead of Attricana.

Although many observing the spell cannot tell the difference, there is a audible distinction in the sound of corrupt Pleroma and in the spectacle of the spell cast (if there is such a display). Nearly every spell known has a mirror effect from the opposite gate except for spells classified as absolute evil. Since Attricana came first and its spells predate those of the corrupted form, all corrupt spells are actually re-writes from Pleroma spells. Ixindar is not a force of creation and can only infect that which is already around it. Spellcasters can only be bound to one of these gates and all their spells stem from that source.

THE RULES

Many scientists dedicating their lives to the study of Attricana prefer to endorse the theory that the white gate is a tear in the fabric of space that connects our universe to another. This other universe has rules of chemistry and physics abnormal to our own. Radiating from this tear is an unquantifiable aura where the clashing of the two universes mix, resulting in the bizarre occurrences currently infecting the globe. Authorities on the other side refute this, arguing that the white gate does lead to another world, but not another universe, as it is incomplete to stand on its own. That realm is reserved for gods and those who pass on through at the ends of their lives. Despite this argument, laws of the universe change while in the wake of this white gate. These changes are not always constant, and often change with little to no warning. Because of this chaos, natural selection and evolution are rendered ineffective. Mutations that do occur create huge deviations that are systemic through a species, changing many suddenly the same way. Most of these mutations could not physically exist in the scientific world.

In the old age, the fae (the only ones to achieve intelligence beyond dragons) never tried to define the rules of Attricana. Since they had no concept of the previous world, there was no frame of reference to define the differences. Humanity had learned almost as much as they could know about the universe before being struck down. They were able to differentiate which rules were unchanged and which were altered.

For one, no matter how many scientific laws the waves from the white modify, none are altered that would destroy life that existed before. This was an obvious boost for mankind and the other creatures walking the Earth. Many of the rules concerning biology and chemistry are amendments—additions to rules rather than deletions or whole alterations. These allow greater variations of life without voiding existing ones. Though magic can be used to take life, these new natural laws would not destroy it on their own. In another case, magnetic fields are never affected, though other major forces of the cosmos, like gravity, are.

In locations saturated with magic via casters and monsters, the overall influence of Attricana increases. Observations proved that more spawn races appear in regions populated by other magical creatures or in populations where magic use is prevalent. Once a great flare of magic occurs in a region, a cascade effect could follow where smaller creatures would beget larger ones. The reverse was also true. In areas where life does not exist, magic does not follow. By this assumption, several techans have proposed moving to Antarctica.

Humans not blessed with magic (unless it is forced upon them or if their soul is open to it) created large dead zones of lower EDF in bastions, but the wave is constant and, though it can be reduced, it can never be fully suppressed. Most animals wandering the wild, despite being evolved and resistant to magical influence like man, eventually succumbed to its power. Some grew massive in size while others were able to channel great energy previously untapped. Given time, a few of them rose up into forms of rudimentary intelligence (the kodiaks are a prime example). Unlike animals, mankind has been relatively lucky. In the 500 years man has been exposed to magic there has been virtually no major alteration to human physiology. There are reports of a few minor aberrations occurring in northern Canam and across the world in Lauropa and Slav, but – overall – humans seem resistant to the whims of the wave. One popular theory states that, if a race is intelligent enough to handle magic, they can prevent its total domi-

nance. Dumber animals become slaves while smarter ones become masters. This does not entirely explain the fae, but the theory specifically mentioned evolved species as bound to this rule, which fae are not. There is no actual evidence to back up this theory.

One group of intrepid scientists believed they found the secret to understanding the chaos from Attricana. They referred to it as the "Flow of Everything." The flow is a massive cause-and-effect chart of millions of entries of data that connect with other entries via 2 to 2000 different yes/no questions. These scientists became obsessed with explaining all the altered rules and the conditions causing one to go into effect in one moment and then do the opposite in the next.

With the millions of different factors involved, all the original scientists died before ever solving even 1% of the entire system, without even discovering proof that it worked. Though descendants and newer experts have picked up the torch, modern disciples of the flow accept that even if every single altered rule is explained and connected, it would be useless to the world. One echalogian dismissed the entire escapade as pointless, as the number of elements actually needing to be observed was implausible.

This all applies to the vastly overwhelming power from Attricana. Ixindar also spreads its influence, but does so in subtle ways. Ixindar's power mimics Attricana, so when they overlap, few can tell the difference. However, magic from Ixindar does not disrupt. The creatures do not radiate nor do their spells. Instead, Ixindar corrupts the minds of those using the power. Almost all magic in the world is from Attricana and finding sources of Ixindar magic outside of Kakodomania is nearly impossible.

PLEROMA

Stories conflict about how the world learned to use the words of Pleroma to channel spells. Despite the accounts, the process continues today. No one disagrees about the source. They are holy words fallen to the hands of mortals from god or gods creating the world. Dragons were either the original recipients or the deified creatures themselves blessing those under them with their teachings. A dragon seldom claims this authority, choosing to lay the credit solely on their eldest, Amethyst. There is no doubt this language dated all others. The printed form of these letters focuses amazing energy. Many are not aware of the language's full scope.

Pleroma actually exists in three dimensions. Each letter has three views, which sometimes makes them look like others when seen on the same angle. Understanding this full language is not important for the channeling of magic and most mages on the planet have no knowledge of the true sight of the Pleroma language. They know of only fifty-five letters. This is all that is required to cast any spell channeled through their totem. In truth, the real language contains 235 letters when able to be viewed in all sides. The small number of those aware of this fact point the impossibility of this language occurring naturally proves their divine origin and the very existence of god. No species could ever design a language requiring three dimensions to fully understand on their own. Only dragons have been able to harness greater power from the expanded language. It does explain why so many that channel the power through their totems still cannot speak the language fully. Learning the true language of dragons and their written word is extremely difficult and only a few creatures with centuries to spare can claim fluency. The original Bibles of Drasago were created in the original tongue though thankfully, they can be converted to the flat variety with a simple wave of the hand. More poetic passages lose much in the translation.

Some casters suspect even more powerful spells exist hidden in this third dimension and point to foundation anchors as proof, constructed as a receptacle for these rare and powerful spells. This may explain why one cannot copy the normal spell from a totem as the caster must be aware of the spell's true form.

MENGUS

For as long as anyone cared to remember, Mengus has not been referred to by any other name. No mistranslation ever deviated it from an original. No creature has ever claimed to have seen Mengus and all accept she no longer possesses a physical body or no longer possesses the capacity to form in the real world. A few dragons suggested Amethyst and Mengus are two sides of a single metaphorical coin – a balance the world requires. Perhaps they were one godlike creature split into two and Amethyst retained the body. Other theories guess Amethyst shed off his darker side, which explains Mengus' lack of a physical form. The darker side was cast into space, only to return later. Other theories speculate that Amethyst and Mengus represent avatars of the great gates, intelligences from those realms given form. When dealing with Mengus, it is explained she either failed to form a physical body, possesses one in secret, prefers not to have one, or did and Amethyst destroyed it either upon landfall or before she arrived. Since Amethyst was a male, it was assumed Mengus was as well even though there was absolutely no evidence of this. In the Gospel of Lazarus, page 956, paragraph 10 verse 5, Lazarus was quoted as saying, "I allowed Mengus once to peer into my soul. I do believe she flinched. Not all can be corrupted." Lazarus has never explained if this was an error on his part and whatever the case, the gender assignment stuck.

The fact that both Amethyst and (possibly) Mengus have defined genders leads many away from the possibility they are avatars or that one broke from the other. Amethyst refused to talk about the subject but insisted that Mengus is a force incapable of being destroyed by any mortal means. Amethyst also added he once possessed such power but continued to feel weakened, implying Amethyst, as great as he was until his death, was once far stronger.

Generals and leaders of the dark armies profess to hear her commands and speak their master's directives. The shemjaza are very much a product of their creator. They are perfect engines of destruction, reflecting the brilliance and malevolence of their designer. All known shemjaza are commanders, captains, and generals and none are to be taken lightly. The corrupted armies of pagus occupy the entirety of the ground forces. Typhox dragons, although

swearing allegiance to Ixindar, refused to take orders from these demons and continue their own selfish directions outside of the darklands.

Because Mengus could only look outward from Ixindar, when Amethyst buried the gate, the influence of it was frozen and locked inside. It is plausible Mengus wields some control or sway of the outside world, but it is greatly reduced. Some echalogians theorized that the great acts of human barbarism were due to the Mengus whisper and the continual fear of hell and demons emerged from her playful manipulation of mankind's nightmares.

Despite the great force of the impact, Ixindar is still not completely free. It appears Mengus truly cannot manifest physically in this reality, though no one is sure why. If the theory of Ixindar is correct and it strives to unify the universe in a solitary intelligence, Mengus may believe that by shepherding this process, she may control that intelligence and even merge with it, finally achieving that denied to even her, to truly become a god.

PROXIMITY OF BLOOD

In the history of all the fae and their descendant races, the highest rung of the social ladder was given to those blessed by a dragon's kiss – which is only in metaphor, as it not always involved physical contact. A benign dragon would declare the fae of noble heritage, to be one apart from the rest, exhibiting extraordinary charisma and moral fortitude. By such blessing, the dragon would swear to channel wisdom to the members of the family name, even beyond the end of its own life. The family name is taken under the wing of the dragon's, merging title to the fae's.

This is not an act done lightly or on impulse. Usually only one or two families in each major species is so exalted across the world. The laudenians have Renar Alkanost. Damaskans have Ellenthos Tellurian and Ravenar Limshau. Chaparrans have Valentiarankerr, while tenenbri have Sharajaclypse. Despite some claims to the contrary, no narros or gimfen have been so christened.

This has not stopped several fae from declaring themselves king or queen or the land they control a monarchy, citing the righteousness of their conquests as proof of their royalty. No dragon needs to consecrate them as proof of their sovereignty. Even though Sharajaclypse is the only tenenbri gifted with a dragon on her crest, she is only a lord in Vanaka, ruled by Queen Karellanecrebet, residing in the capital of Vakai. A few nefarious gimfen and humans have forged such symbols upon their crest but dragons take forging their blessing seriously.

Only benign, or "archon," dragons ever bestow such titles on others, reserving their endorsements to those with the charisma and benevolence to become great and wise leaders. Such titles are not given to beggars or shopkeepers, but to those already exhibiting promise, already leading others in virtue and gallantry. Many are already leading nations, but none ever declare themselves royalty. Assuming such a position guarantees no endorsement. Though most of these fae are appointed by word from a dragon's lips, some are thought to actually have dragon blood running through their veins, inherited from bonded love between crossed species generations ago. Such pairings are known to have occurred but are infrequent, only happening when a dragon takes mortal form and falls for its emotions and urges while in that state.

This knowledge was not known to humans and when the new world took shape, many materialistic and selfish leaders with too much power and too many men declared themselves royal only for the purposes of christening their land a kingdom. The most notable exception was King Savarice of Abidan, the only human in Canam to have ever received such endorsement from a dragon's hand. Savarice's blessing by the holy dragon, Silver River, guaranteed a stature other kingdoms could only dream of. The title did create controversy. Several great fae leaders like Thalagos Gin of Thos Thalagos and Karlis Kronas of Gnimfall expressed resentment for being overlooked and Nacolia Falcon condemned the choice, expressing that the blessing of a human devalued the practice entirely. This view was not felt by Alkanost, who immediately accepted the king, further declaring Savarice and his noble line "the first true king of men and the only leader fit to guide his species."

Ravenar Limshau agreed with the godly sanction but hoped it would rally a greater influx of immigrants to Abidan and threaten the stability of Baruch Malkut. King Darius Konig, upon hearing of the legend and of Savarice's title, snorted at the notion, arrogantly alleging that god himself, outranking any such blessing from a primitive dragon, has hallowed his noble blood. King Darius pronounced Savarice's title as blasphemy, punishable by death. If the Savarice line is eliminated, it is unlikely mankind will be fortunate to receive such an honor again for many centuries. In the past and present, rulers of other nations, both human and not, declared themselves noble, though not royal. They called their huts houses and their castles capitals. They commanded river navies and armies of expendables. They controlled farms and rudimentary industry. They used this wealth to barter favor with royalty in hopes of signing an alliance sealed with marriage. Royalty understood, that by promoting neighboring houses to nobility, they could betroth their priceless progeny in order to expand their kingdom with unbreakable bonds. Thankfully, because of the necessity of expanding their control, royalty rarely, if ever, intermarry. Though some suspect other families of such controversy, no dragon-blessed royal family ever mixed sibling blood. The commodity of their lineage was too valuable to squander on selfish ideals.

RESOURCES

Before man fell from the seat of power on Earth, he did manage to strip Earth of almost all non-renewable resources. He extinguished nearly all fossil fuels. The bastions needed to develop alternate sources. Gasoline was scarce and precious.

The biggest hurdle for , or any other formed authority, was location. Many centers of techa positioned themselves on the coast for obvious reasons. Some utilize the sinful energy of the atom while most embrace cleaner resources like geothermal, tidal, or solar. Few of them sit within reasonable distances to mines. This left most available resources in the hands of echan cultures. The narros run the majority of mines, but but some echan human set-

tlements appeared around them as their only source of income. Other races erected communities based on their own personal needs.

The remaining resources are the common elements most took for granted years ago: Copper, silver, gold, platinum, iron, coal, etc. In the new age, new riches like angelite and coruthill have also emerged. The bastions need resources badly and some have secretly developed trade with outside sources. They have developed plastics and other synthetic materials.

SHEMJAZA

The greatest departure from legends, the modern commanders of the dark armies of Ixindar do not wield pitchforks or sport massive horns. They do have pointed ears. This connects them to the fae, though these demons neither evolve nor devolve into any other forms. This makes them comparable in features to the older fae races like laudenians and chaparrans. This plus the fact they also resemble tilen in many ways has not helped the tilen's desire for peace with the various nations of the world. Thankfully, the majority of the human population has never laid eyes on a true shemjaza. They are all extremely rare and seldom delegate to being simple soldiers. They lead armies into combat and commit secret tasks only assigned to the most loyal and trained. Each one is worth a hundred pagus.

Their appearance was extremely rare in the time of Terros and unseen in Canam until only a few years ago. What is known about them other than their similarity to the fae is that they are not a branch from them at all; arising in their own form with influence from Ixindar, in much the same way the initial fae emerged from the influence from Attricana. They stand much taller than any fae, growing in stature as their power increases and have solid black eyes with no differentiation of the pupil, iris, or sclera. They don't easily feel pain, so often go out of their way to inflict it on others or, often enough, on themselves. They feel nothing except for physical and emotional extremes. Everything must be pushed to an excessive limit. Some intentionally mutilate themselves to keep their sensations constant. Despite their size and the intimidating aspect of their eyes, they are described as being astoundingly attractive and charismatic. Another misconception claims them all to be sadistically evil, which is not totally true. Though the vast majority follows the edicts of their master, a few emerged with enough independent thought to pursue their own objectives. Most of the time, this was as malevolent as or more so than their loyal cousins.

The most powerful commanders of Ixindar are all shemjaza. The pagus are not permitted to govern themselves in Kakodomania, so all armies and villages of pagus fall under control of one or several shemjaza. The largest locations on Earth controlled by Ixindar seat the most powerful of them all. The greatest are known as the Kronix lords, though no one bound to Attricana has ever seen one. Shemjaza still number quite few, though are by far are the most dangerous servants of Mengus. No theory has ever arisen to explain their relation to the fae without a proper placement in the Fae development tree. Their similarities do point to some common ground between the two domains despite their contradictory results.

TRAVEL

Most fantasy worlds of fiction dictate a world of expanding beauty but short distances. They detail a single island or small continent, nothing in comparison to the vastness of our real world. Travel time is a problem.

All locations in Canam will list if they possess a feng-fu service or a thermal mooring tower. The costs are doubled if transporting a creature larger than medium or if the loading and transport of said creature would be difficult.

FENG-FU FLYERS/ DRAGONFLYERS

There is no mass transit in Canam. Huge distances mar travelers' attempts to engage in swift journeys. Further complications arise from swarms of raiding creatures that pose more of an annoyance than a lethal danger. From across the ocean, a solution arrived from a lone tower called Dromos. The architects and engineers there designed and mass-produced an enchanted flying craft for use in the southern lands of Arkonnia. A lack of population and financially viable investors prevented distribution in their homeland. When they reached Canam, the Dromos enchanters sold off all their stores and filled backlogs for two centuries.

The feng-fu flyers resemble oversized ancient Asian boats referred to as "junks" with large dragonfly or butterfly wings stretching from the sides. They don't flap and appear to have no purpose other than cosmetic, but they don't fly without them. Each one holds between 6 and 12 people but a few larger ones hold up to 100. They require only one controller. They also don't travel anywhere near bastions, Apocrypha, Ažhi Dahaka, or Baruch Malkut. Severe winds prevent travel to or through Alpinas. They seldom accept charters to unknown destinations and often move between the gimfen, narros, chaparran, and damaskan kingdoms. In the century since the introduction of the feng-fu, a network has covered the skies of Canam with dozens of such flyers.

THERMAL SHIPS

The most common aircraft by far in echa is the thermal, a slang term for all buoyant, lighter-than-air aircraft. The term refers to their common attribute of using heated air instead of helium or hydrogen to supply lift. Before the Second Hammer, the progress of these craft was halted in favor of faster, mass-produced winged craft. With the onset of EDF, these craft found a niche to fill in the new world. Hot air still rises in an atmosphere. Though a helium dirigible would be more stable, advances in thermal designs have offset the disadvantages of hot air. In the previous age, they had been relegated to commercial and recreation. Now they have returned in an expanded role never before seen.

Their moderate flying altitude did allow more people to see them in use and their presence in echan cities is relatively common. Feng-fu flyers fly higher but are more expensive due to their maneuverability and all-out speed. The laudenian sky network hangs above them both, out of sight from everyone. The mooring towers for thermal ships are easy to spot. Where there are thermal towers, feng-fu

"Well, bags are brimming. Packs are packed. We're ready for tomorrow. We depart together, break off past Cyon. Good?"

Aiden leaned back on the railing. "Why are you here, Mischa?" he asked.

"You require escort," Mischa answered.

"Really?" Aiden answered sarcastically.

Mischa stepped closer, the bamboo chairs between them. "I've seen quite the measure of mayhem in my life," he added. "A majority caused by my hand. I don't think much of my actions. I respond but I never felt a fool. If I leave you and your cause...I may be considered that." He turned to leave. "Don't look too far in motive. I still won't deny being selfish. But kantis live for the safety of others." He grabbed the iron and turned around to begin to climb. "I wouldn't honor it abandoning you now."

"I guess Chen was right," Aiden commented.

"And you...half a foot still here. Why are you taking this on?"

"I have to do this," Aiden answered, unsure how to explain.

"Why?" Mischa came back. He stepped aside to orbit around Aiden. "You think you're chosen--some prophecy picked you? These artifacts have covered the planet for five hundred years. How many have already died believing it was their fortune to find them? You got a mark--some birth defect made you think you were special? You secretly royalty? You hoping you'll find out you were always a prince, fated for something more? Kingdom opens its doors. Princess opens her legs." Mischa stepped back to the ladder. He wanted to be uplifting, but found his own desire wanting. "What awaits all of us is death. If there is a cause to this universe, an order of things...that is the only rule everyone must answer for, even the universe." Aiden mouth puckered open but he couldn't even manage a whisper. "You still want to do this?"

"I got nothing else?" Aiden whimpered.

"If you start on this path, Aiden, the first step is when your fantasy ends. No matter how far you reach, how much you achieve, there will be no happy ending. That is not pessimism. That's life" Mischa's eyes sank as he grabbed the ladder. "I'm going to take Chen's tunnel. Pick up some arrows. Check out prices on those hot-bloods outside."

Aiden raised his voice. "We can't afford war mounts on that money," he said.

"Who said we? You're gettin' ponies," Mischa answered with a smirk.

With that, the ranger vanished down the rungs. Aiden returned to the view. He internally thanked the lack of pollution in Angel's sky. With few fuels to burn, the city was forced to take up cleaner power to offset, captured from the sea, sun, and the sky. This did not stop what few reservoirs that were found from being burned in effigy to the gods of industrialization. Transports with stubby wings and huge turbines buzzed as dots in the distance between the steel trees. As the golden sun fell between the narrow peaks of the bastion, Genai fell under shadow. The pricks of lights in the distant buildings flickered into view. Flames lit upon posts up the streets.

One of the Angel skimmers, a cargo transport with four huge turbines and a carry-all module hanging underneath, shortcut over the village. Its lion's roar invaded the stillness in ways toxic gases never could. Aiden grimaced more at the audacity than the noise. As it passed, Aiden returned his view to the street and the closing markets.

"It's weeks by swifted mount to Zorahn," Chen announced from behind. Aiden spun around quickly. "If you can manage, taking to the air would be best. I'll give you enough for tickets. Make sure you save your coppers for the markets." Chen had passed the chairs and made from the railing. He was not winded. "I told Mischa to travel north, following the Blood mud road."

"Master Chen. Did you know of the crash? Did you guide me there?"

Chen smirked and pointed a crooked finger to his forehead.

"Again, with that. Aiden, is there a third eye here you failed to notice? I kicked my desk yesterday and nearly broke my foot. I had a full pair open for that." Aiden returned to his view. By now the market tables were folding up and several merchants had retreated a few meters onto the decks of their houses. A full day's strain had encouraged many men to pull their shirts off. They sat with iced water, reading newspapers they saved from the morning. "I find it more interesting you didn't ask why," Chen responded.

"I haven't reached that point to think about that. Like I said earlier, I am not one cut from valor's cloth. This task befits a cavalier of gallantry or paladin of virtue. I have to make do with what I am."

"You could travel a hundred lives in that world and still be frightened of what you'll find," said Chen. "Keep the ignorance here." Aiden nodded. He was about to thank his teacher before being interrupted. "Have you been home?"

Aiden wanted to correct the assumption by adding that despite how many times his mailing address changed, he had only one real home. "There's nothing there."

"Don't disregard it. This is not some furlong into fantasy like last time. This will be a prolonged voyage. Best you take in your life one more time before abandoning it fully."

flyers often sit nearby, though the flyers are more often used for charter bookings and the thermals for city-to-city travel. Thermals rarely make themselves available for a journey without a mooring tower at the destination.

WAVECRASHERS & SHORERUNNERS

The single largest alteration to the planet by far was the chaos caused on oceans by tidal forces exerted by the Moon. Pushed into a closer orbit by Attricana, the swells and waves of large bodies of water increased in severity. This, with Attricana's encouragement of ocean storms, has thrown atmospheric sciences out the window. Air currents constantly shift, making meteorology and climatology useless. Chaotic pressure systems have generated the largest oceanic storms every recorded, separating the continents behind walls of weather.

This maelstrom rarely subsides and continues through every ocean on Earth. They dissipate only slightly when approaching shore. Massive coastal docks like ones at York and Angel installed immense breakers to halt this assault. Nations from both techa and echa tried for centuries for a safe route across the water. The only real option was to travel over it. Porto Sail Galleons and Beluga carriers easily accomplished this task but the altitude required was unrealistic for most thermals. This connected bastions only scarcely and kept echan communities detached. This lasted until only recently when the first wavecrasher appeared in a Canam dock.

The sea was rife with monsters. Some grew from evolved oceanic behemoths like sharks and whales while others were unique creations of Attricana, grotesque or beautiful in equal measure. Some were timid while others were hostile, swallowing anything they could wrap their impressive maws around.

These leviathans were initially hunted for their meat or for a prize. Short-range boats braved the weather to harpoon the mammoths and drag their hulks back to shore.

The condo Aiden's father had purchased was a spacious flat he hoped would remain with the family passed his passing. The government wanted to hold it for auction after Claire Camus died to pay for the future of the two orphan sons but Xavier ensured it would remain tied to the name. When Xavier assumed guardian authority of Aiden, they moved back to the apartment. By then, Aiden could hardly call it home. The door chimed but the buzzer failed part way into its call. Aiden pushed the door open and stepped onto the synthetic wood flooring. He dropped his card on the glass table. Xavier wouldn't be home, always taking the evening shifts on weekdays.

Aiden took his time drifting by the pictures of his youth, with mom and dad, with Xavier. The last photo with dad had Aiden at his first communion, ensuring his clip-on tie was straight. An earlier family shot had Aiden sitting with his mother's hand on his knee. Xavier and Dad were side by side, the same height, the same hair.

The kitchen was a gleaming illustration of efficiency. Devices mechanical and electronic, hot and cold, hung or sat or slipped nicely in their customed spaces. Automation told the water when to boil and the oven when to clean. The fridge and freezer were full of various ready-made foods requiring only the slightest effort in preparation. Add water, seal, microwave, peal, enjoy, repeat. Anything nature claimed safe was pasteurized to ensure a healthy population, forcing the masses to an environment of sterility. No wonder so many of them got sick the moment they stepped from the walls. Aiden had ten years to acclimatize, drinking tap water and eating meat from animals raised around a corner.

Refreshment came from aluminum cans, boasting all manners of chemicals designed to improve energy and enrich the spirit. The oven burners were clean as they were never used. As Aiden walked by the stove, the digital readout displaying the correct time flickered off, then returned flashing all "8"s.

Across the countertop looked onto the living room. Aiden brushed his hand by a remote. The screen was an impressive sixty-two inches from top right to bottom left of organic light emitting diodes delivering an image unmistakable to real life. The remote had no rubber buttons, only circles on black plastic. Aiden gently tapped the power but the TV didn't obey. He touched it again. The button lit up red, but still nothing. Aiden rapped it again repeatedly, finally getting a response on the fifth try. The screen was a window to the other side, as clear and as crisp as any dream. An advertisement blasted colors and logos and smiling acquiescent consumers endorsing a dietary supplement--inch long green pills packed full of powdered extracts most shoppers had no time for or room in the fridge away from processed cheese products and vacuum-sealed microwavable pasta. Powdered soy lecithin, barley grass, apple fiber, ginseng, kelp sea algae, milk thistle, and a dozen others conveniently packaged in capsule form for those unwilling to chew.

The remote wouldn't turn off the screen. Aiden orbited the counter and tapped the main power at the source. As his hand brushed by the screen, a cascade of reds and greens swept behind in the wake. A few pixels went dead. Aiden grimaced, reached behind the flat panel, and wrenched the plug from its power.

His bed hadn't changed much. It was too big for him now. Most everything of value was at Chen's biblio. Aiden pulled open a few drawers. The clothes were old and small. Shelves still proudly displayed a few select action dolls Aiden made sure Xavier would never discard. They sat under a layer of dust. Not even the room had been vacuumed. Xavier would leave it as a show of faith in his brother but wouldn't bother paying the Sunday maid to clean it. A chest in the corner was clasped shut, the last of luggage Aiden was going to carry over to Genai but ran out of room. He kneeled down and unlocked it.

There was a burgundy silk scarf with round crests of Asian letters he had been given as a gift. He threw it over his shoulder, a nice accent. It wasn't genuine. The few books were juvenile and of no use. He had forgotten the titles as he pushed them aside. There was the Codex Dracontis. Aiden smiled and casually flipped through a few pages. He knew now which of the stories had been concocted, which were amalgams, and which were true.

Under the second layer of old clothes was the thin silver laced necklace and its medallion, the charm of some forgotten saint to protect children. He asked her if it was magic. She answered in her usual timid fashion. It wasn't and never was. How could it be a flashlight if it never shined? Aiden let the coin dangle from his fingers for a few moments before dropping it back into the chest and slamming the cover down hard.

TRAVEL COSTS

Service	Cost	Overland Speed	Per Day	Per Hour
Feng-fu flyer (routine)	2 sp per mile	25 (Flight)	300 miles	12.5 miles
Feng-fu flyer (charter)	4 sp per mile	25 (Flight)	300 miles	12.5 miles
Thermal (coach)	1 sp per mile	20 (Flight)	240 miles	10 miles
Thermal (luxury)	2 sp per mile	20 (Flight)	240 miles	10 miles
Wavecrasher/shorerunner	1 sp per mile	20 (Sea)	240 miles	10 miles

With the application of moderate magic and clever trapping, several of these goliaths were captured alive. Their wills were broken and they were trained to carry a load. This weight eventually turned into an entire vessel, built around the creature.

Not a single wavecrasher looks the same, from monstrous sea turtles to whales larger than some villages. The vessels dominate the waves by rolling effortlessly over or diving underneath them. Even with these audacious designs, the majority of wavecrashers seldom survive more than a dozen journeys before finally destroying the creature or the boat built around. Some of the beasts near retirement are demoted to following coastlines, where they become shorerunners. It is thought there are less than a dozen of these beasts of burden roaming the oceans. They frequent only echan ports and rarely appear on the west coast, running exclusively across the narrow strip of Okeanos.

WAR

The question on the minds on many near Baruch Malkut is why have the nations of elves and civil men not declared

war on the decadent kingdom. For the past few hundred years, the largest rival nations to Baruch Malkut – Kannos, Abidan, and Limshau – have weighed such options as they've attended government meetings. They are not blind to the pogrom King Darius is endorsing or the thousands of human and fae slaves sold into servitude there. The issue deals with the heavy cost of such a war, fated to erupt all of Canam in fire and drag out for decades, if not centuries.

The issue deals with size. Malkut has the largest area of control thus can supply provisions to its front line far longer than other nations. They have the largest standing army, though smaller if their three rivals were to unite under a single banner. Baruch Malkut has resources in magic, more than a match for Abidan and Limshau and far greater than Kannos.

Malkut lacks significant reach, however. They don't have the number of cavalry to rival Kannos and their siege capacity is worthless against the walls of Limshau cities. Advisors continually have to convince King Darius that to invade would break Malkut's back. Any open attack into Limshau or any of the smaller houses would spark a violent response. The invading force would quickly find itself overrun by Limshau custodians, Kannos cavalry, and Abidan knights. The last sign of a possible offensive resulted in the mysterious disappearance of a Malkut battalion just before they exited the swamps that proliferates the kingdom. The details of the incident are not well known.

Since then, Baruch Malkut shifted its viewpoint to defense rather than attack. They take pride in provoking neighbors, goading enemies to assault them in their territory. They do this by allowing their slave raiders (which Malkut doesn't publicly knowledge or support) to strike deep into Laurama and House Skyrose for their stocks.

Soldiers within the Malkut army are trained in guerilla tactics, using quick strikes to ambush opponents, assassinate leaders, and destroy supply lines. They perfect this practice by utilizing the swamps and marshes that permeate the entire kingdom. Even if Kannos, Limshau, and Abidan were to unite and bring in other allies from the Finer Fire Pits, Gnimfall, Laurama, and half-dozen free houses around the land, a combined invasion into Baruch Malkut would be costly. Armies would be slowed. Supplies would diminish. Morale would drop from unrest. As Baruch Malkut brought their forces to bear, they would abandon their outlying villages, burn their border keeps to ash, and allow the invasion to push into their territory before revealing themselves. The order of the cloth would assassinate leaders. Raiders would burn caravans of supplies. The Malkut militia would make even the hardest victory by their enemies so sour as to ponder the logic of such a war.

Every bog would be polluted with human and fae blood. Every hill would be covered with the corpses of dead soldiers. Malkut would publically assassinate captured leaders, torturing officers before sending the remains back to their lands. Slaves would be executed and driven into posts as warnings of the cost of invasion. Owners would destroy their stocks rather than release them.

The marsh gets thicker moving south, infected with various vile bugs and creatures only the Malkuts are aware of. Finally reaching the peninsula, hidden traps and stealthy thuggees would slice armies down without offering a target. Any survivors would be so demoralized as to prefer surrender and a quick death to another second in the swamps of the "blessed kingdom."

As long as they remain in their borders, Baruch Malkut is nearly intractable.

THE WILD

Canam has no specific borders between its nations. A formal treaty has not been signed between any kingdoms declaring their area of control in regards to neighbors, creating wide expanses between these territories. Dozens of villages claiming no allegiance fell between them. This is quickly changing as the house of Skyrose is being caught between Limshau and Baruch Malkut. Since Malkut refuses to acknowledge borders with rival nations, no formal map has ever been agreed upon. This creates more of a wide blur instead of a defined thin line. The only way to know if one enters a specific kingdom is to ask the citizens of a village. There are no border markers or sentries on many of the trodden paths. The major roads, including the Continental Cross, do feature these points. The most defended checkpoints are those between the house of Skyrose and Limshau, because of the nations' proximity to Baruch Malkut.

This leaves tens of thousands of square miles unclaimed. Small houses exploded into larger ones as they snatched the largest patch of land they could realistically defend. Even considering this, there are still huge portions of the continent unspoken for. Many of these would dangerous locations in which to settle.

No one is entirely sure what exists beyond the beaten paths between kingdoms. Some rumors claim the largest percentage of chaparrans are spread over all unclaimed forests in Canam. The easiest way to check if a forest is enchanted, and thus has enchanted life, is to see the variety of trees growing. If the trees are of radically different species (conifers, almond, walnut, apple, etc.) and growing in the same region without regard for light and temperature, it is a forest populated by magic.

These unchecked areas of the world feature the most dangerous life forms. Beyond chaparrans, not known for their hospitality anyway, these forests, plains, and mountains showcase the greatest ratio of magically endowed life, from dire and elemental animals to monstrous beasts of ill will.

CHAPTER TEN
THE LOOK OF THE WORLD

"There is nothing left," said Gram. "All idols of man's greatness are gone…because the world has swallowed them."
"Because of magic," Raven answered.
"No, my dear elf. We did it to ourselves long before you showed up. Personally, I would not wish to return to that time, to be reminded of what we did to the world before you came."

The world of Amethyst may be one of fantasy, but medieval it is not. The common knowledge earned throughout human history dealing with building construction, agriculture, medication, and sanitation survives. Even though anyone with advanced knowledge to better a technological society was allowed entry into bastions, many people outside still possessed generic knowledge developed centuries before nuclear power, computers, and antibiotics. In addition, many on the outside soon progressed on their own, rediscovering advances their protected brothers and sisters embraced years earlier. A few possessing this knowledge used it as currency to earn themselves entry. Others realized this knowledge, primitive by the standards of bastions, begot more power and influence on the outside.

Any knowledge beyond the basics – usually the moment electricity comes into play – is stunted by the surrounding magic. It prevents progress, forcing immigration for those wishing to pursue this path. Still, every bastion, and even the free cities, has sprawling villages outside their walls of people either trying to get in or pandering to those entering or leaving. Outside, the world of fantasy still shares some striking similarities with the world of the past.

THE CHANGING EARTH

The wave of magic sweeping the globe altered nearly everything. When the enchantment saturated the world's every molecule, the planet convulsed and shuddered. The first century inflicted great loss of life, especially man, already weathered and battered from the previous age. No one is sure how many humans survived the pre-gate turmoil, but many more lost their lives to the ravaging Earth. More fell victim to the monsters choosing them as prey. Finally, after a century, the planet fell back asleep. The earthquakes stopped. The winds died down. Nature swallowed up every fragment of old man. Even the scars left by industry were overrun by plants and moving dirt.

BASTIONS

In the spring years, after the massive birth pains of Attricana's opening, the aura of enchantment finally subsided to a less chaotic level. Normality started to creep back into reality. What was left of humanity banded together. Those still possessing technology also possessed the influence that accompanies it. Many of these initial communities could not expand or conquer others while reliant on their malfunctioning machines. The majority eventually turned to magic, forgetting their heritage and the bulk of thousands of years of technological development.

For a few, they grew fast and large enough to maintain their technological footprint. These surviving cities (at least in Canam) developed because of discovered caches or ruins from Earth's past intact enough to catapult the community to prosperity. With a bastion like Sierra Madre, it could have been the discovery of the colossal cavern and easily accessible thermal power. With Mann, the entire city pre-built by unknown hands, was the cata-

lyst to develop. Not even the natives of Selkirk know why their ancestors chose to climb a mountain and dig within it.

When the torrent of magic finally decreased, enchanted hot spots appeared over the globe. Like a weather map displaying topical zones and low and high pressure isobars, Earth displays regions of heavy and light magical saturation. In areas with roaming monsters unknown to science or areas populated by magically endowed people, the diffusion of magic begins to alter, coalescing around these spots. Likewise, in regions where magic is not being used or is not being radiated by the residents of said regions, this concentration drops.

Low EDF zones within bastions allowed technology to function with virtually no side effects. The EDF is always present and certain problems never cease. The more bastions push out, the larger these dead zones appear. Some bastions have placed their highest technology or R&D facilities as close to the center of their cities as possible where the EDF is lowest.

Though the term is not entirely accurate, these "dead zones" are few and extremely small. Within them, the majority of science's rules are allowed to function. If a bastion were to collapse (and its has been known to happen), EDF saturation would flow in with the outsiders breaching the defenses. There is no technology able to completely suppress EDF yet. Magic flows from Attricana and cannot be curtailed until this faucet is plugged. If a shortcut was discovered, a bastion could cover itself in an invisible screen impenetrable from assault by magical means. In an absolute zero ED-field, not only would spells and magic items cease to function, but the very health of echans within the field would be threatened.

Even the inclusion of a single echan in a bastion can cause havoc as their radiated EDF shorts out technology as they walk past. This is not as much of a concern in some bastions as in others. In York, a low tech freeway was built to ferry echans through their town to the docks on the east coast. Strays are often pursued as criminals. Along this narrow road, echans can walk freely, able to mingle with techans and share a peaceful journey (though it's advised they don't linger). In Angel, an entire section of the city has been partitioned for the residential echans that helped build the first walls of the bastion. Outside of this colony, and in other bastions like Selkirk, Sierra Madre, and Mann, echans are strictly forbidden. This began initially to protect technology but migrated towards bigotry with an unfortunate scientific justification.

There are rumors that the most advanced bastion on the planet, Porto, had successfully created anti-EDF fields using technology but have limited their use within certain regions of the city. They refuse to trade such an advancement to anyone for any reason.

Magic shrouds the Earth, blocking both low and high frequency waves. This suppresses cosmic radiation but also suppress radio waves and prevents bastions from communicating. Like human nations of ancient Earth, they progressed completely independently from each other, altering their beliefs, their technological profile, and even their language. When messengers finally revealed these bastions were not alone in the world, regular communication was still unfeasible. As long as Attricana remains open, there is no way for the techan's way of life to escape the walls of their cities.

WHO CAN ENTER?

Although it may seem that one must be an engineer or doctor to enter a bastion, this is incorrect. One only needs to possess a skill bettering those around. Bastions require talent in all fields. They need doctors, but they also need carpenters, chefs, seamstresses, electricians, and farmers – anyone that can pass needed knowledge to others in order to better society. One must still rise above the norm. If one is lucky enough to be born inside the walls, their future has already been paved.

BASTION TECHNOLOGY

Bastions all flaunt a technological supremacy over their neighbors. Though their machines and electronics cannot survive long away from their city's borders without servicing, they still revel in such accomplishments as light bulbs, plasma televisions, and fuzzy-logic rice cookers. A bastion's listed tech level is only its average state of development, the level where the majority of the bastion sits at. There will always be exceptions -- prototypes and limited productions one level higher. They will also commonly have obsolete and mass produced cheap technology as low as two levels under.

ANGEL

It was considered unsafe to be on the crown—the top of the wall around Angel—unless you were a soldier. When standing on its peak, the city appeared to travel forever, over the horizon until the heat blurred to the sky. It was self-contained with food and power all its own. Its wall occupied more land than many countries had of the past. Looking over it bought one's eyes to a forest that stretched to the vanishing point. Xavier had been there, but refused to bring Aiden. Xavier didn't know that Aiden had visited the crown more than a dozen times through his teens. Each time, he silently promised he would cross the wall and march into fantasy.

Angel emerged and grew quickly in population but not in technology. It initially bordered no rival kingdom or land contested by opposing forces. When Angel erected its first buildings hundreds of years ago, the bogg raiders emerged. They started as a major thorn in the techan's attempts to settle. Sporadic attacks and supply raids kept Angel struggling for more than fifty years until the immigrants arrived. Across the ocean, a group of islands turned into a mountainous no-man's land. Pagus had totally overrun the nearby mainland. Thousands upon thousands of escapees attempted to traverse the hazardous ocean. Some reached nearby islands only to be devoured by monsters of land and sea. Some survived the long journey and reached the western coast of Canam, only to discover another band of humans struggling to survive: The techan folk. The settlers had already wholly embraced magic as a means to survive. Needing workers desperately, the governing body of Angel made a decision controversial to this day. The techans of Angel welcomed in the settlers and offered them their own protected piece of land within the walls in exchange for a

labor force. Over the next two centuries, Angel would rebuild and expand its walls three times from the sudden increase in population. Soon, the boggs found themselves incapable of harming the massive castle-city. Ocassionally, they still try. Angel's population grows each year and plans have been put in order to build a larger wall several miles out, doubling the effective mass of the already largest bastion.

The unique aspect of Angel is not the city as much as it is Genai, the city within. Built by its own residents, also responsible for building the wall that protects the whole, Genai cares nothing of its isolation. Citizens of Genai must have ID cards, the same as those in Angel, but several people in Genai were born, lived, and died solely in the small city, having never left Genai, therefore never needing an ID card. Genai harbors many outcasts. Their heritage insists on recording their history as well as the names of all of those who have died in the construction of the great wall. The greatest legend of Genai is the origin of its name and the identity of its most illustrious resident. It is said the pilgrims survived the journey and were led to the land of techans under the protection of a great dragon almost as old and as wise as Amethyst himself, the Yok-ani, Genai. Legends flourished and soon, the patrollers from the Angel's starlight division reported a huge temple built at the center of Genai. Only the good and righteous are allowed to enter, in hopes the rumors are true, and that the great dragon lives inside, out of sight from prying eyes.

I need to stretch my wings. Every time I take flight, the steel forests grow taller. I wonder. If I cut off their tops, would they die? Will mankind repeat his past mistakes? I see many sins from man unto man and I wonder whether he will ever change. When I take their form and walk among them, I encounter such kindness and understanding. I hope the rest of the planet could feel the wholeness the natives from Genai feel. Why did they name this great city after me? It is a tribute to their achievement, not mine. I am no god. I deserve no worship—no prayer. They don't need my protection, but daily they thank me for it. I hardly warrant such gratitude. I try my best to help. Mankind can be so stubborn sometimes, but they also possess a potential for growth and change that dragons quietly envy. Dragons are not superior. God created us first. It doesn't mean we are the true inheritors of this globe. Men look to be such fragile creatures. Underneath thin skin and simple eyes resides great strength. Strength keeps me here, in this temple, watching and waiting silently for my time to act.

Genai
Book of Mokushi

Angel is the largest bastion in Canam. Its creation is synonymous with standard bastion construction and is usually the image outsiders picture when they think of the techan

capitals. It is one of the oldest but also one of the slowest to develop. Angel is surrounded by major deposits of magic. With Burganasis, Jibaro, Kannos, and Xixion nearby, Angel suffers from radiant disruption more than any bastion in Canam. The wall grew as a side effect of this and from the bogg attacks that never ceased, even when the wall grew to its impressive size. From a distance, with its massive wall and towering peaks, Angel appears to resemble an oversized fortress, hundreds of miles across.

Layout: Angel's central governing buildings stand in the center in a place called Tower Park. The tallest buildings, of which there are dozens, sit here. The primary avenues spread out from this park, intersected by thousands of circular streets. Every few miles, fragments of the older walls can still be seen, circling the city like tree-rings. Genai resides in the southern corner, against the wall. Outside the city, near the main eastern door, hundreds of merchants set up shops allowing visitors to buy horses or black market goods from echa or techa. Technology from Angel is especially popular.

Entering Angel from outside is easier than most other bastions. Humans alone can pass through the main door without magic and fear no reprisal. Non-humans are prohibited from entering.

Unlike Angel, organized and methodically laid out, Genai is scattered, jumbled, and cluttered. Roads split into dead ends, major walkways loop around onto themselves, and buildings rise and fall weekly. Supplies were rationed to the populace so many buildings were erected with wood and concrete, topped with ceramic tiles or farms. Continuing traditional building methods, the cityscape of Genai looks a thousand years in the past. Asian influences are apparent – Genai is the last lingering shred of anything anyone remembers from what China and Japan used to be. Not a single building stands more than four stories, dwarfed by the skyscrapers around. The exception is the Great Temple of Genai, at the center, reaching eight floors. A traditional torii greets those preparing to climb the massive flight of stairs rising up the pyramid. The torii is a simple wooden gate painted a bright crimson with two supports and two curving crossbars bordering the realm of the mundane to the magical. Atop the long climb is a three-story iron and red brick pagoda with eaves reaching out almost to shadow the base of the pyramid. A long descent waits, as a double-helix spiral staircase orbits around a massive shaft leading one deep into the pyramid. The opening into the temple is so massive, the pagoda atop barely conceals it. Many claim this leads to the credence that inside the temple, an ancient dragon slumbers, the one the city is named after.

Genai takes up 500 square blocks of Angel. Several secret passageways from Genai are said to lead to the outside world, forgoing the gates of Angel.

Population: 55 million; 2.5 million for Genai

Tech Level: 2; Genai is mostly 0, but some TL1 technology sprouts up within it

Ruling Body: Elected Republic. Only Angel citizens (not Genai) can vote. The ruling council sits at the center building of Tower Park and seats six people. Alan Miller holds the current Head Chair. He holds the power of veto but not the power to push legislation through on his own.

Genai has no ruling body although many do follow the words of wisdom that leak from the Temple of Genai.

Military: Angel prides itself on how small its army is. It suffers no attacks from rival bastions or echan armies save for mediocre bogg attempts. Angel's military and police force are one in the same. The Crimson Starlight tower in the western side of Angel houses the aerial division. The police force is comprised of volunteers and trained professionals, working by choice to defend the walls. 95% of the armed forces on Angel patrol the outer perimeter. Internal crime in Angel is shockingly small with less than a dozen murders being committed per year. The punishment is so severe (banishment), few are willing to risk repercussions. The Crimson Starlight Armed Forces (CSAF) operate mostly fanjet powered assault shuttles.

In Genai, a volunteer police force, using primitive weapons, keeps the peace. Crime is low among the native population. Criminal activity enters with the visiting tourists. Angel security only crosses the threshold when a serious crime is committed or when a public crime is seen from their positions at the edge of town.

Religion: A few old human faiths have churches and synagogues in Angel, but the majority of the population are not spiritual. The people of Genai are highly religious. The majority follows Buddhism or worships the yok-ani dragons.

Relations: Angel makes virtually no contact with other bastions. Like Selkirk and Sierra Madre, Angel is isolated. Selkirk communications amount to little more than a page of script every year. Angel often trade supplies via Porto Beluga Carriers which arrive once every five years. Genai has no relationship with any outside bastions other than Angel. Even that relationship seems non-existent at times. Angel continues to tolerate their presence. Genai trades little with Angel and is self-sufficient.

Special Attributes: Genai merchants accept gold but not uc, but a few will trade even though their exchange rates can be atrocious. Genai operates many shops and markets including several black market areas. Separate markets sell both echan and techan items.

MANN

Whenever anyone looks upon the City of Mann, they blink—like starring at a great void. No one is sure how old the city is, only that it predates its neighbor, York. York's history tells of Mann's presence being unchanged in their entire existence. The most popular story tells of humans arriving to the east coast and discovering an island fortress awaiting residents. Someone built it. It was erected for man.

The construction mimics old human techniques but in extremes. The buildings sport few windows and tower thousands of feet in the sky. A massive wall, taller than any other bastion, surrounds the island. The city includes a massive self-sustainable hydroelectric system requiring little service. The first residents of Mann analytically determined that the city was built soon after by the initial survivors but they had died off, possibly from a plague or echan army. This does not take into account that the city was left behind with no bodies or records.

MANN

Regardless, the humans living in the city found themselves as isolated as the designers of the metropolis meant them to be. As the centuries trudged on, the native population grew more xenophobic and paranoid of the outside world. Few of them ever left the walls. Those that did seldom re-entered.

The majority of the population of Mann believes everything outside to be blasphemous and immoral. They abhor all magic in any shape and the use or presence of within Mann carries a death sentence. No non-humans are allowed to enter for any reason. They receive warnings to stay away at 500 feet and pulse lasers are put through their heads if they close within 200. Even the wall is rumored to be covered in fae iron. Totally self-sufficient, Mann looms over its neighbor and its residents promise to withstand any attack, waiting for the time when the great gates close and true-techans can inherit the Earth.

Mann still resembles the stereotype of most bastions. Tall buildings poke from an impressive wall armed with the greatest weapons science can design. Mann sits upon an island and rises as a dark blemish on an otherwise colorful horizon. Unlike Angel, bristling with lights and life, Mann looks dead and deserted. The only time movement ever appears upon its outer wall is when it fires on an approaching target. No one outside knows how the city was built, how it sustains itself with no external trade, or how the residents inside developed such a technological level surpassing all others on the continent.

Layout: Mann covers nearly every square inch of the island it rests on, enclosed by a massive wall bordering the edge of the water. Each building inside stands at least a thousand feet with the tallest ones towering almost a mile. The blocks run uniform and everything fits to a perfect metric unit. The entire city represents a mathematical perfection unseen anywhere else in the world. The buildings all stand at a height of exact numbers rounded to the tenth degree. Leaving or entering Mann is difficult considering there are no main doors or docks anywhere on the outer perimeter. Stories abound of infiltrators somehow pushing back the rapids and sneaking in through the hydro-pipes, but these accounts are unlikely.

Population: 12 Million

Tech Level: 5

Ruling Body: Mann's ruling body is known as "The Ghosts." They dictate all rules but no one is sure how many there are or who they are. They walk among the population as normal people but meet every day at random locations to decide policy. Their numbers have been guessed between eight and sixteen. Some class this as a theocracy since Mann's population embraces religion. When one Ghost dies, another is brought it to replace him or her. No one knows how the selection process works.

The Ghosts appear in a judicial court every day to handle affairs.

Military: The Kir protects Mann from anything that appears hostile. Designed around defense rather than assault, The Kir patrol the outer wall, tracking every moving object above, below, or on the water. The Kir dress as black as the city they live in. They are ordered to kill any echan found in the city or anyone possessing magic. They have created technological machines capable of detecting, not only magical devices, but magical effects as well. Behind the wall, for emergency reasons only, several large cannons have been built against York in case their neighbor falls too far into chaos. The majority of the weapons patrolling outside the walls are automated machines.

Religion: The population is almost entirely right-wing religious, though its details are known only by its residents. It is based off of an Abrahamic religion and it endorses the view that the entire world of magic, without exception, is the corruption of demons trying to bring the world into a dark age of damnation. The only solution is the utter annihilation of all magic, those who use magic, and those that associate themselves with magic users. They despise most other bastions because of their tolerance to the outside world. Though they share with Baruch Malkut their hatred for non-humans, Mann considers the southern nation just as sinful because of their endorsement of magic. The loathing is mutual.

I discovered something when I gently placed my head against the tallest building.

We built this place.

Only man could erect a tribute to its greatness. Why can't we just harness the atom and wash the planet clean? We did it once before and nature recovered. It will again. Mann is a great fortress, capable of withstanding any punishment. We will wait until the world heals and humans once again take their place as the dominant species on this planet. I know the secret. I saw into the soul of the world and discovered something no one else believes. It is fake. All of it. The gates are eyes of God. God is. Simply IS. With eyes open, he tests us with these blasphemous abortions of nature. They claim they came first. Nonsense. We came first. We will remain long after they fall into dust. Enchantment will never touch us. When the gates close, we will remain. To hell with dragons! To hell with elves. They don't even exist in our eyes. You shut the gates; they will all vanish, back to the void from whence they came. They were simply illusions to test mankind. So many failed that test. We passed and will pave a new road to a future where man takes to the stars and resumes looking out, instead of in. As long as these abominations roam free, Earth will never be ours. Earth is our cradle, not theirs.

Ghost Bethany Husk
Mann public announcement
756 A.E.

Relations: Mann seeks no relations with any other bastions. Only Sierra Madre is more isolated … but, for Mann, isolation is a choice. They refuse contact with Angel and consider York blasphemous since they allow echans to enter their limits. York prepares for an inevitable invasion that may never arrive. Even though a few Porto craft have been seen entering Mann, no official relationship has been formed with the utopia across the ocean.

Special Attributes: Those who leave Mann risk a chance of never being allowed back in. Only a signed permit from a "Ghost" can override this. The longer the resident stays outside, the less chance he or she will be allowed to return. All residents' DNA imprints are encoded in the Mann supercomputer and are the only way anyone identifies themselves within the city. Somewhere outside of Mann, there are those able to temporarily place a DNA recorder that confuses the sensors to make someone register as someone else.

SELKIRK

Very little is known about Selkirk unless one is born there. No one remembers how when or how it erected itself on such an unstable precipice. Selkirk barely registers in the history of the planet. The people live in an isolated area, surrounded by mountains with no direct road. Although they have access to the pass of Dianaso, to access it requires going through a jagged section of rock claiming many victims. Selkirk's strength lies in its goal of continued expansion and wealth. Their loyalty is with the almighty dollar. Holding onto ancient ways, Selkirk represents a massive mining consortium. Internally known as TERMINAM – TERran MINing AMalgamated – Selkirk's entire population works in service of a corporation. Everyone works. Everyone serves. Everyone owes.

Selkirks' farms, bountiful as they were initially, lacked the resources to supply the entire population when it grew past their initial estimates, so they opened negotiations with the narros to the north in Fargon. The Echan Trade Authority (ETA) was soon formed to regulate trade between the narros of Thos Thalagos and the miners of Selkirk. The narros could travel through Dianaso and never suffer a loss. They emerge at the village of Gateway, the last population before the pass and the narros to the north. The village is a stop-way point as no echan's are allowed to board the Mag-Trains to Selkirk. Supplies are traded and the two sides return. Narros gain access to the massive gold and coruthill deposits under the Range of Rock and Selkirk acquires the foodstuffs required to survive. The ETA maintains the trade agreement and shipments usually arrive every week. Occasionally, if supplies are critical, Selkirk will send its own carry-alls through Dianaso to Fargon. The agreement is beneficial to both sides and neither has any reason to break this profitable exchange. Outside forces disagree and some have attempted to sever this trade. Puggs attacks increase in number and aggression every year.

Selkirk hardly considers itself a bastion. Rather, it thinks of itself as a colony. It is smaller than all other bastions, sports no walls, and is not paranoid of its neighboring nations. Though their origins remain a mystery to even them, there is no doubt about how they survived. Under one of the richest ore deposits in the world, Selkirk maintains an extremely efficient processing facility. Before Fargon contacted them, they were threatened with food shortages and were forced to keep their population in check. Attempts to find other communities proved fruitless,

SELKIRK

though their expeditions never traveled far. After the trading relationship flourished with the narros, the city was able to prosper. The population restrictions were lifted and the following centuries proved a boom no one expected. They don't obsess over expansion or political domination like other techan nations. They only work to live and survive.
Other than their paranoia over EDF, Selkirk and TERMINAM do not hold the revulsion for echans many other techans exhibit. Since Selkirk only deals with narros (which basically look like short versions of the Selkirk Miners), the population has no reason to hate them. Isolated, the city barely appears on the radar of the other bastions. A previous encounter with Angel secured a short-lived trade agreement and promise to aid if the other fell under dire need.

Layout: Selkirk sits half inside and half outside the mountain the city was built from. Few structures sit outside. Machineries cut huge swaths from inside the mountain. Large open areas sit under artificial lighting. Many of the mining levels supply minimal illumination, degenerating some members of the population to perpetual darkness for nearly their whole lives. As one climbs higher, the construction appears more thought out, brighter with larger spaces. Colors blend in and the areas are more sanitary. The vibrations of the air circulators rumble through the whole mountain, the only real sounds until one dives into the catacombs. The catacombs are thousands of miles of tunnels where automated machineries buzz. Workers follow behind and dig up the treasures found.

"Mags" are the primary method of transportation – vehicles of varying size that travel along iron-core beams that criss-cross through and outside the mountain. A massive lattice of rails covers the eastern face, the side most exposed. The magnetic vehicles don't connect to the "roads" but float alongside, allowing many vehicles to cross along a single rail. Some wealthy administrators utilize sports-car style single person speeders while the majority of the population runs on the magtracks (multi-segmented trains). One single bar travels tens of thousands of feet from high in the mountains to Gateway below.

Population: 8 Million

Tech Level: 4

Ruling Body: The majority of the population lives within the union. The workers banded together more than two centuries ago into the four core unions: The South East Moles, The South West Rakers, The North West Boilers, and the North East Strykers. Each one competes with the other and often takes out their frustration on the field, playing a sports game reminiscent of rugby. Shop stewards lead their unions with the understanding that no one strikes or prevents the flow of goods. The supervisors monitor the lower levels of administration. The high levels of administration are run by chief superintendents, finally culminating in the main board of twelve with the president of the colony, currently Tyler Norton. The miners take up more than 90% of the population even though the majority of them don't appear in the top fifteen levels of the city.

SIERRA MADRE

Military: Selkirk has no dedicated military force. The miners volunteer for service lasting three months to a year, allowing them to work on higher levels and even outside the walls. Few of them ever see action. No sizable force has ever reached Selkirk and the raids that have occurred at Gateway and on the occasional caravan have been easily driven off. The military operates the variety of hidden turrets and hard points along the outside walls. Most of the time, the military performs escort duty when carry-alls are required to travel north to Fargon.

Religion: None.

Relations: If Selkirk were to vanish off the planet, no one else would hear of it for several years. Selkirk's isolation works for and against it. It is the only bastion never directly attacked by any outside force with a chance of overtaking it. A one-time conference resulted in a modest technology trade with Angel, a relationship that has since dissolved from Selkirk's lack of communication. Selkirk has a more productive relationship with echan civilizations. The continued trade with the narros of Fargon keeps Selkirk alive. Occasionally, gimfen from the South are welcomed for their expertise and curiosity. Selkirk wishes to be more in touch with their neighbors, but their location prevents it.

Special Attributes: The rails are virtually impossible to spot a long distance from the mountain. Anyone not knowing where Selkirk is will not notice it from 4 miles away. This is for the side that exposes its rails. The northern and southern faces have no exposed rails, making the check even harder. Most people consider Gateway part of Selkirk since one rail runs to the small town and it's the center point of the narros trading deal with the bastion. Gateway contains exchange banks and various churches but little in magical merchandise. Those looking for dungeons will be happy to find several around here.

SIERRA MADRE

Sierra Madre could be the oldest bastion on the planet. Some believe Madre could be older than the new age, surviving the great gates. It seems unlikely considering the geological damage to the planet when the gates opened. Sierra enjoys its isolation but welcomes visitors. They appreciate their position on the planet and that most enemies pass over them without knowing a blossoming civilization exists below.

Tapped into massive geothermal energies, the population of Sierra Madre lives with unlimited power and limitless promises for the future. Unlike many bastions, gripped in fear of the outside world and the encroaching magic, the people of Sierra sleep safe at night. Armies could walk over them, unaware of the city underneath. No army ever has. With the Gloam to the south, few people travel indirectly over this bastion. Sierra Madre, like Porto across the ocean, strives forward with reckless abandon to develop new techniques and new advancements. Clean power and virtually no crime gives the bastion a virgin mindset. Those who

leave are more unprepared than any other pilgrims into echa. The majority never survive a month, dying in the wastelands between populations or fleeing back to their houses in hiding.

Like Selkirk, it is believed Sierra Madre was originally some ancient vault or military base from Earth's past. The massive cavern the bastion was built inside formed later from magical influence, for it is simply too massive to form naturally and not collapse. The bastion made a point to reinforce their ceiling despite showing no signs of weakening. Being isolated from all external contacts convinced the population they were the only survivors of the last age. When they emerged from their vault, they found a wild land populated by monsters with no other refuge in sight save for the caverns behind them. A few expeditions only confirmed their fears. A frightening fog covered the south and nothing lived for nearly a hundred miles north that didn't immediately attack when seeing prey. If they only traveled a little further, they would have encountered some measure of civility. It would be centuries before anyone from Sierra Madre even knew of other human survivors. When finally confirmed, they expressed delight at the prospect, and then promptly returned to their city. They were self-sufficient and had no capacity for sustained trade over such long distances. Underground and out of sight, they remain safe, which no other bastion could boast. The city continues per the status quo, hoping their solitude will continue indefinitely.

Layout: The entire city, reminiscent of Selkirk, sits completely in cover. Unlike Selkirk, which comprises hundreds of miles of tunnels and few exposed buildings, Sierra Madre expands throughout a single gigantic cavern. Without a single natural light source, the bastion glows with a constant light of civilization. Over a controlled geothermal vent and blessed with an underground river, it continues to live off boundless energy. The presidential palace doubles as the power center and the focal point of the entire Madre militia, small that it is. Every major street expands from that center, winding through the cavern and its branches. Sierra Madre's cavity is the largest enclosed space on the planet, stretching for more than 50 miles from one end to another with nearly a dozen sub-chambers radiating from that. The center palace sits in a gigantic stone column almost a mile across. It controls the entire power grid. This makes the layout vulnerable, as the Column is also a major supporting structure for most of the Bastion. Its destruction would not only cut the power of the bastion and send hazardous volcanic gas into the city; it would most likely crash more than ten square miles of roof above. The death toll would be catastrophic. Luckily, nothing short of a nuclear blast has the capacity of inflicting enough damage to compromise the stability of the column. There are few exits to the surface, most being hidden service elevators.

Population: 15 Million

Tech Level: 5

Ruling Body: Ruling Family. The Column houses the single ruling family. Not referred to as royalty but more as a Head Family, fathers pass on their duties to an heir, usually a son. If no apparent is available, then a new family takes control. The current family is the Valterras who have ruled for more than 75 years. It's unsure how long this ruling system has existed. It is assumed a kind and fair ruler of the first family did not see an adequate leader in his own and personally elected a close friend to continue the ways of Sierra Madre after his death.

Military: Sierra Madre prides itself on having the best trained but smallest military, perfectly specialized in performing underground. The military standing force is less than 1000, but with massive numbers of ceiling mounted automated weaponry, to fight the Madrian's on their home turf would be suicide. There are no surface patrols.

Religion: The majority of this bastion seemed to forget about spirituality involving a higher power. Most embraced the power of the individual, channeling one's energy and maximizing their potential in society. Many embark on meditation and personal quests in order to fulfill their spirit. Madre has the fewest laws of any bastion. The common similarity is with old-age Buddhism even though the term has been lost through time with them. The updated expression they employ is "Spherist."

Relations: Sierra Madre sits below the radar of most bastions. With no exports and no communication, other bastions that know about Sierra Madre don't really care. They don't maintain any trade with any other bastions. With massive energy deposits and hardened workers, Sierra Madre could make a useful ally if anyone could find them.

YORK

The second oldest of all the bastions, but the slowest to grow, York relied on old technology and old building techniques to recover the lost glory of mankind. The second largest bastion after Angel, York never constructed a wall, a strange fact considering the threat of evil dragons to the north and pagus to the west. They were safe due to the benevolent nature of their neighbors. With Limshau, Gnimfall, and Abidan nearby, York never had to worry about invasion and the bogg attacks that did occur where few and pathetic.

Like Angel, York relied on echan means to reach their destination and built a city fortified against an attack. They accomplished this with a very formidable robotic force. A self-repairing robotic mass known as Zeros run all of York's hard labor and defenses automatically. Zeros were designed and built by the gimfen of Gnimfall. York and the gimfen signed an agreement where York would supply the gimfen with precious raw materials and the knowledge of machinery mankind had acquired over centuries prior to the gates' openings and in exchange, the gimfen would add their technological distinctiveness to that knowledge; advancing York and helping them build a power system based on tidal energy. This required the construction of massive generators deep underground that, rumors hold, still contain gimfen technicians, living for hundreds of years without ever seeing the light of day. Many in York's hierarchy refuse to acknowledge the gimfen's connection, insisting human expertise single-handedly built the city.

York expanded quickly but could do little to resist the constant magical influx into the city from other races and magically endowed humans. With the largest port on the east coast, York became the mouth of the vital corridor between Canam and Lauropa. As a result, the bastion's progression became severely hindered and could not advance as quickly

YORK

or as consistently as other bastions. The population still increased despite this impedance. The only notable exception to their technological footprint was the Zeros.

After the pagus forces were halted by the shield wall at Tethuss, all that York had to worry about were sporadic raiders and Mann. As such, York never needed to erect a physical wall, preferring a patrolled perimeter as their compromise, an easy solution given the sizable population of the city. This also permitted larger and expanding farms where Angel's expansion slowed when they slammed against their own walls. The relatively low technological level has allowed some mingling of magic and science, although relations between the two groups have never been smooth. Often enough, travelers keep to the main streets, seeking a direct line from the city limits to the main docks. There, they book passage on a Porto Sail Galleon, thermal, or wavecrasher.

Layout: York resembles a city of Earth past. Old style construction sped development. The only clear sign of advancement sits near the coastline, where the tallest and most advanced buildings stand. Beyond that, the western half of the city is somewhat disjointed and unorganized. As one travels east, towards the coast, the technological advancement of the city increases. The coast also sports a massive dock, the largest on Canam, and the tallest techan structure on the planet, the tower of Shinar, peaking at 7000 feet. Most tourists get lost in the jumble of roads and highways. Gimfen allies to the west prevent any large force from ever making it close to the bastion, leaving the city of Mann the only threat.

Population: 35 Million

Tech Level: 1

Ruling Body: York operates a fully realized democracy. They elect a President who answers to a council or "High Court." The ruling body battles constantly with the problem of crime in the city. The current President's priority is keeping the populace stable. Another concern coming to the Council's attention is their dependency on the Zeros .

Military: York's military is sizable considering the police are comprised of Zeros. This leaves those wishing to serve their city to enlist in the military. The York Self Defense Force (YSDF) are tasked with the external defense of the city. The internal police force is comprised almost entirely of Zeros. Almost 85% of the law enforcement and administration is robotic. They are only permitted within the city. There has never been a report of a malfunction.

Religion: Various. York is the only bastion with cathedrals dedicated to echan faiths. These churches are permitted as long as no magic is committed inside the walls and no illegal acts are witnessed.

Relations: Paranoia lingers between Mann and York. Many fear armed conflicts are an eventuality. Besides Mann, York's other relations are strong, but many bastions

frown on the close connection York carries with echan neighbors. York permits limited entry of echans, mostly humans, fae, half-fae, and gimfen. Racism and crime often follows those who enter unless protection is provided. Only those trying to purchase passage across the ocean attempt entry into York. Their strongest ties are with Porto.

Special Attributes: A day pass for non-humans cost 40 uc; outside humans cost 10 uc. The doors operate exchange banks. Anyone caught without a pass is kicked out.

KINGDOMS

ABIDAN

How the kingdom received its name points back to its founder, the Christian Paladin King, Vincent Savarice, who gathered the fleeing refugees from the north and personally oversaw the guard for the city until his death at the ripe age of 134. He gained this endurance not from a fae bond, for he married a human woman, but from a claimed divine purpose.

To understand the entire legend is to know the history of the man. Savarice fell upon the sands of eastern shores, battered and bruised from rapids and rocks. What armor remained fell off, rusted or cracked. He offered the salvageable pieces of refined steel to a nearby forge under no promise of compensation. The fragments contained pieces of a symbol, a great crest of a house of prominence from across the ocean. The man cast them aside easily and witnessed the seals melt in the fire.

Savarice traveled north, along the shore, never lingering more than a day at any dock or village. He wished not to impose but found offers of lodging and meals wherever he went. Savarice asked nothing and kept no monies given. Vincent shone with a charismatic presence usually seen with kings of legend and the greatest followers of faith, neither of which Savarice was. He entered town upon a simple steed as a simple man. He wore tied boots and pressed leather accented with steel pads. His shield, always upon his back, glinted little light from its matted, uneven, wrought surface—a poor defensive screen made by a farrier for ten coppers. His blade was carried from the ocean with him, though the hilt had been replaced with wrapped leather under an iron crossguard removed from a broken rapier. The blade was said to have sliced a pagus blade in twain from point to shoulder, finally breaking through the hilt to split the creature's hand.

Regardless of his attire or the opinion the people had towards his entrance, Savarice gained attention and admiration. When he talked, crowds gathered to listen. He spoke of nobility and truth. His tales told of bravery and kindness. In a land of slavery and spite, his words resonated with people praying for dignity and chivalry. Though a

cross hung from his neck, Vincent never preached his faith and contended that kindness from the heart rivaled such forced by order of god. He also spoke that the sorrow of the soul when committing a sin need not come from a love of god if one knows the sin to be wicked. Savarice claimed to have seen kindness everywhere in his travels and firmly believed all would earn a place in the afterlife despite their faith or opinion on the almighty. He spoke simply of kindness of the soul and the capacity of civilized men to rise above what the animals inside told them to do.

Savarice realized he had landed north of Baruch Malkut. The villages there suffered through the fear of expansion and found solace in the words of a natural leader. People believed Savarice possessed a close proximity of blood with a kingdom across the ocean. Perhaps he was a prince or duke, both of which the man denied. Savarice had sworn his name to a great castle but found the code corrupt and immoral. He cast his vow upon the earth and escaped. He fled under pursuit without rest for two months. He finally faced an expanse of ice on a northern ocean. Three arrows in his back flung his body over a cliff, into the frigid waters. Assumed dead by all, especially Savarice, Vincent crawled upon a shard of ice and felt the heat seep away with his blood.

He rarely spoke of the events from when his blood froze his corpse to the ice to when he walked upon warm sands thousands of miles away. Vincent remembered little of it. He never prayed for rescue. Saving a man with three arrows in his back, frozen to ice in frigid waters was a bit much to ask of any god, yet he was saved. Maybe a dragon peeled him from the frost and healed his wounds. Maybe a boat snatched him while near death and delusional. They treated his injuries but fell upon hardships themselves, casting him to the water before sinking. The three scars itched every time Vincent tried to recollect those events.

Followers followed as followers do. Savarice accepted gracefully the honor but promised nothing in return. These few men remained at his side across the trek to the kingdom later. Their descendants continued the oath despite no obligations. During those months up the coast, the king's caravan, as some would call it later, started only as a half-dozen men and women in mismatched armor riding near-broken steeds. The first to his side was Nobah Kohein, a brave holy warrior from another faith. They eventually shared blood in battle and became bound as brothers. Also joined was the Monster of Mauron. His real name was Davyd with no surname. After breaking the back of an opponent in a fighting tournament, the Monster refused to enter the ring again and suffered insistent whippings to convince him otherwise. Savarice stood in front of the whip and lopped the hand off the punisher when his arm came down. Vincent was later surprised to find the Monster to be beast in form but simple and kind in spirit. Other initial followers carried such unique tales.

The caravan clashed with slavers and defeated monsters both mythical and modern. They freed the suppressed and championed virtue and honor to those in fear. A final clash with a contract slaver caravan from Baruch Malkut brought a bounty on the heads of the would-be king and his subjects.

Only the Monster was away, fishing—yes fishing—in a nearby stream. Nobah was there, as I, and one other. Elijah was his name, good with the bow, bad with the women. Savarice never shifted in step once. A dozen horses plated with barding and ridden by flails, swords—one had some long bladed spear. Now the elves they pursued were still huffing it up the road. That left three—wait—four of us and they had the height. Our useless mounts took to piss the moment they heard the hooves. Finally, with five steps from us—we're about ready to dive—they finally stopped.

"Move aside, squire!" the lead said.

"What do you seek?" Vincent looked up and asked.

"We seek the pucks behind you," the lead shouted, still with an eye on the prey up the incline, a bow's length for a decent shot. This lead one held a sword with a diamond-shaped point. Fae ears hung around his neck. Revolting.

"And they seek the road ahead," Vincent replied, still unblinking. "Unfortunately, I stand to block you."

Now the leader was getting angry. "Move aside on my order, dare you oppose the king. He claims all he sees and demands loyalty from all those below."

"Yet I am a king myself," Vincent replied, all mocking. "I also declare all I see as my land."

"A king of a road," was the response, "of mud and dung? We carry the crest of Darius Konig!"

Vincent shouted back in a voice even the elves could hear. "I stamp my boot in shit, for it's a seal worth more than the word of your king."

Suffice to say, the talking ended then.

Daemond Rush
From Accounts from the Caravan of the King
255 A.E.

The caravan acquired both maidens and men and grew in size. In one town, outside of York, Vincent would meet his future wife, Devorah Miller, a steel-eyed woman of fierce will. They would not marry for many years. Despite the tales spoken and the caravan title given later, at no point did Savarice ever seriously claim to be king. He declared no noble line but took the role of leader the same. Besides, a king needed a kingdom and Savarice had only people, though some would argue that was enough.

The legend of Savarice passed through the humans and damaskans at Limshau, the gimfen of Gnimfall, and the narros of the Finer Fire Pits. His caravan had grown to the hundreds. Through this time, Savarice felt a calling. He knew a destination waited at the end of his unnamed crusade. After several years of pilgrimage, he had traveled past all other kingdoms and approached a colossal land bridge spanning a wide rushing of water. He had found Tethuss, the only safe land route between the northeast of Canam (with Ažhi Dahaka and Apocrypha), and the rest of the continent. Every fiber that defined him told Savarice this land was to be their home. A kingdom needs resources more than faith, blind or not. Allies begot influence and friends of wealth encountered along the journey hired carpenters and engineers, miners and architects. Others brought the tools required to build a kingdom. The bulwark on the southern side of the bridge sprouted in less

than a year, though it would undergo extensive renovations over the next century. Though Savarice insisted the homes and agricultural networks of the realm be built first, his closest friends and most loyal subjects put pencil to parchment almost immediately to design a great keep for their new ruler, named after the wall.

The final rise to nobility came from an incident not connected to the bulwark. A damaskan convoy was gutted by a sizeable bogg legion. The fae hid within a forest far away from their home. A mage among their ranks whispered a message to an eagle. It flew to the nearest help it could find and carried the whisper to Vincent's ears. Savarice and his order of knights, the Line of Abraham, took it upon themselves to travel under hasted mount to the forest the elves were last seen. Knowing the boggs outnumbered the order, the knights hoped to overwhelm them with skill and strength. Though the line suffered losses, the fae were freed and carried back to the city for tending. Though Limshau had already taken an interest in Savarice, they had not planned to document his exploits until then. Several well-regarded librarians traveled to the city to record the many tales of courage and charisma. The historians compiled thousands of accounts and edited a year's worth of notes into a hefty book that found circulation across Canam, *Accounts from the Caravan of the King*, though Savarice still had claimed no righteous origins to his name.

The book became a prized possession of many libraries and found distribution among thousands of shops and bibliotheca across Canam. Immigrants to Janoah ballooned to such an extent that communities forming nearby pledged allegiance, raising Janoahn flags as proof of their fidelity. The population grew to accommodate various religions and races. Unlike Limshau or Kannos, Janoah and its surrounding towns maintained a very strong presence of faith. The three human monotheisms, the ones known as the Abrahamic religions, found an overwhelming presence in the kingdom. Atheists or infidels were welcomed as equal brothers, a request by their leader. A copy of this book eventually fell to a powerful holy dragon whose name was never revealed and would be further referred to as Silver River, on account of his long mane of burnished hair.

Silver River arrived dramaticly at the bulwark and informed Savarice that even though his blood carried no royalty, his actions earned him such grace. The dragon claimed to speak for Lazarus and placed a seal upon Savarice's palm, which would forever render the human from ever falling victim to any disease, naturally or magically cursed. Silver River then decreed since the paladin had no heritage he could recall, the holy dragons would adopt the human as their child, making his very name a symbol of power and faith. Savarice became the king all knew he would be.

Within a few years, Abidan, as the kingdom was now called, expanded to encompass more towns and thousands more people. Savarice and his Line of Abraham were inundated with requests for patronage and blessings. They were offered land, wealth, and women. One of the damaskans Savarice rescued, an elite swordmaster of the fairer sex, even returned after many years to offer him her soul in bond.

"You care nothing for my mind or manhood," Vincent announced enough for his line to hear. "Elves never give of this to anyone unless under total devotion of body and soul. What you offer, you cannot, nor can I accept . . . despite the prize."

The elf was no maiden. Her hair of obsidian fell no further than her brow, trimmed over the ears and short on the back. Vincent could still see her azure eyes despite the bow of her head. She kept stable with hardly a shuffle, retaining her balance despite the pose. Her right leg was extended ahead with only a slight bend. Her left was far back, giving her a wide poise for kneeling. Her knee was not actually touching the ground; it hovered over. A lesser man, or any man, would have fallen under the strain of metal on muscle. Her Limshau leather forwent the overlapping belts and clasps in exchange for various accented plates of coruthill, matted dark to match the body. She spoke softly but without stutter, as a wife would to her love. "I offer myself not for sowing, nor do I wish to inflict distress by offering myself as wife. I swore to sword and took it as mate. My relations with men suffer my obsession with the blade. My order consents to bonding; I simply prefer solitude. I still possess the gift and wish to bestow it on my king."

"And said king feels humbled and honored, for no favor tied to the lance measures to your reward. Yet I must decline."

"You must accept," she pressed. Her eyes finally rose to meet his. She saw his awe for hearing the offer. "For human life is too short and the world needs nobility as yours. Your very will strengthens others. Keep your wife. Refuse me as concubine. All I require is acceptance of my offer and a place of loyal sword at your side."

Vincent took a moment to smirk. "Such a place awaits you regardless. Your devotion earned such title. Still, I must refuse your offer. My code insists I take you for wife if we bond, and she-as-my-love shares no one … nor do I wish mine to be shared."

"But you just live—"

"And when my god deems my time fulfilled, he shall promote me. Until then, I shall serve to earn his grace here. Believe my words in saying your offer moves me beyond any gold or patronage ever tendered before. If you still wish to pay some tribute or prove your devotion, then take my side as a knight of the line. In my view, I ask too much, for the trials are taxing and the glory less a token, but I ask you the same. Will you join and stand?"

She, who would be known as Amarah Mantha, lowered her head again to pledge. "Your highness, to the end of your life and beyond, in your name . . . until the end of mine."

Historical Entry
From Accounts from the Caravan of the King
755 A.E.

Mantha never took a mate and remained loyal as the longest living member of the line. Decades after her king's death, she continued and pledged to serve the heirs and their youth, until her very body would betray her. It has yet to.

Savarice, a devout holy man, also believed in logic and his teachings, although derived from old Christian books, promoted more flexibility and acceptance of new ways and theories on life. He produced eight children with Devorah until his wife's death at the hands of a bleeding brain at 65. He never remarried or took a concubine. He looked old but could match virtually anyone else in combat until his death,

BARUCH MALKUT

not from old age, but by hands of the Death Dragon Laban of Miserere. Laban, critically wounded, his army wiped out, fled west and was never seen again.

To this day, the kingdom remains strong. Its current king, Claudas, prefers his knightly duties than his kingly ones, but his siblings maintain the image of complete authority and wisdom.

Abidan occupied a large region of eastern Canam neighboring lands shared by the gimfen on Gnimfall, damaskans and humans of Limshau, and the narros from the Finer Fire Pits. Abidan has a strong relationship with all of them, with oaths of brotherhood with Kannos and Limshau. Kannos and Abidan have shared noble blood but not royal and has no such bond with Limshau, despite having a more profitable and harmonious relationship with the latter. Abidan is strong in farmland and livestock, but is nowhere close to Kannos. They have rich mines but nothing compared to Gnimfall or Finer. Abidan is only extraordinary in the wills and dedications of its people. If war is truly inevitable in the south, despite being further away from the front line, knights from Abidan are sure to be present.

Other noteworthy towns in Abidan other than the capital of Janoah include Clarvus, Pilbara, Sclavia, and Taskin-Kada

BARUCH MALKUT

Almost immediately, the humans of Southam realized how dangerous their land had become. Those who stayed were almost wiped out. A few managed to find solitude with a few narros and ogre towns but these were rare occurrences. Thousands attempted to migrate north. Many failed attempting to cross the Gloam. Others followed the shoreline by boat. Three hundred years ago, the population reached the shores of Southeast Canam. A few banded with struggling communities unable to travel farther. They held the potential to create a prosperous civilization. Then Darius Konig arrived.

Legend tells that Konig originated from Southam or at least near the border of the Gloam almost two centuries. He gained a few avid followers, captivated by his charisma and physical training, a master of an ancient martial discipline. With life dangerous for humans, Konig and his people, the Cloth, immigrated north through the Gloam. They passed through the darkness and emerged on the other side. Only half had survived the journey.

Few reports tell of Koenig's disposition before the pilgrimage but they tell of the fanatic that arrived in Canam. Konig believed himself the new prophet of god. During his people's trek along the east shoreline, he wrote a book called the Helios Codex. The book does not teach followers virtue or kindness. It preaches a close-minded view of the world. According to Konig, God rejected man's old ways and brought the rapture, which man had survived. The new world considered technology a sin and no longer holds a place. Konig preached a new path of magic and understanding of enchantment, but considered users of technology blasphemers and those that do not convert to the ways of magic should be eliminated.

As they entered the southeast of Canam, Konig and the Cloth were welcomed into a small echan town of Faus-

tis. Koenig's numbers increased. The people there lived in the shadow of a small bastion called Sebring. Sebring resembled Angel in many ways, although smaller, with less than 150,000 residents. They lacked heavy technology beyond what bastions like York possessed at the time. Even though Sebring never harmed or suppressed the people of Faustis, Konig created a feeling of fear and hatred towards the techans. Faustis grew as zealots and fanatics flocked from surrounding villages. Sebring never realized how large this force had grown. They could not have anticipated an attack. Unprepared for the onslaught of magical bombardment, the short walls of Sebring fell in 72 hours. The armies of Faustis, outnumbering Sebring 2-to-1, ravaged the bastion, taking no survivors and showing no mercy. Konig led the forces and entered the city first. One leaked story revealed that Konig demanded the city be burned to ash, with the surviving population inside. They were not trapped. Anyone trying to escape was crucified and their bodies posted around the bastion as a message to others wanting to escape. Hundreds still tried. A few succeeded but, by the time the last flame died out three weeks later, a thousand posts circumvented the gutted bastion of Sebring. The grass grew over the damage and the crucifixes fell apart. The corpses crumbled to dust. Unlike Milania, another fallen bastion in the east, virtually no one in Canam remembers the bastion of Sebring.

This fanatical hatred spread quickly through the land. Several other towns developed. When the land grew large enough, Konig appeared once again to the masses.
He had revealed a vision he received from god. Yes, the world belonged to magic, but it still belonged to man. The frightening pace on which Konig swayed the masses alarmed non-humans already living in the kingdom. Few escaped. Half-breeds discovered faced exiled. Pure blood fae were captured and led south. Women and children were enslaved; the men were tossed into the ravaging ocean tides. Of all non-humans, Konig despised the tilen above all else. He believed them to still be corrupt and pointed to the dwindling human population of the Southam town of Lhamah he once visited as an example.

Less than a century later, the Blessed Kingdom claimed all the land of southeast Canam. As Konig closed his grip on new lands, he expanded to nearby territories like Tranquiss, Laurama, and Limshau. In the case of Limshau, a delegation was brought before Konig, who had them executed on the spot. Their on-hand books were burned and the ashes sent back to the fae. The custodians of Zorahn (who sent the delegation) swore to avenge the brothers and books lost. A few small clashes occurred in the following 100 years but an official declaration of war has never been announced. The armies of Baruch have been unable to stage a successful attack on Laurama and Tranquiss demoralizes any army that looks upon it. Konig refuses to let such a setback hold him and swears Malkut will cover Canam in his lifespan.

The greatest threat to Canam, and maybe the known world, is the growing fanaticism of the humans in Baruch Malkut. Time refused to claim Darius Konig after these years and the dictator continues his maniacal crusade against technology and non-humans, despite being more than two hundred years old. Not a stupid man, Konig has recently allowed plans to be set in motion for a traditional rail network ridden over by stream powered trains. This effort will take fifty years after finally passing the initial development stage. Fearing a united front from neighboring nations, Konig hopes the rail network will ferry troops and supplies to outer towns.

Several factors prevented the kingdom from pushing deeper into Canam. Limshau first swore to Malkut if it pushed past Zorahn, they would declare war. Laurama and Gnimfall decreed similar ultimatums. Conflicts continued along the border but only with Limshau. Through this, Limshau refused to declare official war, fearing a continent wide conflict would lead to substantial bloodshed. They hope, over the next few years or decades, as society progresses united past Baruch Malkut, the native population would overthrow the man responsible for retarding a civilization's potential. Also, as a human, Konig must be nearing his death and many believe the kingdom's fanaticism will die with him. As he counts his 200th year, no one knows how he is able to look so young.

In righteous fury, my hand, the symbol of all that's holy, covers all who believe. I stretch out and touch god. I bring down with a sweep his judgment and wishes. I hear in meditation his words. They speak absolute and true. Those with ears pointed destroyed their world. They infect it again. The rapture washed this world clean of sin. Our utopia only lies over the hill. With god's help, he allowed me to do the impossible. I have walked to the edge of vision and seen beyond what others cannot reach. I have seen past the horizon. I know, have seen, where mankind can go. But we must finally defeat our demons, our past sins.

Only by destroying our past can we finally be accepted into paradise. The door is closed. It will not open to our eternal home until we free ourselves from transgression. He brought down the hammer and destroyed the machines of damnation and the non-humans from the demon world. We must finish his work. Only after we cleanse this planet will the doors finally open. God unlocked the doors of deliverance; we must find the strength to open them to salvation.

King Darius Konig
986 A.E.

Though the kingdom is locked in its land, it continues to grow and expand with population and discovered resources. Most of its catapulting success comes from its use of a sizeable slave population. Though Konig despised the fae, especially the tilen, he did not oppose the enslaving of them or heretical humans. He insisted they could not breed, stating their long lives would maintain stock levels. He personally detested the idea of using fae for indentured prostitution but did not impose such restrictions on the new market. Almost all towns, save for Itinera and Nassau, use and sell slaves, though the prime exports emerge from Matronis and Tobias. They hardly refer to them as elves or even slaves, preferring more dispassionate, but equally merciless terms like merchandise, property, goods, or even furniture. The result after only 100 years is one of the most profitable markets known, which helped secure the kingdom as one of the most stable and successful in the world.

JIBARO

Noteworthy cities in Baruch Malkut include Archytas, Faustis, Itinera, Karum, Kavus, Maskell, Matronis, Miynos, Nassau, Orlov, Sykar, Tobias, and Vallis.

DAWNAMOAK AND THE TOWERS OF JIBARO

Chaparrans don't often leave the woods surrounding these three towers. All the trees here stand tall, mutated by fae magic. Stretching more than 80 feet across at their base and looming more than a mile up, these trees are goliaths but are dwarfed by the towers themselves.

These trees are grown from the graves of the wisest elders. They reached stout and tall. Small keeps graced their peaks, grown right from the wood. They are Strongwood, Berustar, and Larenoak. Berustar supports the chaparran religion, with their highest priest, Sylvanakassus governing the tower and its inhabitants. Larenoak holds the chaparran scroll library. Ramankasagranthos maintains order there. Strongwood controls the military and governing body of the great forest around the towers. From here rules the highest chaparran and leader of Dawnamoak: Valentiarankerr.

No one is sure how many chaparran live in the forest but numbers guess between 35,000 and 65,000 fae. They seldom accept outsiders unless they speak chaparra since the residents refuse to speak human tongues. Those who speak the proper language are welcomed for a short while.

Spotting the great forest is easy. The fields of grass and bushes stop abruptly, replaced by the wooden behemoths. Although most believe the trees to be oak, the majority are actually conifers, specifically cupressaceous variants like giant sequoias and dawn redwoods. A few oaks pop up time to time. This mixed family of different tree species is a unique aspect of chaparran forests. All the towers were grown from giant sequoias. Humans gave these names to the trees and the chaparrans don't refer to them as such. Though conifers occupy the greatest percentage, more than ten other varieties of trees can be seen growing, most not even indigenous to that section of the planet. Search hard enough and one could even find a coconut tree.

A strange attribute only seen by the chaparrans of Dawnamoak is their family attachment to specific trees. Every child born is given a tree to care for. Although this is not uncommon for all chaparrans across the world, the individual ethnic colors of the fae seem to attach to specific species of trees. The chaparrans with the darkest skin tones always bond with the sequoiadendrons and they occupy the largest percentage in the great towers. The lighter tan skinned chaparrans always choose giant pines. There are more than a dozen other connections made between the various families of chaparrans and specific species of trees.

In 355 A.E., a benign human druid, Sugi Gantilanna, entered the great forest in hopes of establishing a sociable relationship with the fae, something no human ever had

succeeded in doing until that point. Though the chaparrans of Dawnamoak still regard mankind as a whole with mistrust, Sugi struggled against the stereotype for many months and eventually earned a place of solace. Despite sending occasional correspondence, Sugi would never leave the forest in his lifetime. During the following fifty-five years, Sugi found acceptance and a greater respect offered to him than to any human before or since. He was still prohibited from entering the towers and, despite taking several lovers, was never allowed to bond with a chaparran.

Chaparrans become more agreeable the farther away they are encountered from their towers. Although those residing in the towers claim all forests they see as theirs, there are dozens of smaller villages hidden in the woods that claim no loyalty to them. Their beliefs can often be different than those in the capital. Noteworthy villages include Koanas, Kerrana, Ulknas, and Widdig.

FARGON

When the fae returned to the world, the majority landed within a few degrees of the equator. There were few exceptions. Luckily, none of them landed in the ocean unless they wished it, so it assumed the fae had some subconscious desire of where they wanted to land. Tenenbri found mountains in the south and damaskans claimed flatlands in Canam. Narros fell far north, in the middle of a bitter winter. They must have wished for isolation as they landed in an area that virtually locked them off from the rest of the world. Being stalwart and rugged, they could easily haved crossed with limited casualties and joined their cousin fae to the south. They chose to remain and gladly planted roots as the soil warmed enough to accept a flagpole. By the end of second century, half dozen cities and twice as many villages had emerged. Every city contains a monument to the hundreds – if not thousands – dead in the creation of their nation.

The harsh environment created a people of unshakable will. The narros of Fargon are the most relentless in the application of whatever path they embrace. They work hard and play even harder. Unlike those in Finer, living their lives in the mines and getting dirty with the spoils of hard labor, Fargon narros are far more spiritual, taking pleasure in a cold breeze with no other noises to distract them. They are more spiritual than other narros, with a greater chance of religious commitment. They are quicker to anger and quicker to provoke.

Despite their assumed isolation, Fargon narros can be found everywhere in Canam. They find pesky obstructions like rivers and mountains a welcome challenge rather than an impediment. The mountains encouraged their desire to migrate—the real effective way to isolate narros would be to place them in the middle of a desert.

Their first contact with outsiders occurred shortly after their largest and most southern city, Thos Thalagos,

was formed. After Thalagos Gin finished erecting his castle, he sent a dozen pilgrim convoys to search for allies or treasure. Travelers east found kodiaks. West found nothing but rivers and rumors. South stumbled into a safe crossings of valleys and plateaus later called the Dianaso pass. They followed it until reaching the bastion of Selkirk.

After nearly a year of sharing the knowledge and company with the resident humans and discovering the unfortunate side-effect of their nature on the humans' technology, these pilgrims returned to Thalagos with a treasure wrapped in a trade agreement. The relationship has never faltered in the intervening centuries. Eventually, these narros would strike war with skeggs and boggs to the east and push past Selkirk to finally encounter fellow fae in Limshau and Salvabrooke.

Narros don't dig and mine only for the sake of mining. Although they use wood, they do so only when stone cannot be employed. Narros were very bitter at the total lack of artifacts and ruins from the previous age. Of all the nations, the narros were obsessed with leaving their mark upon the world. Damaskans do so with their books; narros do so with their structures. Their use of magic in the construction along with 65 million years of erosion destroyed every fragment of their old empire, a mistake they intend not to repeat. Narros cities are the greatest and tallest of all the fae. They don't erect walls or grow stout trees; they boast perfection in construction. Every corner is a sharp edge. Every line is without fault. Every building is a mark of mathematical precision. Every tower, an avatar of the narros faith in their own skill.

Narros fortified themselves and created a nation of stone. Almost every narros holds ancestry here. Their sworn enemy, the pagus, dare not approach these lands unless they arrive in the thousands in preparation for war. The only narros location larger than the cities of the north is the Finer Fire Pits. All narros mines in Fargon feature thermal mooring towers but no feng-fu flyer posts.

Noteworthy cities in Fargon include Hardstone Sig, Mag-Farg, Majed, and Thos Thalagos.

THE FINER FIRE PITS

Over a hundred thousand narros call this gargantuan underground metropolis home. More live here than any other single place on Earth. Huge deposits of coruthill and titanium awaited them when they planted their roots. They eventually etched a cavern, miles across, with the only exit being a single massive staircase leading to the surface. This massive construct is more than 300 feet wide and descends for almost a quarter-mile before finally reaching the Fire Pits.

A consistent and uncomfortable red glow radiates over the single massive cavern the narros continue to hollow out. Inside, ovens – a dozen stories tall – work overtime constructing materials and smelting precious ores. The majority of the pits reside inside the hollowed-out cavern. The city grows from the walls and roof of the cavern as well as from the ground. In the dark, with only the slight glow of the smelters, the city resembles a Christmas tree turned inside out and spread across every available surface of the cave. Ugly, utilitarian box-shaped buildings grow down, up, and out. Many live out their whole lives without ever seeing the sun, against the rules dictated by the narros faith. The Fire Pits house the largest repository of narros weapons and armor. The first and current ruler, Garach Glim, after four centuries, he still digs alongside his people. He has shown no signs of senility or exhaustion. When asked why he made roots so far from Fargon, Garach's answer was simple. "I hate cold."

"Yeah, I was there once. It's beautiful city."

"I heard the Pits are…wait…is? The Pits are a great city, or is a great city."

"Don't bother man. People have been trying for centuries to figure that one out—"

"But wait. The pits refer to their forges. It is only one mine. One city, right? So, the Finer Fire Pits is…a great city. No, it's pits. So it's…are a great. Wait."

"—Told you to drop it—"

"No, No, I got this."

Despite the constant digging, the pits continue to be fruitful and were the most profitable narros mines in the world until a recent windfall at Thos Thalagos. Garach Glim, with his high standards, has yet to accept a bond. He enjoys his privacy, despite pressures from advisors.

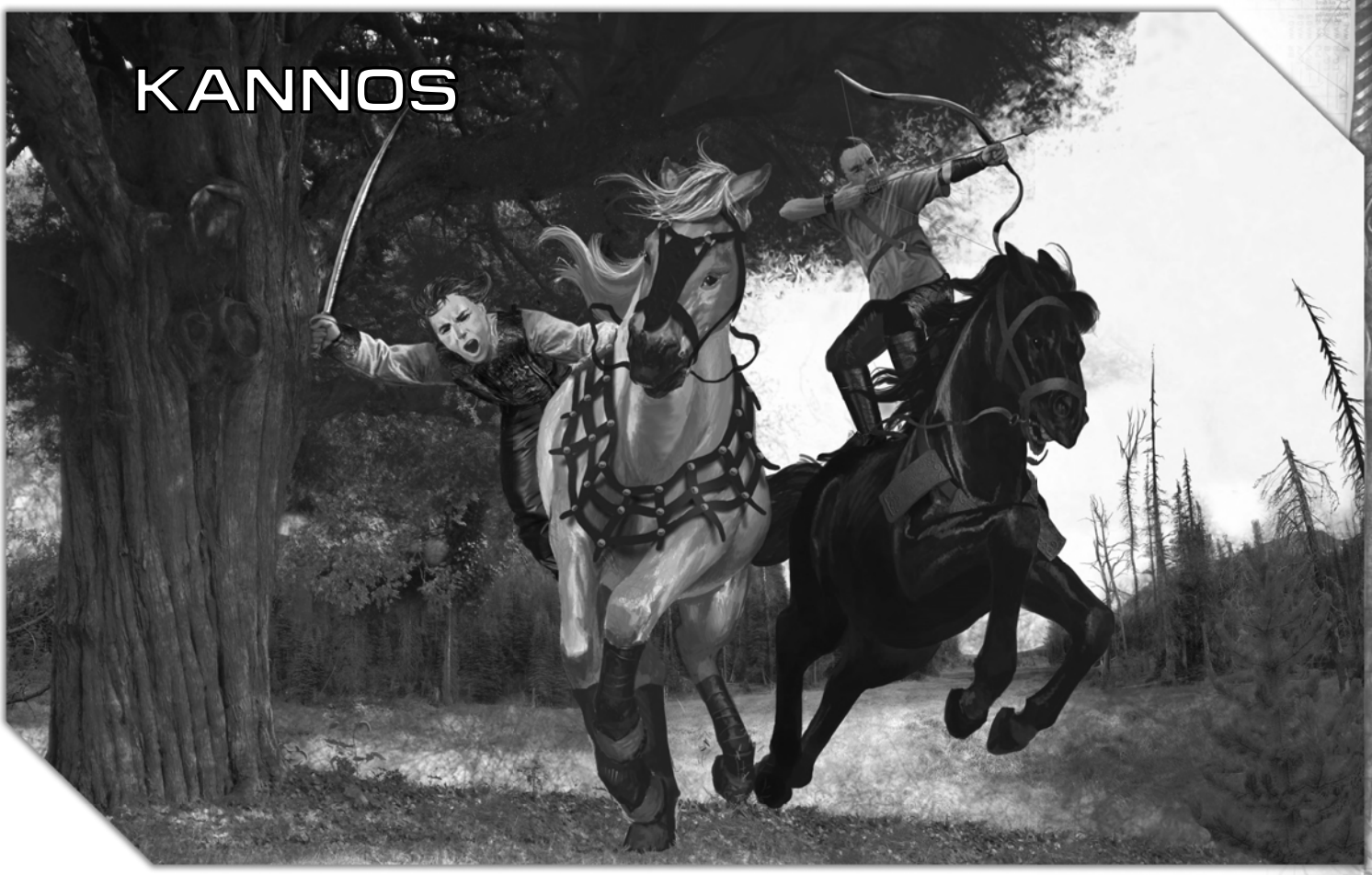
If the pits were not so popular, the entire system would collapse as many narros only stay for the profit. If given a choice, most would prefer to remain isolated with their brothers and sisters in Fargon. The Fire Pits maintain its success because of its ethnically diverse neighbors and not despite them. They are able to bring in goods that narros in the north envy. A narros from Finer usually looks distinct from those from Fargon. In Fargon, all the clothes and armor emerge from smiths and weavers with little originality, while in Finer, one can purchase all manner of fae silks and human armor alongside the standard narros plates. While Fargon strives for perfection, Finer permits the occasional flaw.

Despite this influx, the population still has an overwhelming narros majority. This is partially from the narros apprehension of outsiders but mostly because of the insane levels of heat. The forges work nonstop and are built without adequate insulation, keeping the average temperature of the entire complex at 46 degrees Celsius, with only a 5-degree drop during the winter.

Though the resident population acclimatized to the severity, visitors are greeted by a wall of heat immediately after walking from the entrance. Some inventive merchants even took to magic to resist the effects. Though many in Fargon look down on the Finer Fire Pits, Thos Thalagos is the exception, with Thalagos himself expressing admiration for the tenacity of the narros of the Pits. He did express confusion with the name of the city, a fact shared by others. The Finer Fire Pits are a single mine, a single city, with multiple massive forges, thus earning the title. Glim added 'Finer' not because the forges were in anyway superior, but because the name of valley the pits were dug into was called Finer Vallis by a group of local humans.

In total, twelve forges sit inside, each as large as a human castle, dwarfed inside the colossal cavern that has never fallen despite not having supports. Only the ingenuity of the narros keeps the Pits from collapsing

KANNOS



Though finding magic items can be a chore, many mages from across the world seek out the pits – not for items or armor – but for Galla Sagard, the famous spellcaster and her well-known Open Library for Arcane magic. Galla loves entertaining visitors even though she seldom gains the opportunity to share her wisdom with other casters.

The Finer Fire Pits relies on its trade with Limshau for the majority of its goods. Most caravans travel through the Limshau city of Kodex before continuing north to the Pits and few other allies take alternative routes. Even Kannos, another ally enjoying a profitable relationship, transport their supplies from Warraqeen to Kodex before traveling north. Most of the visiting population is damaskan though a few humans have appeared time and again. Many of those are either independent merchants or wanderers looking for work. Since the narros here never developed a tight bond with humans like Thos Thalagos, the Finer populace considers humans another non-narros race best avoided.

The Fire Pits feature a feng-fu flyer service but no mooring towers.

KANNOS

Kannos formed from the remnants of a bastion that failed to develop. With the capitol, Appareci, in the center, more towns flourished around, joining the larger into the kingdom surviving today. The title of Kannos was offered by the damaskans of Limshau, meaning "Iron Will" in their tongue. The king at the time enjoyed the title and the entire empire adopted the name after the outlining communities formed.

Kannos, along with Abidan and Baruch Malkut, are the three largest human-dominated echan kingdoms in Canam. Kannos and Abidan are approximately the same size, with the same strengths in numbers and weakness in magic. Both Kannos and Abidan could fit within the area of Malkut with ample spare. Unlike Abidan, mostly populated by humans, Kannos does feature some racial diversity, though not nearly as much as Limshau. Some outsiders, especially in more xenophobic communities, believe this is the reason for the notable lack of religion in Kannos. Fae, specifically damaskans, keep their faith so hidden, many humans assumed them atheists. Many damaskans in Canam herald from Limshau where most of the population declare faith in no intelligent creator. Those that do pray, do so privately. The majority of the human population followed suit and nearly all of the humans living in Kannos claimed faith to no god or gods. Their integration along with their preponderance for atheism has made them a proclaimed enemy of Baruch Malkut but not Abidan. King Savarice of Abidan once stated in public record that faith in god is not a prerequisite for nobility and affirmed the kings of Kannos were of respectable stock. Every heir taking the throne of Abidan and speaking to his or her people for the first time always acknowledged Kannos as allies worthy of

friendship and loyalty. Despite recent efforts, an alliance through royal marriage has yet to occur. The only marriage bond was between Ennio Nezekin (a cousin of the queen) and Mara Duncan (daughter of the baron) 65 years ago.

Kannos is rich in land and precious materials though still don't possess the population to properly maximize its potential. The greatest treasure within Kannos is its livestock. With rich farmland, Kannos developed a profitable breeding program initially started from a fear of isolation from migrating pagus and bogg herds. There are rabbit, pig, chicken, and cattle farms. Horses are more abundant than dogs with many children given a "young steed" the moment they learn how to walk. These horses a treated as equals within the family. Cavaliers spend the majority of their lives training their mounts. Their bond borders on telepathic. Despite this proud line of horsemen, Kannos has yet to be involved in any major war. The largest engagements occur between a lance company and a swarm of puggs threatening the eastern towns. The same applies to the encroaching evil of the Sana Marsh. Kannos generals hope to involve themselves in a grand war within their lifepans. Compared to Abidan, trained in defensive warfare with the use of shield walls and castle bulwarks, Kannos prefers aggression across open fields of battle. Floods of puggs caused some conflicts, but Kannos kavaliers trample down their foes and send them screaming back to their lands. Of all the united kingdoms of the north, Kannos places the most pressure on the others to declare was on Baruch Malkut, despite never having sustained an attack from the rival kingdom.

Because Kannos is rich with land and the livestock that grazes upon it, the noble class of Kannos is reserved for those who own the most land. For any specific city, the lord in power is the one in possession of the most physical acreage. Any gold and silver one keeps is worthless unless land is bought with those coins. Even the wealthiest factory and business owners have no chance to challenge the nobility. There has never been a violent rebellion of the nobility in Kannos. All one needs to do is make more money, purchase more land, and simply buy the aristocracy. That is, if those that own the land of the city are willing to sell. More often, an aspiring investor only needs to purchase open land from the royal charter, effectively purchasing unclaimed acres within the borders of Kannos from the crowned heads of state. Another option is to claim land on the border and request, or most likely bribe, the monarch in power to appropriate the claimed land into the charter and expand the borders of the kingdom. This has occurred several times in Kannos' history, but not recently. The east encroaches on contested lands, south moves into the Sana Marsh and Salvabrooke, and the west creeps into the swarming mass of rampaging puggs in Xixion. Currently, there are three prospective bordering small houses hoping to benefit from the protection of Kannos Kavalry, but the final word has yet to be decided.

Though humans are on average weak with magic, Kannos is proud to name one of the most powerful wizards as a past resident. Keris Rifts claimed a keep in Sarnathi and, even though Sarnathi wasn't absorbed into Kannos until after Rifts' death, Kannos still takes credit by declaring him a proud citizen under the blanket of the oligarchy. This is despite rumors that Rifts was a vile tyrant of the land and the people were happy to have seen him die. Despite this, the city of Sarnathi now cherishes the name of Keris Rifts as it has allowed a booming industry of tourism for those tempted by the tales of treasures in the labyrinthine and treacherous tunnels of the Keris Catacombs.

The current owners of the most land in Appareci (the capital) as well as the majority of the kingdom, is the Nezekin family. There has not been a significant threat to their seat of influence in 150 years.

Notable towns in Kannos include Appareci, Golana, Jairus, Sarnathi, and Xiphos.

LAUDENIA

Laudenian arrogance refused to die when they lacked corporeal forms. It has only amplified since. They utilized their greatest magic and built a mighty city atop a mountain in the west. Away from almost every other culture and guarded by many concealment spells, Laudenia exists as a dream to many that have sworn to have see it. Its location is vague. It could float in a hundred different mountains in the Nankani range. Laudenia looks, on the surface, as a city of technology, but underneath the shine of the walls is pure magic.

The city floats on air connecting only partially to the mountain. Laudenia could break free from its moorings and float to another peak, explaining the lack of success in locating it. The Alkanost, the great flying barge of the fae, floats atop a river of enchanted air. They infrequently deal with other cultures save for a few fae.

Laudenians commonly turn back those who do find their land without allowing entrance. Their territory is rich and they use these assets to trade with the cultures they find agreeable, mostly the nearby narros. Even these exchanges are rare and are only used to supply the odd precious ore the laudenians don't have access to. The laudenians detect this from afar. Either they throw up an opaque cloud as a shell over the city, or they warp the minds of the travelers themselves. No evil acts are ever permitted within the realm of Laudenia. Those who enter must adhere to a strict code of respect for the inhabitants. Make fewer waves and a visitor's presence may go unnoticed by those who do not want her there. Those looking for rare items, both magical and not, seek out the floating city.

The council of six runs Laudenia. Renar Alkanost, the oldest fae descendant alive, still sits on this council. Nacolia Falcon, the most powerful fae mage on Earth, also holds a seat. When they emerged from the gate, they found an area remote and hazardous. It is unlikely the entire city escaped to the void. Most agree the Alkanost vessel made the journey and could be the oldest artifact in the modern world. The laudenians were the first to erect buildings and the first to claim land as their own. They ensured all surviving laudenians migrated to the same point to help in rebuilding. Because laudenians bear the greatest casters, they never endured many of the hardships suffered by other races – even other fae. Anything they wished emerged in form before their thought could finish. The city doubtless emerged right from the stone, formed smooth as marble without the need of a polish. Looms strung cloth without the impedance of hands or thought.

LAUDENIA

Even while others developed civilizations friendly to the laudenians, like the blossoming kingdoms of Damasia and Limshau, struggled to rebuild against marauders, laudenians realized their empire. After the capital finally broke from the mountain responsible for its birth, the Alkanost departed to begin the long journey of exploring the skies and the wilderness underneath. During these years, the Alkanost began forming the network of floating keeps. They found the first floating stones and seized them. Applying the same power that made their city, they harnessed the root of the rock's power and elevated them above the clouds. The Alkanost continued soaring above, laying down the foundation of an expanding empire. It suffered the odd dragon attack when it wandered too far east, struck a wall of wind traveling north or west, and possessed enough wisdom to turn back rather than brave a pass over the Gloam. The Alkanost returned more than three centuries later, having completed its network across Canam. Though the laudenians planned to push across the oceans, for now they remain content in their current realm. The keeps peer down from high above, never offering the hand of friendship to anyone, hardly lifting a finger for those in need. The laudenian belief professes that to help one would offer false hope to others and the laudenians number too few to help them all. They must choose their battles carefully, only rising to the call when they feel the time is suitable. That has yet to occur.

Since laudenians date back to the very first branch off the old fae, they witnessed their children alter into damaskans, then tenenbri, and lower forms. They quickly realized their years were numbered. The last few thousand proposed a theory that obviously worked. The laudenians still survive today and increase in numbers though very slowly. They insist on refusing any bond with any non-laudenians. They claim this not out of racism and ignorance, but out of pure survival, for breeding with anything else than a laudenian births a non-laudenian. They try desperately to fight off their own extinction and xenophobically detached themselves from the rest of the world. Everyone understands their ultimate fate remains unchanged, though none of them are willing to accept it. Day by day, they tour the skies and forego any responsibilities creatures of such aged wisdom possess.

The city of Laudenia shines with its own inner light. Even at night, the towers glow with a soft white shimmer. This emanates from the polished stones themselves. Never a torch needs to be sparked in the city. Inhabitants can control the light wherever they wish with the simple hand's wave from a blinding brilliance to utter darkness. Beyond this, the glimmering white marble stone looks normal, carved to precision to build every step, every bridge, every building, and every vase. Mortar or brick is laid meticulousness with neither a chip nor a mistake. Flowers and food grow from selected gardens, covering the buildings that separate the roads. The buildings and their surrounding brick-walks connect via stone bridges supported by towers or ropes to other buildings. Each building in Laudenia supports itself and no centralized lifting hub keeps the city afloat. Looking down, the city appears like a spider's web with buildings at the intersections and hundreds of bridges and roads connecting them all. The buildings range from small and fat coliseums to thin and soaring towers scaling nearly as high as the city is wide. There is no glass is in any of the openings in the buildings as no rains fall or winds blow unless the council wishes it so. The gardens receive

their share without a drop falling elsewhere. The city floats perfectly calm without threat or thrill.

Those leaving only do so for one reason, to alleviate the unending boredom of living in a city without dangers or adventure, only responsibilities. Many find contentment in living in a society where one could sleep with windows open and doors ajar without fear of assault or theft. No pollution from noise bothers anyone over the splatter of numerous fountains and the chants of priests and the clanging of their bells in the cathedrals.

The white stone construction is carved with ornament designs of waves, circles, and inscriptions many forget to admire. The many markings swirl like water through the supports and pillars, across the arches, and even through the seamless tiles of the brickwalks. Many of the designs flow towards the centre of the city web, to the tallest tower of Elsius. Through the cloud layer, it appears as a single tower around the white expanse of the sea of heaven. At the peak, the sword-like skyscraper blossoms like an oak tree to a half dozen platforms and pedestals where the council meets. Other citizens can view the emptiness as well; the panorama offers nothing of the city, just the veil of clouds. The Alkanost, the massive dragon-shaped flagship the laudenian's arrived in, docks at the top of this building. It matches the city's construction.

Red fabric hangs and lies across many surfaces. As the buildings grow taller, more elaborate colors adorn them. The peaks of the greatest towers dangle tapestries of intricate designs or wave flags longer than a dragon's wingspan. Inside, the buildings reflect dozens of colors depending on the artistry of the designer, though white brick with red fabric remains the popular choice. Not a single piece of woodwork can be found in the city. As the sunlight refracts through the atmosphere and shifts the sky to different hues, the city often echoes those same changes. As the sky turns orange to red, the city's exposed stone flushes to a rosy tint. This shifting only occurs depending on the sky. During the evening the stones stay pure.

With a city of such majesty, they seldom wish to show it off to anyone but themselves. A massive artificial cloud shrouds the periphery of the capital. From high, only the peak of Elsius is visible. The inhabitants appear to those they wish, usually reserving such an honor for the greatest dragons and the most powerful fae leaders. Rumors state that only the Alkanost can sail over the wall of wind in Alpinas to reach the titan home, though their relationship is thought to be one of whispers and unspoken agreements.

LIMSHAU

Aiden didn't mind staying. If the obsession hadn't captured him earlier, he would have considered remaining indefinitely. The library of Limshau encompassed the city entire, every wall of every house and street filled from dirt to heaven with books written by hands human and inhuman, those living and those dead and those in-between.

Fae exist everywhere and eastern Canam accommodates the oddest branch of them, the Limshau damaskans. They erected great academies and training facilities and then did something no one expected: They invited others in – humans , narros, gimfen, anyone willing to teach their ways. This knowledge fell to the hands of Limshau librarians, the keepers of the largest libraries of Earth.

The kingdom started official upon Ravenar Limshau the III's return from Angel. His followers remaining behind already began the first few buildings of the Limshau capital though no official name had yet been chosen. The field of Serapea was vast and plentiful and the empire would grow fast when built upon such foundations. When Limshau finally returned, he brought no alliance but did lead a pilgrimage of hundreds of Angel humans as loyal followers to a new age. Damaskans were and are known for being fearless and approachable. This belief extends with their hands of friendship. They neither fear change nor the unknown. They open their visors to their enemy in respect and expect a return courtesy, not an arrow through their slit. They welcome outsiders but will not back those unwilling to support themselves. Across the ocean, the damaskans built great cities in mountains peaked by the wings of great dragons. Limshau enjoyed no such alliance and, when they laid their first stones, few other nations had formed around. Ravenar, the oldest damaskan and one of the oldest fae alive, looked upon the new world and understood a new path awaited him. He told his thousands of followers, both human and fae, to think of this new kingdom as the utopia all other future civilizations would look upon for reference. They would welcome all outsiders and respect their beliefs and laws. The realm would be bound by reason and compassion, with an eye towards knowledge, for in their eyes, it separates the civilized from the barbaric.

Ravenar encouraged his fae brothers to mingle freely and accept his new human friends. Although the process took time, eventually the community formed. Damaskans possess many features similar to humans, especially those of Asian descent, which most of the pilgrims from Angel were. Those from Angel were carpenters, architects, hunters, smiths, seamstresses, bricklayers, plumbers, doctors, teachers, and civil engineers. They brought vital knowledge the damaskans absorbed as quickly as they were taught. Despite the fae's superior skill in art and song and their renowned mental and physical discipline, they slacked their jaws in the face of the applicable knowledge offered by the short-lived humans. Their evolution offered them a tenacity and drive fae simply lacked. Together, they truly believed their new nation would set an example for others to follow. Other nations did not share this belief but Limshau succeeded all the same.

Assisted by magic and enhanced by the perseverance of its population, the town's progress was unstoppable. Dozens of kilns fired thousands of pale-white bricks every day. They were sent and laid down while still warm. An audacious city plan charted the perfect order of the city from the first stone to its last. The roads spread out from the center, intersected by streets and avenues. The humans made the city work and flow in precision. The fae gave it personality. They painted tiles and mosaics across plain white walls and topped the tallest buildings with the grandest sculptures. At their root, the city would be a storehouse of all knowledge. Every wall in every house would support shelves for books. Citizens were encouraged to donate works or words to the collections for all to share. As a community, they would learn from each other and strive

LIMSHAU

to create a civilization based upon the freedom of choice and speech. This belief was not permitted to be corrupted by alternate views supporting a religious bias or a corporate preference. Churches were not allowed within the walls of Limshau nor were stores allowed to expand to a chain. Although such decisions marred the city in controversy, it strode on.

It suffered no attacks for the first century. Throughout the years, it grew in population. Ravenar did not share the paranoia of other fae and encouraged the uniting of the races. The Limshau city was not the first to birth half-breeds between fae and human, but it did eventually possess the largest ratio of them. The humans were attracted to the fae's beauty, grace, and wisdom and the fae were attracted to the humans' spirit, determination, and enthusiasm. More than a quarter of the humans arriving with Ravenar took fae mates. Though this ratio did drop off substantially over time, it never fully vanished. The human breeding cycle and the fae long life generated a massive population boost in the first century.

Ravenar promoted freedom with laws designed to protect those from others that victimize them. If a vice can be controlled and regulated by the government, it was permitted. Though uncommon, gambling houses and brothels surfaced. The number of books and scrolls arriving increased, but the final wall's design had already been in place, so Ravenar decreed that a second city be built. Each following community would dedicate itself to a specific field of knowledge. These first few towns expanded to nearly a dozen by centuries' end. Meanwhile, a uniquely Limshaun culture formed away from the other damaskans across the ocean. The damaskans became more accustomed to silence and reservation than revelry and levity.

The Limshau custodians appeared soon after, devout disciples of knowledge. The protectors of paper, these scholar-warriors defend the walls and the words inside. Ravenar never claimed to be a custodian and it was his son, Ravenar the IV, who officially formed the elite order.

Several other cities emerged as well, and the sovereignty of Limshau was official, though neither Ravenar nor his family line was ever considered royal. Despite a draconic endorsement, Limshau refused the title king. Even today, to refer to the Limshau line as royalty publicly is avoided. Most everyone says so in private. Members of the Limshau line are considered the master librarians and the lead custodians and, if a ruler were to be utterly deficient in their application, a more deserving holder would replace them. No one has run against Limshau or his sons, still ruling the capital today.

Limshau is repeating events of Earth's past and will fall under a hailstorm of fire and brimstone the like of which only god has seen before. Those with ears pointed and round commit the most grievous sins of hedonism. Its capital and all its cities both walled and open are cursed by god. It is too late for prayer for they are all doomed. This damnation spreads to all those within the white walls, especially the impenitent human sodomites who fall for the pleasures of the sinned, soiled flesh. Divine punishment shall come quick. When their flesh burns away, we will mock their calamity. It is not a sin to take pride in god's fury. Shall we be his hands?

Father Prias
Selected Sermon
Faustis, Baruch Malkut

Relations with other fledging nations took time to percolate as they grew much slower than Limshau. An alliance with Kannos was obvious and signed before most of the residents in either realm knew of the other. Despite Limshau's view on religion, they still opened a dialogue and forged a profitable alliance with Abidan. Gimfen made their presence known in the west and east. Clashes between Limshau and Baruch Malkut stained the continent in blood. Limshau realized a malevolent reason to the recent disappearing of damaskans in the south. Instead of openly engaging in a costly conflict, Ravenar Limshau suggested to his people that they take refuge in the cities, all fortified from attack. No raid on a Limshau wall has ever succeeded in a single captured slave. Many fae chose to remain in their homes and suffered at the hands of the slavers traveling north. The city of Zorahn was built to combat that need. A few fae now and again still vanish, especially from the free villages south of Zorahn. Ravenar is seeking a consensus between all the surrounding nations to take action, but a majority opinion has yet to be reached. They all understand that, even though a conflict may result in the short-term victory of the outer towns and villages of Baruch Malkut, the marshlands and swamps of the south would prove an ugly and Pyrrhic victory only after months of trudging in mud with enemies trained to fight under such dreary conditions. The stalemate continues.

Despite Baruch Malkut's claims that they are not the ones specifically enslaving the fae population, many in Limshau wish to strike regardless of the intents of other allied nations. In spite of this setback, most damaskans of Limshau still trust mankind, especially considering half of the fae familes in Limshau have a human present somewhere in their lineage.

Every Limshau city contains both a thermal mooring tower and a feng-fu dock. Though Limshau is filled with hundreds of small villages, there are only a handful of walled library-cities. These are Abarbanel, Athenaeum, Enchridia, Escorias, Kodex, Limshau, Primmer, Serapea, Warraqeen, and Zorahn. Every city has its own proud division of librarian and custodian, save for Zorahn, which only has custodians.

SALVABROOKE

That was not the first time an elf asked me that question nor I imagine the last. I see them burning symbols of human faith, destroying the icons of their history. They expect me to understand. All I know is that one cannot justify evil in reprisal for another evil. I will admit my kind can bloat their bellies in ignorance and it truly shocks me. We, of all, should learn from our past. Humans must record their history, given their life-span lies in a breath of ours. We remember them from experience. Chaparra and Laudenia claim superiority for we never enslaved another species or hunted them down in xenophobia. How dare they forget our past? The humans I speak to know nothing of our unsmothered hate. Pagus were elves. They still are fae despite the ignorant claims to the contrary. The humans' personal decree of corruption is but a candle to our bonfire. I will not judge all of mankind based on the paranoid actions of the hated few or for the deeds they committed in the past. Those people are dead in a world long forgotten. This world has changed. Adapt. Accept it.

Limshau Historical Entry 4684G
Ravenar Limshau the 4th

The lone oak tree that never changes with the season, perched around the shrub, guards like a centurion by the opening to the land of light-hearted gimfen. Beyond lies a huge expanse of spreading homes and villages. One seemingly continuous expanse of civilization spreads to the corners of the massive valley. Mountains line the perimeter, keeping the entrance by the Lone Tree the only safe passage to the inner fields. The population of the entire valley is more than 150,000 and their houses are spread thin along a flat land 150 miles across. There is no centralized government, leaving each patch of land under control of a chief. Population shifts so much in the valley, naming the individual clans and their townships is pointless. The most powerful is Lora Longfellow, peacefully running the area closest to the Lone Tree and whose rules represent the norm followed in the rest of the valley. She leads a community of more than 3,000 gimfen troops.

The farming soil in Salvabrooke is extremely prosperous and fresh water flows from nearby mountains to large clean lakes. This is as close to a natural paradise one may find, corrupted by as little technology as possible. The majority of the gimfen wish to keep it that way.

Every year, all chiefs meet to discuss affairs. Little is actually accomplished. They plan large construction projects, usually tabling it until the next meeting. The celebrations take center, with revelry and parties occurring every week. Gimfen welcome outsiders and treat those who enter as kings or queens with hopefully deep pockets. Despite an unfortunate epidemic of petty thieves, crime is quite low across Salvabrooke. In the larger communities, huge open markets begin business at the crack of dawn, hoping to sell various cheap and imitation trinkets to anyone interested. They adore human exports, though they often end up selling knockoffs made from their own hands in secret. Tourists drifting through one of the many walking streets in a gimfen village should expect to be accosted by no less than a dozen different wandering merchants at-

tempting to vend designer clothes, imitation gadgetry, or on occasion, legitimate artistic examples of gimfen culture. All prices are negotiable, and assumed, since they are usually over-inflated initially. There are a few respectable places but those are not the ones harassing passing non-gimfen.

Want an interesting negotiating trick I learned when bargaining down a price?

Leave...

...or at least attempt to. First, show moderate interest in something – anything. They won't tell you the price unless you ask. Don't even say it's too much. Don't even try to say no...

...Just leave ...

... 95% of the time, they will stop you and offer you it at cheaper. The amount of price drop depends solely on its initial price. Something in the hundreds of can usually be dropped up to 50%. They will come with an offer usually 20%-35% cheaper.

... Leave ...

They will hit you agai ...

Leav ...

Usually the third time they make one final offer. This is the one to be serious about.

Maybe.

At this time, try making a counter offer ... unless you're really not interested or it's already really cheap. I have problems with negotiating. I don't like the fact that all prices are as high as they think they can swindle out of you. I object to the very idea. I like paying the price listed and would like it as cheap as they can make it. I am kinda used to how things work in Angel.

So, if you think something is pricey, you don't have to buy it. Remember, there are thirty more dealers down that same street pilfering the same crap. One of them will deal...

Abby Testawick
Diary of a Techan Tourist

The mockery that is the law enforcement system attempts to keep the dishonesty in check. Most of the time, the enforcers break up the fights and shift the few homeless from the streets to maintain a positive image. Whenever techans first leave a bastion in hopes of taking in the world outside, a common first destination is Salvabrooke. It is echan enough to shock them but safe enough to keep them at ease. No one in the city mentions the shroud of darkness over the next mountain range.

Salvabrooke features a thermal mooring tower and a feng-fu flyer service.

WASTELANDS

APOCRYPHA/SOLLASUM

Along with the puggs, the pagus are slowly coalescing into a larger force in Canam. They control a massive expanse of land dubbed Apocrypha by humans, Sollasum by many fae. More than a dozen armies have formed. Most follow the commands of the evil dragons to the north, blindly obeying all orders of their superiors. Pagus live in every environment (dungeons, mountains, valleys, and forests).

Their exact time or method of landfall is unknown, but it is assumed the typhox dragons brought them over. With a great ocean separating, the dragons could enslave an entire world unto their own without needing to answer directly to the motherland. The recent arrival of several shemjaza on this shore threatens to disrupt the dragons' monopoly on fear. The pagus, by oath, must follow the orders of the generals of Kakodomania and they bend a knee to no one other than Mengus. So far, the only forces the arriving shemjaza in Canam have been able to gather materialize from uncontrolled bandit camps. The dragon lords dominate a very small ratio of the entire pagus population here. With their high breeding cycle and voracious appetite for the act, even a small forgotten village could spur multiple pilgrim camps setting to stake their own claim in less than half a century.

The Ažhi seven still live and rein though most of them are never seen, living out their lives in solitude in their own self-proclaimed kingdoms deep in the northern regions where no non-pagus dare to approach. These regions fall under a different title: Ažhi Dahaka. The lawless, uncontrolled areas of pagus between that region and the rest of Canam fall under Apocrypha, where the pagus attack and kill each other in greater numbers than they inflict on others.

Pagus with their soul bound to Ixindar are not necessarily tied to its control. Though often turning to barbarism and malevolence, this is not always the case. A few sporadic villages attempt civility but with no sympathy from the rest of the world, they seldom live long enough to secure their own foothold on the land. With the dragons killing and enslaving them to the east, the pagus must look elsewhere to expand. Cold and water awaits them to the north. Mountains, skeggs, and kodiaks sit over the horizon in the west, leaving the narrow pass to the south. The only viable route passes through Janoah, over the bridge of Tethuss. This great fortress of man has never fallen, even when a dragon lord once assisted in a siege. Since pagus fear the natural elements of earth (mountains, winds, water), they prefer to continue to slam against the Janoahn wall, plummeting to their deaths over the side. No army has been even able to catch the knights of Janoah off watch. A clad line of swords and shields always await them. Pagus continue unabated. They know nothing of stealth so don't excel in the hunting of any prey with astute hearing and twitchy dispositions. Most pagus also refuse to farm, foraging what they can, scarring the landscape in their obsession. Their very footfalls salt the earth as they stride. Though a massive land with rich potentialApocrypha will – within 500 years – no longer be able to support any life.

The most known tribal leaders are Mennos, Nemis the Gatherer, Saemus, Amon the Nomad, Arrenna, and Kallis the Monster. They lead camps named after themselves. The biggest issue with these camps lies with the pagus' short lifespans. Since even the rare ones seldom live past forty, most of the villages are short lived. Their successors seldom follow the same morals as their parent, corrupt or otherwise. Many times, lineage is hardly respected, and wars between the highest of influence break out the second the old leader's pulse stops. The village often tears itself

apart with few survivors; or it schisms into several smaller camps, with one larger one remaining and others taking their chances in the wild. Only a few rare exceptions have allowed certain villages to survive past a generation. Most of the examples given settled with a tepid royal line held together mostly by a loyal army in substitute of a patriotic duty to a crown made of twigs.

AŽHI DAHAKA

The land northeast in Canam falls under the control of the evil dragons. Fallen dragons sweep across the skies and their sight at night is not uncommon. Pagus followers capture food to give offerings. If they fail, they often are picked up as food themselves. The death dragons keep to themselves. The border between Apocrypha and Dahaka (another title placed by humans and adopted by fae) is marked by the shadows cast by the winged monstrosities, and thus it wavers and meanders depending on the mood of the creatures that day. The pagus under their control are the ones in range of the bellowing roar. As they expand, one should expect Apocrypha to continue to shrink. Many expect the dragons will sweep down and overwhelm Janoah, initiating their campaign to take the continent. This is unlikely in the immediate future. Their biggest hurdle – other than their relative small numbers – is the lack of any centralized control. No typhox dragon accepts the authority of any others, despite victories proven by scars, age, or size. Though they may respect the power of the elders, they will not rally to their call, deified or not. Some dragons here attempt calls to war but seldom gain support.

The seven dragon lords of Ažhi maintain keeps of varying strength across this land they claim united as their own. They often shift from area to area between several homes. These dragon lords, though hardly seen, are known to many mortals and immortals through tales of fear to frighten troops and children. They are creatures with virtually no matches in the world, let alone Canam. These lords are Baenis, Balaur, Goch, Lindis, Lotan, Verkelen, and Zilant. Though they each claim to hold the entire land under their control, they seldom fight each other for it. The only one not known to shift around from keep to keep is Zilant, who is far too lazy to do anything.

Baenis controls a variety of farms, feasting on them as he sees fit. Balaur captures free pagus from the south to engorge his numbers and maintain the high population of his slaves. Lindis keeps her storehouses of treasures hidden and never lingers in any one place long. Of all the strongholds in Ažhi, Lotan's is the largest, built around an entire mountain with walls as high as its peak. Lotan pressed his pagus beyond their limits and most died in the construction, leaving a massive citadel with few residents. Verkelen, though despising all the other dragons, is not strong enough to rival Goch's influence. He maintains a high distrust for others and never reveals his location to anyone.

Goch claims the highest honor of them all, one of the surviving dragon kings. With said title, she controls no specific castle, but all others, able to sway the entire land to her whim. Though a few insist she could never hold such an esteemed title, many of age and wisdom believe the claim is unfortunately true.

With no fortress for her own, Goch wanders the land. The famous story says that Goch attacked and confiscated a laudenian sky keep and claims that as her only throne. If true, it would be fitting for such a beast.

CYON

"…You see the dent down der son?" the ripened and withered Walter said, pushing the recruit's head over the edge to peer down the face of outer wall. The cadet noticed the dimple, as tall as two stories. The other two plebes followed suit. Walter chewed his words through his cleft.

"That was a tree."

The cadet in grasp snapped his head back and laughed it off. "The hell it was. That happened during construction."

"Officially," snapped Walt, "but I read the report. There's a monster over 'der, pushing trees, uprooting bushes. It always stays outa sight. I saw it."

"Tell 'em what it looks like," spoke Martin, taller and younger, yet of higher rank.

"Gettin' to it. Gettin' to it. The reason you can't see it cause it's covered in grass and trees." Walter attempted a whisper but loud enough for all to hear. "It walks when you ain't lookin'. Plants itself down like a hill you never noticed. It could rear on its legs and swipe at ya up 'ere with a claw. Last time, it tossed an old redwood and made that mark." The recruit still in Walters grip was still unconvinced, though the other two were hooked.

"Have you seen it?" Walter's recruit asked Martin.

"I believe Wally. But no," Martin answered. "I saw the girl."

"You saw the girl?" one of the other cadets asked, as curious as the horny pubescent he recently was.

"Wadn't a girl. A woman," Walt corrected.

Martin grabbed the cadet in question with an over arm hug and directed him to look at the woods. "Oh yeah," he started, "if you see a virgin in white silk between your sights…fire. Or else she'll lock eyes with ya, and she'll pull your soul right through your scope."

Overheard on the Angel Wall

A massive forest has encircled most of the south and east walls of Angel. Though not enchanted and tall like chaparran controlled woods over the horizon, Cyon is still equally massive. In their fledging first years, Angel clear-cut most of the landscape in frantic construction. The trees returned as dense and stout as before in barely a generation, resulting in more felling. Yet again, the trees began to grow. Recently, the branches began to brush against the tall wall. Shortly after, several new saplings poked from the soil inside the perimeter of the same wall. At first, no one took notice. Even today, few are alarmed by the occurrence. On their own, the trees don't appear to be magical at all. Other than boggs, no other races are known to inhabit the woods. The Angel Snipers, the elite forces that operate the outer wall, pass stories that tell otherwise.

Since Cyon is not populated with chaparrans, every other creature native to woods has been reported. Not just boggs but puggs, skeggs, and even a rumor of a chiggoth once. Along with the horrors, there are tales as well of the

more obscure fae anathema like faeries, dawnlings, and sylphids. Because of this, Cyon radiates a massive disruption field, justifying the Angel wall and subsequent paranoia.

DAGRON

A group of skeggs migrated from the south 250 years ago and adapted to the bitter cold very quickly. They grew in size and numbers. They formed several large communities, and their disposition grew colder than even their brothers to the south. They became the "Bugbears of Dagron." They attack any passersby, even other kaddogs, without mercy. Everyone attacked is stripped of supplies, money, turned into slaves, and later eaten.

The skeggs are not alone in their land. Trolls and various ice monsters also rampage the landscape. Skeggs congregated in so high numbers, they emerged from their dungeon lairs and created small communities on the surface, many by the entrances to their underground realms.

Up north, frost dragons control and rule over a small fae population. The largest known frost dragon in Canam, a creature known only as "The Snow Devil," resides here. Its exact location is unknown. Only two villages are believed to have survived more than a few years. One, Lilecrog, is ruled by despicable Numak. The other is Silcroge, rests at the entrance of a large dungeon where many of their treasures lie. The ruler of Silcroge is Omerogroge.

All the skeggs currently wage an undeclared war against the kodiaks. It is one of the longest sustained conflicts in Canam. Their superior numbers and greater intelligence may have doomed the kodiaks. Their fate would have been met if it hadn't been for a more encouraging relationship that blossomed with the narros of Fargon. Kodiaks are popular with several other surrounding species, including the narros, the humans of Quinox, and even the laudenians.

Though animalistic and tribal, the kodiaks prefer to keep to themselves. They also have a devotion to nature other races admire, but skeggs do not share. The kodiaks are emerging more often with weapons traded to them from the narros. This may eventually cause problems in the future if the kodiaks overwhelm their enemies. The narros hope the trading relationship will eventually civilize the kodiaks before their newly acquired weapons are used against their benefactors.

SANA MARSH

> *"The expression fits, does it not?" he teased. "I will only say that you can read about the Sana Marsh and the sins at Kardia-Gothas, but until you step upon that soil and see the living shadows for yourself, you can never claim experience."*

A perpetual and permanent fog spreads for hundreds of miles in the land of Sana. Legend once told of one of the first king of man in the new age and how his arrogance and naivety reduced the empire to eventual heresy and condemnation for him and his people. The soil started to sink and little food grew ripe. Those eating what was cultivated turned into monsters, which then fed on those remaining pure. The Marsh is the single most dangerous area on the continent. Beasts shuffle into the black and vanish, waiting for an unsuspecting foe. Rumors tell of a terrible evil held up in a castle once controlled by King Saron Sana gathering the power of the marsh towards it. The legend claims that King Sana ruled over one of the first kingdoms formed, that of Kardia. Well older than any other surviving human realms, it expanded to many towns and dozens of miles. Limshau had only recently begun building the walls of the first city. Kardia used knowledge gleaned from bastions to create a stable, growing empire with no signs of decelerating. The lands were plentiful. The roads were paved or pressed. The people were safe. With the greatest technological advancement being an underground sewage system, magic grew fast and powerful. Sana himself was no follower of the enchanted arts, preferring the sword to illustrate his strength, but he neither feared nor prohibited its use. Its encouragement allowed a firm foothold on the land. It's even said the master mage Keris Rifts emerged from its population before moving north.

Sana, however, grew troubled over his own mortality. As they mixed with their approaching neighbors, the gimfen of Salvabrooke and the fae of Dawnamoak and Limshau, the increasing population of half elves matured slower than humans, laughing in the face of normal man and his evolution. Though the kingdom's fae and hybrid population was still miniscule, their exotic physique and attractive features made them popular with the crowds. Anyone with pointed ears was swooned over and doted on. They were offered money, foods, or favors for the mere chance of patronage or espousal. Unlike the bastions, afraid and xenophobic, Kardia embraced the new world, almost to a fault. Much of the population was obsessed with magic and the races mastering it. Soon, the king discovered his own lineage threatened. He had taken a young virgin to wife years earlier and though initially happy, realized their offspring would not match the worship the rabble granted to the mere pointed-eared peasants. Sana attempted to arrange a marriage with a fae maiden from Limshau. Since Limshau does not overtly support royalty, this was not possible. Instead of selecting a fae subject of lesser class within his own population or from Limshau, Sana attempted similar offers to the ruling class of both Salvabrooke and Dawnamoak. Both offers were refused.

Not long after, both of Sana's young sons given to him by his innocent wife fell to a rare infection, taking them quickly and painfully. Without heirs, Sana became paranoid about losing his lineage. He refused to abdicate his throne to any other and, approaching sixty, knew his years were numbered. No known magic could extend his life.
Sana called in his servant casters to delegate them the responsibility of finding a way to extend his life or locate a mate able and willing to supply him with offspring blessed with such wonder. The casters took the crusade to save their king and kingdom.

Nearing seventy, Saron Sana approached his final days when one mage finally returned. The landing of a great dark dragon with decayed skin, perforated wings, and a near-barren skull heralded the wizard's arrival. The creature promised to return the empire to power and vowed to force the arrogant fae to kneel to true immortality. Sana pre-

SANA MARSH

ferred to secure his lineage rather than live forever but found the offer tempting. The dragon promised offspring would emerge and enforce the will of the land and its rulers, the king, and his new bride.

Her name was Umala. A tightly wrapped silk bandage covered her eyes, though she could still sense her surroundings with ease. She possessed the ears of the fae but little else Sana could recognize as chaparran, gimfen, or damaskan. Both the mage and the dragon assured the king of the fae's noble blood, claiming the dragon's presence as proof. Umala even possessed a great book of magic the surviving mage swore held a power gods feared to offer man. Though Saran's wife of a full generation objected to the pairing, the king agreed to the bonding.

Events transpiring later fell into obscurity and bardic tales subtle and gross pervaded the legend with embellishment and exaggeration. The bonding ceremony was performed in secret and no official marriage was administered. The public was not permitted to see the concubine of the king. Though elderly and near senility, the thrust of Sana's manhood returned. His older and faithful wife was cast aside quickly in favor of virginal pleasures. After Sana's lust was satisfied, one story claimed Sana would bellow a great exhalation of soot and smoke, which would settle and float about the kingdom. A similar account, less popular but likely more accurate, claimed the mist emerged from the citizens. Innocent and faithful servants and hands of the empire fall asleep to awaken decrepit but with moments left until demise. At the moment of their deaths, their bodies would expel a great darkness, which refused to evaporate after morning dew.

Sana developed a voracious appetite for coitus and returned to Umala's bedchamber often. More people fell to dust, replaced by the growing mist, which stuck to the living, whispering encouragement for them to remain in servitude. Soon, Sana began encountering visions about the keep. Lingering shadows cast from nothing swayed over and across rooms as he walked about. They followed. They watched. They never revealed themselves. As more died, the shadows increased; the fog thickened. By then, Sana cared for little more than the softness of his bedmate.

Sana's forgotten bride perished along with all the priests, and the loyal guards of the king. Years passed into decades, finally leaving only a few souls lingering, unable to change their eventual fate. The fog seeped into the soil and salted the earth. Contaminated water rose from the depths. The many houses collapsed to rot and ruin, though the main castle keep, Kardia-Gothas, was untouched. The shapeless forms roamed the landscape as an army, raised from the ashes of withered corpses. A few soon spread from the dark shroud into the outer lands, encouraging others to enter the marsh with similar promises of immortality and magic, knowing protracted stays ensured another meal for the royal family.

Although Sana continued to age into centuries, he refused to die. His faculties left him, leaving nearly an empty shell of a man in refuse. Though aware of his life and his fate, Sana had no more strength to stave off his curse. His age robbed him of his vigor for life. The power of his loins held and Umala, unchanged in those years, continued to mount him and bring about the swelling of the fog, though no new shapeless emerged unless souls entered the marsh to be offered as sacrifice. Umala eventually refused her husband's undying appetite unless new souls entered the marsh. Those daring to breach the marsh

should exercise caution not to stir the attention of the mistress of Sana or her king lest they fall victim to their lust.

TRANQUISS

Twisted with evil, blackened with corruption, Tranquiss joins with the Sana Marsh as the most dangerous territories of Canam. It began with the infection of a single tree but soon spread to others, then dozens, and then hundreds. The trees infected lost their leaves and the sap turned to blood. Hairs grew that responded and drifted towards the warmth of flesh. The wood can neither be burned nor cleansed of its infection by any known magic. Even the most powerful spells only halt the spread temporarily rather than cure it. The plague known as Trendance began and, before anyone realized the threat, it covered hundreds of square miles. The canopy of the central hive of the forest is so tightly packed with long, sharp branches to easily skewer and gore invading flights, no creature has ever successfully found the first tree which started the calamity. Though some believe destroying this tree would cure the entire forest, there is no evidence for this.

The infection has taken most of the natural trees and now threatens both Skepsis and Laurama. Much of Laurama has already been taken though not enough to threaten the chaparrans there directly. Some believe enemies of the fae created the forest in hope the growing wood would suffocate them. Beyond the living growth, several beasts call Tranquiss home, none of them actually animals. Anything made of meat is quickly digested by the growth. The only exceptions are monsters with an immense amount of magic to resist them. A few cancer dragons took residence here. One of the most notorious is Carcin of Pathos, a despicable creature known to belch living tumors that slither across the ground to attach and infect victims with their plague. Although an obvious connection can be seen between Carcin and the Tranquiss disease, the infamous dragon arrived centuries later. Not even he can pass through the dense barbs of the central canopy and must enter through one of the outer reaches. Carcin is insane and only a lingering preservation of life keeps him from blindly attacking Laurama or Limshau directly. Cancer dragons feel welcome in the pestilence of Tranquiss. They fear Skepsis. A distant and obscure legend professed the Skepsis tree was real and sat at the centre of the great forest, covered in a canopy of its cousins. Any creature to sleep under its branches would awaken cured of any ailments. Though this may seem a salvation for the tortured, and near insane, many cancer dragons are afraid of that form of freedom and prefer the pain their diseases wrack upon their bodies.

Every year Tranquiss grows another few meters with no signs of retreating. The whole forest is covered in darkness, a side effect of the curse coupled with the thick overgrowth of interlocked thorn-like branches. Despite this plague and the abilities of the trees there, Tranquiss is not intelligent, though some religious authorities claim the curse itself is, for its expansion has formed a pair of claws slowly surrounding Skepsis and Laurama.

XIXION

Puggs are the fastest growing species to emerge from the gates. They broke off late from the damaskans and are considered one of the least civilized of all fae races. They don't carry much of a culture with them. They began to populate the species at an alarming rate. Puggs spread across the globe quickly, but the highest concentration remains where they first arrived. At least a dozen surface and

"Puggs?" Aiden shouted up.

"Oh, don't worry," the driver encouraged. "A swift kick usually kills one. You have a gun or a blade?"

"A blade," he answered. It really wasn't much. Minx made him carry one. It was off balance, not very sharp, and not worth enough to be stolen. Still, brandishing it confidently against an opponent was effective if held right.

"Know how to use it?"

"Not really," Aiden mumbled.

"Well … neither do they." The driver closed the door.

subterranean cities sprouted within the first 200 years. Their growing armies encroach upon the bastion of Selkirk and the Pass of Dianaso. With the bastions' standard policy of non-involvement in the realms of magic, it is left to the remaining species to keep the pugg population down. Narros and damaskans took on the task of clearing out the large concentrations of their evil little cousins wherever they occurred.

As they expanded, pugg forces struck a wall with the Sana Marsh to the east. They began to make their move against the bastion of Angel in the south. After a siege resulted in the near total eradication of the attacking army, the puggs retreated. Passing travelers still need to contend with raiders but the puggs have not tried to make a move against an opponent nation again. This may turn out to be a sleeping lion, as their frantic reproduction continues.

Puggs do not coordinate or plan. They rage. They have no talents for strategy or stealth. They are a mass of living death – a humanoid locust swarm that ravages terrain and moves on. The central areas of Xixion are barren and lifeless. Even the trees have been stripped of their bark and sap and then burned as a final insult to their ancestors. Kannos saw the warning signs of the coming flood. Several years ago, a bevy of custodians and librarians attempted to analyze the patterns of the pugg swarms. They managed to distinguish four different masses of puggs. They all continually shift positions and are slowly approaching civilized neighbors. The librarians catalogued these with distinctive titles. Etaraki comprised of 70,000 puggs while Eletharius has 100,000 and Ephesia has 50,000. That is a mere pint in a gallon in comparison to Seelanus, which, at last count, had nearly 1,200,000 puggs.

Puggs openly attack all forces not looking like them. They are one of the most primitive fae races and many others fear this is the eventual fate of all fae. Puggs paint no art, write no poetry, and carve no sculptures. Their towns and villages are nothing more than huts of logs and mud. They despise farming and prefer to hunt. If they run out of prey, they eventually turn on each other.

Xixion covers a large area but no major roads cross it.

RELICS & UNIQUE MAGIC ITEMS

THE EIGHT SHARDS OF AMETHYST

The eight are the most powerful relics on the planet. They fell to the soil when Amethyst died. He cast a stream of white flame to heaven. It reflected back down to drive Ixindar deep underground and solidify the Earth around it. He body went to vapor soon after. Amethyst was gone and all that remained was a great crystal of violet that shattered upon striking the rocks below. They scattered far and wide, strewn farther across the world by the Hammer's impact and by the natural shifting of tectonic plates and weather over millions of years.

Yes, if you were to ask, and I imagine curiosity grips you now, I call my king, the dragon god, Amethyst. Why? Simple in answer, his name was never important, only his voice and actions. "Call me by any name, for names are only required by history to affix trophies and legends, and I require neither. Call me a name today, change it tomorrow, but I will always listen if that name is called."

Amethyst is his name and it was always his name, as was every other name he was called and shall be called. One title deserves no greater attention because it was spoken by lips older and wiser.

Chronicle of Aurannis

Despite a few shards surfacing throughout history, most of them remained quietly buried. The fragments were of all different sizes and shapes – with some smaller than a pebble, others longer than a leg. Some were spherical while others had a razor's edge. One can imagine stumbling upon such a gem. It would not be fastened to rock and no amount of force and commitment could lay a scratch upon its surface. Despite their unusual properties, any that were found never received attention during the time of man before the Second Hammer. They didn't glow and revealed no powers. They were unremarkable quartz. Discarded and ignored, they stayed inconsequential for centuries.

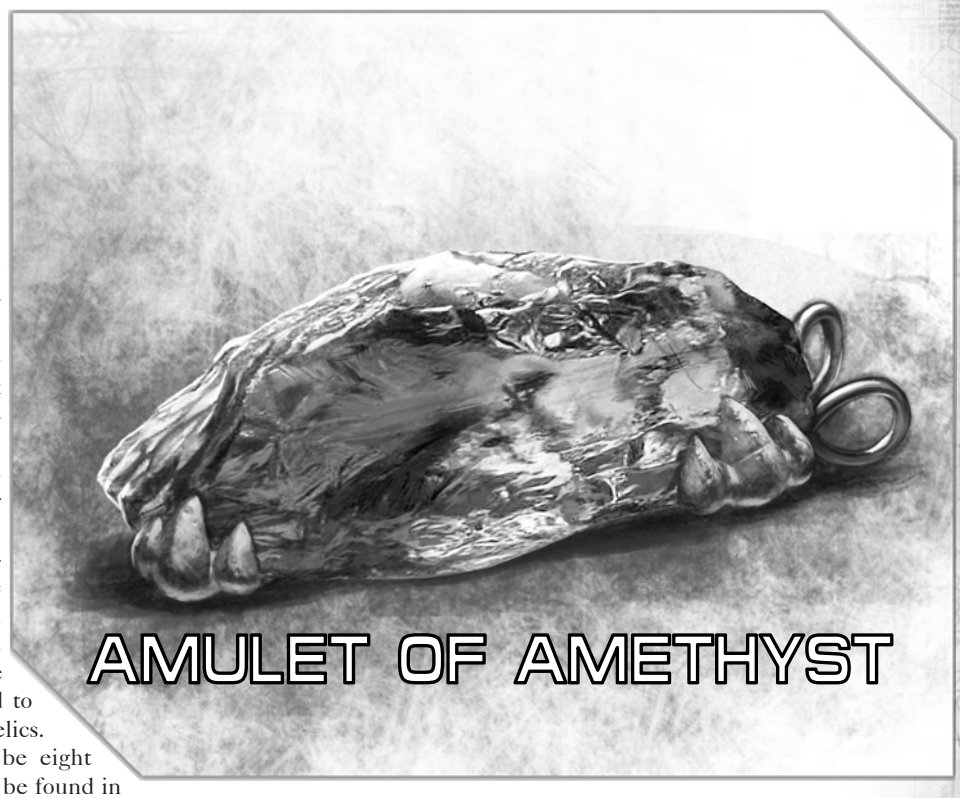
After the gate's return, by some unexplained factor, the crystals all rose to the surface, despite how deep in the dirt they rested. Unlike before, their brilliance and power were hard to deny or resist. Before anyone knew of their potential, their fate, or their true origin, they had been sold, traded, and killed over. Armies clashed for their control despite knowing nothing of their history. Those with wealth and weight of authority felt their power would be amplified if said crystals were imbued into ordinary items.

Very soon, these items emerged with their own local legends, wielded by warriors and kings both noble and wicked. After their existence reached erudite ears, but before anyone could act, they vanished. Some were stolen. Some were taken as trophies when their wielders were slain. When the virtuous and mighty discovered the fragments of Amethyst had returned, they scoured the planet to locate them. Like an unnamed curse, the original owners, all of those that had created the artifacts, had lost them or died (often in the process of the loss). The relics fell into obscurity, passing through further hands until all the trails

and clues faded to nothing. All that remained was the hope they would emerge again.

Paranoia and silence by the oldest races conspired to keep the knowledge of Amethyst and his heart secret, refusing to expose such knowledge to the public. Factor in a small portion of arrogance and many of those who knew didn't bother looking for the relics. Despite the calls for their retrieval, some honestly thought they were best kept buried, unaware of their vital significance in future events.

How Aurannis of Dust managed to write about them in her Chronicle has never been revealed, but the elder dragon disclosed specific details of the fragments, the items they were implanted into, and their potential power as a result. Though not giving locations, the Chronicle of Aurannis is a vital read to anyone seeking the power of these relics.



AMULET OF AMETHYST

Though there are known to be eight artifacts of Amethyst, only three can be found in Canam. All the artifacts exhibit the same violet glow, growing intensely when other artifacts are brought closer. Their power increases as well, making them the few magic items that can grow along with the group questing for them. It is thought that when placed near each other, their total power would almost equal that of the original dragon. If that were to happen, perhaps he could be reborn.

"This is a piece of a dragon's heart?" Aiden asked.

"Correct, not even symbolic."

"Figured it would be more … squishy," Mischa added.

"He was a god. What did you expect?" Chen answered.

"Nothing from me."

"Amethyst was the living deity that forged our world before it was your world. Before the Hammer. Before science had its reign."

To increase in power, the gems must all be within the same encounter. Out of that range, the bonus abilities are no longer applicable. The items do not have to be wielded or carried by the same person. An evil creature wielding any Amethyst artifact loses all healing surges and loses 5 hit points every round. They can still carry the items without the penalty. Because of the age and the history of the artifacts, they often go by different names and many cultures worship them without knowing what they truly are.

Their stats are listed with their individual abilities and whatever abilities are boosted with additional nearby fragments. The gems *CANNOT* be destroyed by any means. No spell or weapon cracks them. Techans tried. One bastion, a hundred years ago, possessed one, albeit temporarily. Despite best efforts by laser and drill, the crystals were never marked.

THE AMULET, STORMCAGE, THE EYE OF GOD

"It's Amethyst," said Mahan plainly upon looking at it. Aiden had rested it on the table.

"That's amazing," Aiden responded sarcastically.

"Not the gem, the faith," Mahan countered. "The dragon god. It's their symbol."

"I checked. They have no symbols that resemble this."

"Not in any books."

"Look closer," said Aiden. Mahan picked up the rock and stared at the storm within.

"It's enchanted. Also not unique, though I'll admit it's rare. I expect you found this under honorable conditions?"

"I wouldn't be so foolish to show you if it wasn't."

"Well, that's a weighted statement."

The amulet of Amethyst fell originally to Torfin Gendron from across the ocean. The mighty caster stumbled upon the circular but jagged stone by accident, pulling it from the sediment of a shallow river he was walking alongside. Believing the stone a sign, he continued upriver and discovered the outcropping rock that would later be the home of Torfin's great library and school of magic, Kirjath-Sepher. He never bothered to create a great device to channel the power of the crystal. Torfin forged a simple frame and hung it from his neck. It made him more powerful and those years found the halls blessed with a newfound wisdom unseen in any human at that time or since. For years, Torfin continued his work, but a nearby castle watched with fanatical and envious eyes. The fortress was Myre, a zealous order of knights, intent on keeping magic from mor-

tal hands. To them, magic was meant for a select few, of which Myre was included. Wilhelm Myre believed Kirjath -Sepher to be the greatest threat to the world and ordered his knights to raze it to ash if they did not willingly hand over all magic. Obviously, Torfin and his loyals refused. Myre, to prove his piousness and dedication, challenged Torfin to open combat, spell against sword, with no limits on magic wielded. Torfin agreed and the greatest open conflict of magic clashed in the Manora Vallis or Lauropa. Hundreds watched as the landscape erupted. Hours passed and the two were nearly exhausted, but neither accepted defeat. In the end, a final charge of sacrifice brought Myre close enough to impale his sword into the heart of Gendron. Torfin's retaliation struck lightning and fire from the heavens, ending the duel, killing them both. Myre had fallen to his back. Gendron slumped forward and rested on the blade still skewered in his chest. He remained precariously standing. Though his heart had stopped, Gendron twitched his arm and dropped his head. The amulet slipped from around his neck and fell upon his hand. He lifted his palm to the sky and opened the crystal to the air where an eagle promptly swooped down to snatch it.

The order of Myre and the mages of Sepher returned with their lords' bodies, declaring no further conflict would occur that day. The crystal vanished from the minds of both armies. The bird dropped the amulet to the hands of a Damasian damaskan, Akai Lightwood, a ranger with no competence in magic. He kept it regardless, eventually offering it as a token to his true love, Lena Croweborn, the noble daughter of Yorsan Croweborn of the damaskan city of Kovalesa. It was an appropriate use of such an artifact. They were young and foolish, but their fidelity remained solid for centuries, producing a dozen children. One of them, Phera, grew so obsessed with finding adventure and staking a claim of glory, she sold her mother's cherished amulet for a mere pittance to a merchant in exchange for a set of chained armor and a longsword, both of lackluster enchantment. She fled south to fight the world. Despite searching for decades, Akai never found his daughter or the amulet. The merchant, of no importance, was set upon by a group of boggs and murdered for his swag. These boggs wandered west and stumbled into the eastern periphery of the bastion of Porto where they were annihilated. The amulet was found in the remains and taken back to the bastion for study. The intellectual elite of Porto poked and prodded the crystal but could not understand how it accomplished what it could. This item, unlike other ones they had studied from echa, generated little EDF in comparison to its power. In a final attempt to unlock its secrets, they surreptitiously contacted an echan expert in another bastion, David Tong Chen from Genai. A wandering dragon unfortunately took down the carrier. The plane crashed east of Angel, its cargo scattered for dozens of miles, including the amulet, which was never recovered.

THE AMULET OF AMETHYST

Item Slot: Neck

Property: The amulet offers an enhancement bonus to Fortitude, Reflex, and Will defense.

On Its Own: +1 enhancement bonus

2 Total Amethyst relics: +2 enhancement bonus

3 Total Amethyst relics: +3 enhancement bonus

5 Total Amethyst relics: +4 enhancement bonus

7 Total Amethyst relics: +5 enhancement bonus

8 Total Amethyst relics: +6 enhancement bonus

Power (Daily): Special. You may cast one encounter or utility power one level higher than your class level. If there is no power one level higher you wish to cast, you may recast one encounter power you have already expended. Regardless of the choice, the power must have the arcane keyword.

Power (Daily): Free action. If the group possesses all Amethyst Relics, you may activate this power and, until the beginning of your next round, all arcane powers require only a minor action to activate.

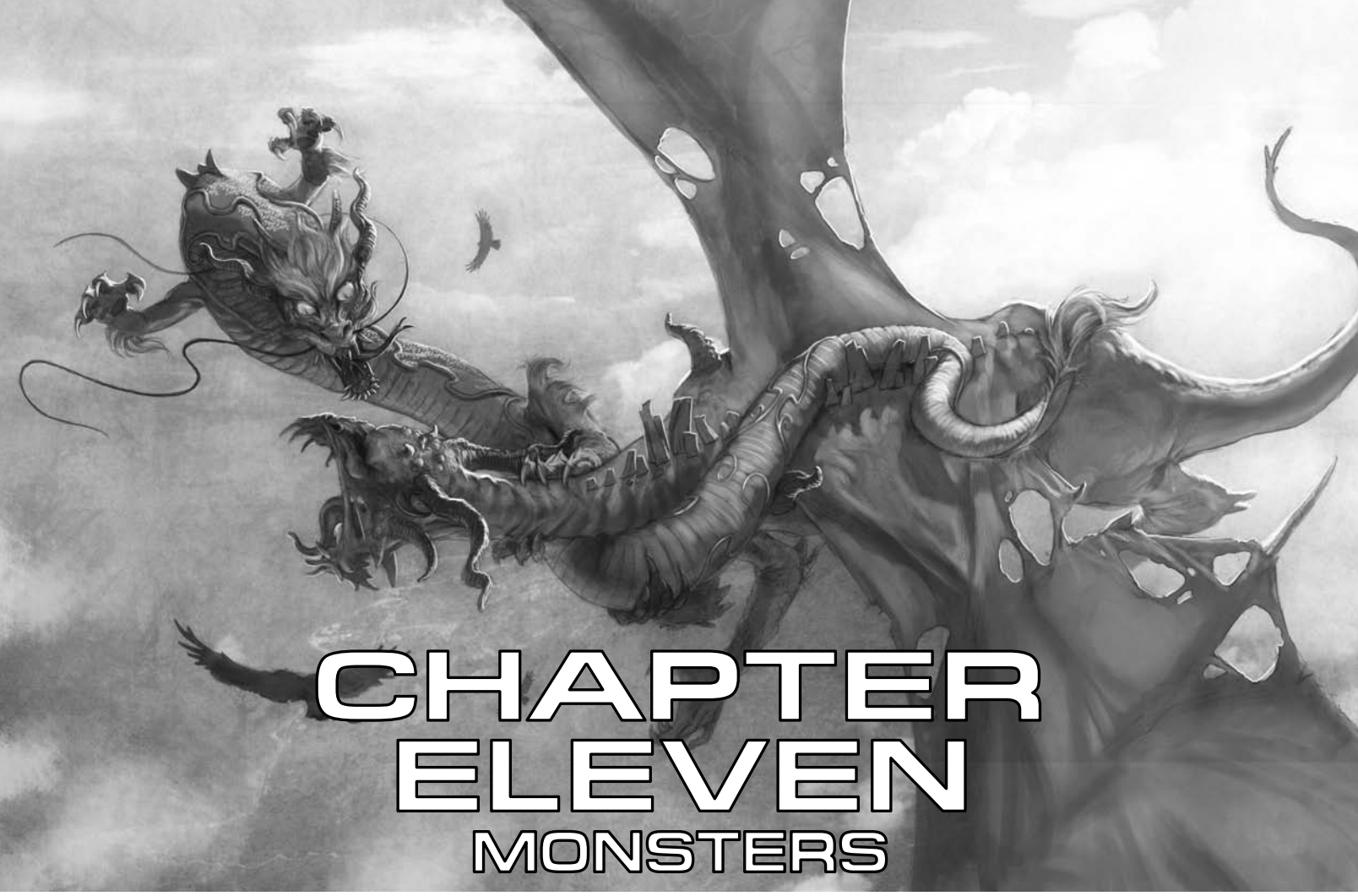
"Amethyst opened the first gate, or maybe he was inescapably connected to it. To control these artifacts would be to control the fate of this world, and the fate of his soul. According to myth, to bring them together at the point of his death would allow someone to call him back to life. And in that moment, he could save the world."

"Save it?" Aiden asked.

"The power to open or close the gates is contained in these items. With Attricana gone, Earth would fall back to science, leaving man unhindered in his pursuit to retake it, except for the demons of Kakodomania. Of course, those of techa insist the gates are connected and with one goes the other. If only that were fact. Where these artifacts rest, dark souls converge. Those bound to science wish a normal world while those bound to darkness wish only to see it burn. If only you knew the luck that it fell on your hands."

"Luck?" Aiden asked. "I never asked for this responsibility."

"And yet it hangs from your neck."

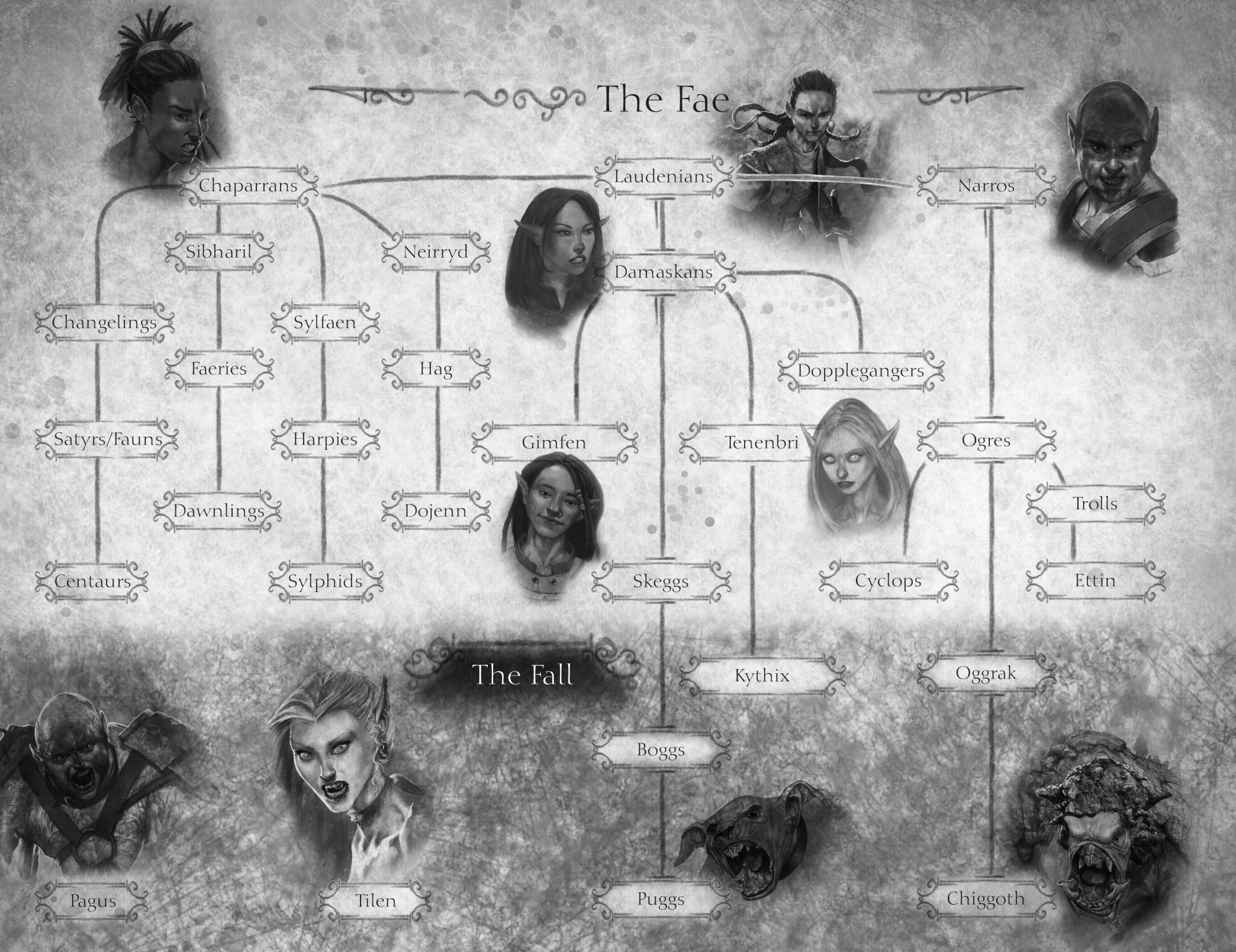


CHAPTER ELEVEN
MONSTERS

When magic flooded the world, the saturation of enchantment began to shape the animals and landscape around. By way and will of its only intelligent inhabitant, Amethyst created his cousins among the resident lizards, giving birth to the dragons of legend. At an indeterminate time later, well after the dragon kings had spawned their own descendant races, a new species appeared without warning from the forests. These new inhabitants came from no previous form. They were intelligent and beautiful, with a capability to form a civilization while the other conceptions of chaos could only hunt and reproduce. Communities formed, towns were built, and cultures flourished. The fae had emerged. These creatures were tiny in comparison to the dragons but with a promising reproductive cycle and a near immortal lifespan. They spoke a single tongue, looked the same, and their traditions were mirrored in every civilization they founded.

They were not masters over magic. They could alter the influence and replicate many of the effects produced by dragons but could not halt its manipulation over their own forms. On a single day, one village changed. All the children emerged as another species. The resembled the original fae in only the broadest ways. This first branch was seen as a deviation or worse, an abomination. Most of these children were cast out. They didn't follow or accept the ironclad traditions of their elders. As more and more came into the world, the original fae realized a drastic shift in their species was occurring. These children soon sought each other out. They shared similar beliefs and in time, they developed a culture aberrant to that of their parents. The original fae noticed that the only members of this new offshoot sprouted from the communities formed in plains and valleys. Before accusations could be thrown, the fae that took the forests as their home broke off their own unique subspecies – fae in the mountains formed another. This entire process took less than a thousand years, but by the next millennium, the fae had nearly bred themselves to extinction and, by the following millennium, they were footnotes in history. Three young species rose to replace them without a single scream of rebellion or a single drop of blood shed. The oldest of these children were the laudenians. The others were chaparrans and narros.

Unlike the original fae, these three branches were shorter lived and took pride in cultural distinctions from their cousin races, though identical within their own communities. Narros built underground empires and cities atop of mountains while laudenians built vast and expanding empires in valleys. The the chaparrans vanished in the dense forests that birthed them. They were settled and complacent but, in less than half the time the fae had reigned on the planet, the laudenians suffered another deviation. This new branch was shorter, with larger ears, and a frenzied desire to learn and record what they knew. The laudenians became petrified at the prospect of vanishing like their ancestors. Believing the planet was the cause, laudenians used their mastery of magic to uproot themselves and take to the sky, leaving their ground cities


The Fae
Chaparrans
Laudenians
Narros
Sibharil
Neirryd
Damaskans
Changelings
Sylfaen
Faeries
Hag
Dopplegangers
Satyrs/Fauns
Harpies
Gimfen
Tenenbri
Ogres
Dawnlings
Dojenn
Trolls
Centaurs
Sylphids
Skeggs
Cyclops
Ettin
The Fall
Kythix
Oggrak
Boggs
Pagus
Tilen
Puggs
Chiggoth

to their children, the damaskans. The narros and chaparrans were not immune to this and soon started to branch their own deviations after.

Through this chaos, there did appear a pattern to these mutations. They emerged more often in areas bountiful with life. Chaparrans were creating branch species rapidly. At the same time the damaskans were emerging, chaparrans spawned not one, but three different distinct subspecies, each bound to a specific element of the forest (water, earth, and air). Later, these broke off even further, amalgamating animals and insect parts into their physiology. Many of these subspecies grew smaller, more xenophobic, and were harder to categorize and define by those observing. There were dozens more that had not been seen. Another odd characteristic came from reproduction. The branches off the chaparrans produced fewer and fewer males with the youngest species produced virtually all females.

The narros branch produced descendant races less frequently. The narros lasted for thousands of years longer than other races equally as old before branching to the ogres. Almost immediately after, mutations emerged with one eye and two heads. As the chaparrans branches became smaller and female, narros were becoming larger and predominantly male with the monstrous chiggoth towering over them all.

Building upon the foundations of the fleeing laudenians, the damaskans grew fast in numbers and influence. They became the most populous of all fae, helped along by an increased reproduction cycle and social structure. While the chaparrans vanish into their woods and the narros in their mountains, the damaskan branches were spreading quickly over the globe. The first were the skeggs and boggs, and finally the puggs, a locust swarm of replicating fairy vermin. The puggs carried no traditions. They took pride in no culture. They only ate, reproduced, and destroyed.

The damaskan branches were not entirely uncivil. A subsection of their population had vanished and retreated under the ground. They lost their sight and became the tenenbri. Not even the tenenbri know why their ancestors retreated under their cities though a clash with the emerging ogres was a likely theory. The damaskans also begot the gimfen, curious and playful creatures that take joy in the knowledge they have never spawned a feral subspecies of their own. Take into account their lack of disruption and you have a species that truly believes they are the final form of fae to inherit the planet.

THE FALL

The exact date of when it happened was never recorded though it was assumed to have been thousands of years after the emergence of the fae. Darkness washed across a starry night. There was no fire or brimstone. There was no oracle to herald the end of days. No trumpets were blown; no seals were broken. A gloom settled with the passing wind and a million fae walked from their homes and families, following an undenied temptation. They were no longer slaves to whimsy, no longer products of chaos. They embraced a way that would ensure the stability of their lives – an order of things never changing; masters instead of slaves to enchantment. They were corrupted by The Fall – the silent birth pains of Mengus. This influence could only corrupt what Attricana created and an army of followers emerged in a single day, taking pilgrimage to the shores of a distant land, a growing expanse of black glass where the dark star settled. Of all the fae, the chaparrans were the hardest hit, loosing a vast number of their kind to the corruption. These turned would not be seen again for many years. Then the pagus began their attacks on their old brethren. Unlike the fae birted from Attricana, those from Ixindar never changed, neither devolving nor evolving. They simply were, are, and will forever be.

While Ixindar cannot encourage spawn races, whether civilized creatures or ravaging monsters, it spontaneously birthed its own mirror species to the original fae, the shemjaza. Like the old fae, these creatures were tall and beautiful in their own ways, obsessed with control and order rather than dance and play. They put forward methods of war while their opponents pondered and argued over celebration and joviality. Never before had war stained the fields of the planet. All innocence was lost. The dream was over.

FAE ANATHEMA

Newer fae branches emerge less civil and more fiendish than their ancestors. The chaparrans gloated about being exceptions to this rule. They believed their future waited in the trees, that the faeries and nariisa were a preferred fate. Then these almost angelic creatures descended into harpies and hags. Finally, the dojenn, one of the ugliest creatures on the planet appeared from the watery depths.

The narros anathema, a fate feared by even the ogres, is the dumb and massive chiggoth. For the narros, their descendants are fated to grow large and stupid; smashing down the mountain keeps the narros spent their empire's reign building. Tenenbri have pushed their dark side into the crevices of their underground labyrinths, but as these subterranean fae begin moving north, their secret has begun to move with them, the kythix.

If only the damaskans could bury their descendants in dungeons or the depths of oceans. The skeggs were large and mean but controllable. Yet, they soon descended into the quickly reproducing boggs. If only that was the end of it … later, the boggs found their nations pushed aside by the growing mass of puggs, an unstoppable feeding frenzy of animalistic fae.

THE FUTURE OF THE FAE

Thankfully, the chaparrans, damaskans, laudenians, and narros are all still around, though their growth has slowed. Laudenian expansion has all but stopped and the chaparrans have already started to decline. Narros and damaskans would soon follow. The fear gripping all of them is the eventual future where all that that is left would be the cruel dojenn, the dumb and massive chiggoth, the malicious kythix, and swarms and swarms of puggs – millions of years of fae heritage sullied into barbarity.

This does not account for the pagus – members of the unchanged armies of Ixindar. Shemjaza don't reproduce

outside their species and their numbers are limited as they are only seen leading forces of pagus and never in armies of their own. If such a fate awaited the planet, mankind would soon be overwhelmed by evil from every side, order and chaos.

It has not been measured how a fae village degrades though many believe it occurs over a full generation. Every male and female would suddenly only produce a descendant offspring regardless if they fled the village or not. On more than one occasion, although only recorded in the age of Terros, the entire village changed overnight. This event is often called a "descent." An entire city never branches, only hamlets and settlements. A few fae villages have been found empty and left in disregard, as their new forms race to the woods in search of prey, having forgotten their history. No human has ever witnessed a descent. Damaskans, the only fae studying the phenomenon, have never monitored a descent when it occurs so have yet to assess the symptoms, if any.

One strange fact which may not be connected to the phenomenon is that no half-fae has ever descended. If a human and a fae produce offspring, a descent race has never occurred. In villages where humans are present in the population, mingling blood or not, there has never been a descent. This has led to a justification of the acceptance of humans within the damaskan communities – a biological insurance policy. Laudenians created theirs by escaping the skies; the narros simply want to wipe theirs out; tenenbri wish to ignore the problem and chaparrans think it's for the best. Throughout all of it, the gimfen laugh themselves silly.

Then there is the tilen. With a complicated history of emergence, this young race has never branched a descendand species. Every tilen births a tilen and there has never been an exception. Further, tilen produce pure tilen even when they breed with other species, even the never-changing pagus. Since the tilen look the most like the original fae (according to their claim), their existence may be the solution the fae need to maintain their heritage and prevent the madness of a chaotic future.

AVAILABLE MONSTERS

You are welcome to include any monsters you see fit from any source including the MONSTER MANUAL. Caution is advised in your choosing as the wrong monster could suddenly upset the logic of the game, especially when more of the setting is revealed later. What follows is a list of the monsters from the 4ED MONSTER MANUAL available in canon Amethyst. These creatures either exist in the real setting of the story or their inclusion would not break the setting's logic. If a creature is not listed, there is usually a very good reason

Some monsters included in the Amethyst bestiary may seem obviously inspired by mythology or fairy tales, which fits well within the setting, and thus, may be similar to monsters in the 4ED MONSTER MANUAL. Amethyst is meant to imply these are the creatures' mythology and fairy tales are based from but did not get entirely correct. Since there is no dialogue with these monsters, the English name for them is the same as their historical mirror. In that case, Amethyst does refer to them by their original name and they would use the proper entry in the 4ED MONSTER MANUAL.

Descriptions: Many monsters in the books outside of Amethyst have an extravagant history of their origin which may conflict with Amethyst's setting. If a player inquires, be inventive.

Corrupted, Fae, or Spawn: Monsters in Amethyst are corrupted creatures from Ixindar, a fae, or a spawn. Nearly all monsters are spawn creatures. Only shapeless wild, typhox dragons, shemjaza, pagus, and most undead are corrupted creatures seen in Canam.

MONSTERS IN CANON AMETHYST

(part of the setting)

Basilisk (Spawn)
Bat (Spawn)
Bear (Spawn)
Beetle (Spawn)
Boar (Spawn)
Chimera (Spawn)
Crocodile (Spawn)
Cyclops (Fae)
Doppelganger (Fae)
Elemental (Spawn)
Ettin (Fae)
Gargoyle (Spawn)
Ghost (Corrupted)
Ghoul (Corrupted)
Golem
Griffon (Spawn)
Hag (Fae)
Harpy (Fae)
Horse (Spawn)
Human
Hydra (Spawn)
Hyena (Spawn)
Lycanthrope (Spawn)
Manticore (Spawn)
Minotaur (Spawn)
Naga (Spawn)
Ogre (Fae)
Panther (Spawn)
Rat (Spawn)
Roc (Spawn)
Satyr (Fae)
Scorpion (Spawn)
Skeleton (Corrupted)
Snake (Spawn)
Specter (Corrupted)
Spider (Spawn)
Troll (Fae)
Unicorn (Spawn)
Wight (Corrupted)
Wolf (Spawn)
Wraith (Corrupted)
Zombie (Corrupted)

MONSTERS AVAILABLE IN AMETHYST

(Not canon but does not break the setting)

Aboleth
Abomination
Balhannoth
Battlebriar
Bodak
Boneclaw
Bulette
Carrion Crawler
Choker
Chuul
Destrachan
Devourer
Displacer Beast
Drake
Eidolon
Ettercap
Flameskull
Gibbering Beast
Gorgon
Grell
Grick
Guardian
Helmed Horror
Homunculus
Hook Horror
Hound
Mummy
Nightmare
Ooze
Purple Worm
Roper
Shambling Mound
Sphinx
Stirge
Treant
Vine Horror
Worg
Wyvern

DOJENN

NEW KEYWORD

Ixindar: An Ixindar creature does not generate EDF. It does not alter disruption rolls or cause an offensive EDF roll when they score a critical hit.

DOJENN

Chaparrans were proud of their pedigree. Their descendant races were not massive ugly monsters with stone appendages or feral rodents devouring everything they could wrap their grotesquely oversized mouths over. Chaparrans were turning into beautiful, angelic creatures, sought after by lustful mortals. Even when taking on the attributes of their environment, these descendant races had a flair – an artistry – in how they expressed these features. When influencing human mythology, they were presented with respect and worship, called centaurs, nymphs, and faeries. As these species emerged, they became introverted, choosing isolation in empty forests devoid of even other fae. It was a preferred alternative over the fate of the narros.

This aspiration died when the dojenn appeared. They rose from the depths of rivers, lakes, and oceans to feed upon drowning victims before the water claimed them. Dojenn are the dark reflection of everything the chaparrans hoped to achieve.

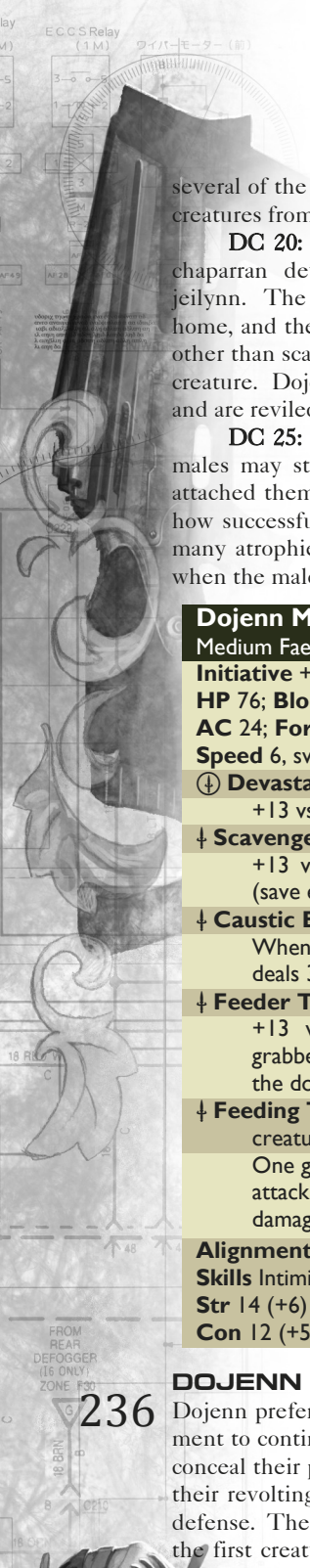
Another noted difference between the dojenn and their cousin races is their appearance. Dojenn are one of the most feared creatures to look at in the world. They have lifeless eyes over a jaw of needle-like incisors. They can disengage their jaws and swallow creatures twice the size of their own head and have been known to do so to live prey, using their long teeth to keep food from escaping.

As time progresses, these monsters are appearing more and more, migrating farther inland, following rivers deeper towards established and unsuspecting nations. They have already started attacking Baruch Malkut and York, striking during the night and pulling dock workers before an alarm can be raised. Like all fae anathema, the dojenn are fated to be the dominant legacy of the chaparrans unless something even uglier should emerge.

DOJENN LORE

A character knows the following information with a successful Nature check.

DC 15: Dojenn prey on the innocent, invade the complacent and take joy in the terror of others. They have no qualms in devouring both fae and humans, with marked preference for their own cousin races like faeries and narisa. It has been suspected that the dojenn have eliminated



several of the dozen faerie branches, forcing these innocent creatures from their waters and woods.

DC 20: The dojenn are an offshoot from an earlier chaparran deviation; an aquatic fae species called the jeilynn. The dojenn systematically destroyed each jeilynn home, and the vast oceans now contain little intelligent life other than scattered dojenn tribes and the occasional spawn creature. Dojenn are hideous, revolting, ugly monstrosities, and are reviled by almost every other race.

DC 25: All dojenn most ever see are female. The males may still be visible as tiny parasitic creatures that attached themselves to the female's underside. A mark on how successful a female dojenn is would be to count how many atrophied worm-like males are hanging from her, as when the males attach, they merge for life.

Dojenn Matark			**Level 9 Lurker**
Medium Fae Humanoid (Aquatic)			XP 400
Initiative +11 **Senses** Perception +10; Darkvision			
HP 76; **Bloodied** 38			
AC 24; **Fortitude** 20, **Reflex** 22, **Will** 19			
Speed 6, swim 10			
⊕ **Devastating Bite** (standard; at-will)			
+13 vs. AC; 3d6 damage.			
↓ **Scavenged Harpoon** (standard; at-will)			
+13 vs AC; 2d6 damage and the target is slowed (save ends).			
↓ **Caustic Excretion**			
When attacked by a non-ranged power, the dojenn deals 3 poison damage to the attacker.			
↓ **Feeder Tendrils** (move; at-will)			
+13 vs. Reflex; 2d6 damage, and the target is grabbed. Up to three enemies may be entangled in the dojenns' *feeder tendrils* per round.			
↓ **Feeding Time** (standard; if grabbing at least one creature)			
One grabbed creature sufers a *devastating bite* attack, and all other grabbed creatures take 1d6 damage.			
Alignment Chaotic evil		**Languages** Old Faen	
Skills Intimidate +7			
Str 14 (+6)	**Dex** 16 (+7)	**Wis** 8 (+3)	
Con 12 (+5)	**Int** 6 (+2)	**Cha** 6 (+2)	

DOJENN TACTICS

Dojenn prefer quick strikes to pull prey into their environment to continue the attack. When in the open, they don't conceal their presence, attacking openly and visibly, letting their revolting forms dissuade enemies from establishing a defense. The dojenn immediately rush into combat with the first creature they see and attack viciously. They will attempt to grab enemies with *feeder tendrils*, pulling them in quickly.

ENCOUNTER GROUPS

Dojenn seldom work with others but exceptions have been known to occur.

Level 10 Encounter (XP 2,500)
- 3 Dojenn (Level 9 lurker)
- 1 Medusa Archer (Level 10 elite controller)

DRAGONS

The iconic symbol of fantasy. When the world of magic swept over the globe, dragons were an assumption easily confirmed. When man discovered elves and dwarves, it was obvious. Upon being finally seen in the skies, they were a confirmation more than a realization, the final evidence that fantasy had invaded reality.

Unlike many other fables, legends of dragons can be found in every corner of every nation in history, the symbol of both the greatest wisdom and the greatest evil. Some devoured maidens in hopes of staving off a greater appetite for villages offering the sacrifice. Some fell to lances wielded by saints or squires while others died by the hands of their own tricks, fooled to demise by clever wizards in poetry and prose.

Throughout the legends, dragons were either dumb lizards of extraordinary strength or keepers of great knowledge and magic. Some brought fire and disease while others brought water and plentiful crops. The sight of a dragon in the skies rained fear on everyone below. Their deaths heralded both ages of wisdom and despair. Their images upon coats, crests, and colors signified a country's dominance over the monster or their reverence for it.

Across the globe, they took many shapes. Some walked upon two legs, some four, or even six. Many twisted in coils with snake-like bodies through the clouds while others slumped across beds of gold, silver, and skulls like lumbering cows. Winged or not, most dragons of legend could fly.

Modern dragons were exultant over the respect they had received in their absence, regardless of the source. They were shocked at the amount of detail that had survived and the accuracy and liberties taken both condemning and glorifying them. Some were especially surprised at the singular attitudes dragons would take dependant on the nation. Rarely would dragons be represented in different lights in a single culture. This caused disagreements about their dispositions – how their bodies moved, what powers they controlled, or even how many toes they had. To many people – defacing an image of a dragon, regardless of its character – was considered insolent and unlawful. Such principles survive today. The dragon's elevation to godhood was an obvious transition to some, despite most dragons' insistence that such worship was undeserved.

In one form or another, almost every dragon from human literature is represented on Earth, from the grotesque soot belching eaters of the young, to the erudite masters of fire and water. Even the aberrations with many heads and tails and legs can be found, though somewhat rarely.

Dragons in Amethyst are not as clearly defined. As with the fae, derived from an original stock, all dragons came from Amethyst, their king. Stories tell the great dragon commanding the surrounding dinosaurs into intelligence and draping them in the blanket of magic and enlightenment unequaled by any creature since. Magical influence halts for no creature and variations quickly followed.

Initially, four dragon kings emerged appointed by Amethyst. Each controlled a section of Earth. Lazarus the

Pure, controller of the West and Shaka, ruler of the East, remain the only surviving dragon kings. Goch, one of the seven Azhi lords, might have been a dragon king at one point. If true, there is still no information on the fourth in any of the Bibles of Drasago. Lazarus believes, although he omitted such a conclusion in his book, that Jahada the Glass is that fourth, taken by Amethyst as a mate. Her fate remains a mystery.

Soon after the kings gained control, many more dragons emerged. The Yok-ani, born from Shaka's power, were the first, though their numbers grew slowest of all. Even today, there are only nine. Over the rest of the world, holy, noble, and natural dragons soared through the skies, members of the umbrella title, the archons.

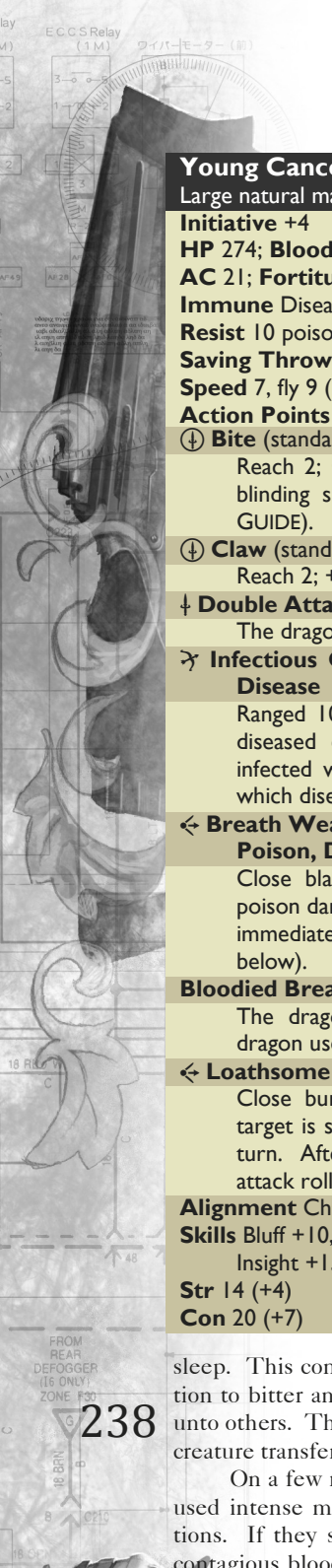
Thousands of years after the fae appeared; corruption from Ixindar claimed its first victims. Goch begot the Seven Dragons of Azhi, the first fallen dragons. Soon after, more dragons of hideous disposition emerged, forming the family of typhox, including the cannibalistic death dragons and the revolting cancer dragons. Many dragons, including Lazarus, believe Mengus arrived on this world summoned from a beacon placed by Goch, and that the despoiled dragon king contained an evil not claimed by Ixindar.

TYPHOX DRAGONS

Goch was the first fallen dragon, corrupted from within. No one is sure if Goch was corrupted by her own supremacy and immortality or by Ixindar during the black migration. Although there are hundreds of typhox dragons, only seven are called Azhi, the very first evil dragons. After these initial monsters, all following corrupted dragons fell under three subclasses.

CANCER DRAGONS

The ugliest of them all, cancer dragons live their lives wracked in agony. They cannot die from any disease but have no way to defend themselves from any infection. They are receptive to any ailment afflicting any creature. Acid and poison courses through their very blood, their eyes are bloodshot and ooze puss. Many archon dragons sympathize for these pathetic creatures unable to rest or even



Young Cancer Dragon Level 5 Solo Artillery
Large natural magical beast (Dragon, Ixindar) **XP** 1,000
Initiative +4 **Senses** Perception +11; Darkvision
HP 274; **Bloodied** 135; see also bloodied breath
AC 21; **Fortitude** 20, **Reflex** 15, **Will** 18
Immune Disease
Resist 10 poison
Saving Throws +5
Speed 7, fly 9 (hover), overland flight 15
Action Points 2

Bite (standard; at-will) • **Poison, Disease**
Reach 2; +7 vs. AC; 1d6 + 4 plus target contracts blinding sickness (see D&D DUNGEON MASTER'S GUIDE).

Claw (standard; at-will)
Reach 2; +7 vs. AC; 1d4 + 5 damage.

Double Attack (standard; at-will)
The dragon makes two claw attacks.

Infectious Catalyst (minor; recharge ⚅, ⚅, ⚅) • **Disease**
Ranged 10; targets an enemy within 1 square of a diseased enemy; +8 vs. Fortitude; that target is infected with the same disease. You may choose which disease if the enemy has more than one.

Breath Weapon (standard; recharge ⚅, ⚅) • **Poison, Disease**
Close blast 5; +7 vs. Fortitude; 3d4 +3 ongoing poison damage (save ends) and the target immediately contracts bilewrought contagion (see below).

Bloodied Breath (free; when first bloodied; encounter)
The dragon's breath weapon recharges, and the dragon uses it immediately.

Loathsome Presence (standard; encounter) • **Fear**
Close burst 5; targets enemies; +8 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Alignment Chaotic evil **Languages** all known languages
Skills Bluff +10, Diplomacy +9, Endurance +13, Insight +15, Intimidate +15
Str 14 (+4) **Dex** 14 (+5) **Wis** 18 (+6)
Con 20 (+7) **Int** 16 (+5) **Cha** 14 (+4)

Adult Cancer Dragon Level 12 Solo Artillery
Large natural magical beast (Dragon, Ixindar) **XP** 3,500
Initiative +9 **Senses** Perception +15; Darkvision
Malignancy (Disease) aura 5; all creatures other than the Dragon take a -2 penalty to all endurance checks while within the aura.
HP 659; **Bloodied** 329; see also bloodied breath
AC 29; **Fortitude** 26, **Reflex** 20, **Will** 26
Immune disease
Resist 15 poison
Saving Throws +5
Speed 7, fly 10 (hover), overland flight 15
Action Points 2

Bite (standard; at-will) • **Disease**
Reach 2; +15 vs. AC; 1d8 + 6 plus contracts one disease of level 12 or below of the GM's choice (see D&D DUNGEON MASTER'S GUIDE).

Claw (standard; at-will)
Reach 2; +15 vs. AC; 1d6 + 6 damage.

Double Attack (standard; at-will)
The dragon makes two claw attacks.

Infectious Catalyst (minor; recharge ⚅, ⚅, ⚅) • **Disease**
Ranged 10; targets an enemy within 1 square of a diseased enemy; +17 vs. Fortitude; that target is infected with the same disease(s).

Breath Weapon (standard; recharge ⚅, ⚅) • **Poison, Disease**
Close blast 5; +17 vs. Fortitude; 4d4 +4 ongoing poison damage (save ends) and the target immediately contracts bilewrought contagion (see below).

Bloodied Breath (free; when first bloodied; encounter)
The dragon's breath weapon recharges, and the dragon uses it immediately.

Loathsome Presence (standard; encounter) • **Fear**
Close burst 5; targets enemies; +15 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Alignment Chaotic evil **Languages** All known languages
Skills Bluff +14, Diplomacy +14, Endurance +23, Insight +21, Intimidate +21
Str 16 (+9) **Dex** 16 (+9) **Wis** 18 (+10)
Con 23 (+12) **Int** 17 (+9) **Cha** 15 (+7)

sleep. This constant suffering altered the dragon's disposition to bitter and spiteful, wishing only to inflict their pain unto others. The only time the misery subsides is when the creature transfers disease or posion on a victim.

On a few rare occasions, a few sympathetic souls have used intense magic to cure a cancer dragon of their afflictions. If they survive the ordeal, the pain passes and the contagious blood purifies, allowing them to vanish and live peacefully in solitude from then on. Few cancer dragons have undergone the practice and even fewer have survived it. Those that emerge healthy find a new zeal for life. The stains of their sins remain, however, and those cancer dragons turning away from darkness have few allies on the other side.

CANCER DRAGON TACTICS

A cancer dragon will infect as many creatures as quickly as it can by using an action point immediately to bite a target, and then breathe on the target's allies. If it is unable to catch all of the creatures, it will attempt to infect them using Infectious Catalyst.

CANCER DRAGON LORE

A character knows the following with a successful Nature check.

DC 15: Cancer dragons are among the most revolting, loathsome creatures to walk the earth. Their enormous bodies are carriers for every malady known to man or fae, and the oldest of their kind have complete and utter mastery over the maledictions that afflict their enemies. A cancer dragon's breath is a virulent stream of viscous fluids and is the primary delivery method for a the beast's infection, should the enemy survive the initial blast.

DC 20: Simply being in an area where a cancer dragon is, or has been, is hostile to a creature's health. The vegeta-

Elder Cancer Dragon Level 19 Solo Artillery
Huge natural magical beast (Dragon, Ixindar) **XP** 12,000

Initiative +14 **Senses** Perception +16; Darkvision
Malignancy (Disease) aura 5; all creatures other than the dragon take a -3 penalty to all endurance checks while within the aura.
HP 973; Bloodied 481; see also bloodied breath
AC 36; **Fortitude** 32, **Reflex** 26, **Will** 32
Immune disease
Resist 20 poison
Saving Throws +5
Speed 8, fly 11 (hover), overland flight 17
Action Points 2

⊕ **Bite** (standard; at-will) • **Disease**
Reach 3; +22 vs. AC; 1d10 + 6 plus contracts one disease of level 21 or below of the GM's choice (see D&D DUNGEON MASTER'S GUIDE).

⊕ **Claw** (standard; at-will)
Reach 3; +22 vs. AC; 1d8 + 6 damage.

⸸ **Double Attack** (standard; at-will)
The dragon makes two claw attacks.

↷ **Infectious Catalyst** (minor; recharge ⚅, ⚄, ⚃) • **Disease**
Ranged 10; targets an enemy within 2 squares of a diseased enemy; +24 vs. Fortitude; that target is infected with the same disease(s).

✧ **Breath Weapon** (standard; recharge ⚄, ⚃) • **Poison, Disease**
Close blast 5; +24 vs. Fortitude; 5d4 +5 ongoing poison damage (save ends) and the target immediately contracts bilewrought contagion.

Bloodied Breath (free; when first bloodied; encounter)
The dragon's breath weapon recharges, and the dragon uses it immediately.

✧ **Loathsome Presence** (standard; encounter) • **Fear**
Close burst 5; targets enemies; +23 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Alignment Chaotic evil **Languages** All known languages
Skills Bluff +18, Diplomacy +18, Endurance +27, Insight +25, Intimidate +25
Str 18 (+13) **Dex** 18 (+13) **Wis** 18 (+13)
Con 25 (+16) **Int** 18 (+13) **Cha** 16 (+12)

tion and animals grow massive tumors and the ground oozes with rot.

DC 25: Cancer dragons live in hot climates and seldom in areas that are cold or damp. Their skin carries a natural bluish tint often marred by scars and lesions. A few cancer dragons old and near decrepit, killed enough and infected enough that they finally vanquished the pain in their bodies. They remain infectious and their blood is as toxic as ever.

ENCOUNTERS

Cancer dragons are rarely found near other creatures, and those that do approach them generally die within several days from some infection or another.

Level 5 Encounter (XP 3,500)
• 1 young Cancer Dragon (Level 5 Solo Artillery)

Ancient Cancer Dragon Level 27 Solo Artillery
Gargantuan natural magical beast (Dragon, Ixindar) **XP** 55,000

Initiative +19 **Senses** Perception +21; Darkvision
Malignancy (Disease) aura 5; all creatures other than the dragon take a -4 penalty to all endurance checks while within the aura.
HP 1298; **Bloodied** 649; see also bloodied breath
AC 44; **Fortitude** 40, **Reflex** 34, **Will** 40
Immune disease
Resist 25 poison
Saving Throws +5
Speed 9, fly 12 (hover), overland flight 18
Action Points 2

⊕ **Bite** (standard; at-will) • **Disease**
Reach 3; +30 vs. AC; 1d12 + 6 plus contracts one disease of any level of the GM's choice (see D&D DUNGEON MASTER'S GUIDE).

⊕ **Claw** (standard; at-will)
Reach 3; +30 vs. AC; 1d10 + 8 damage.

⸸ **Double Attack** (standard; at-will)
The dragon makes two claw attacks.

↷ **Infectious Catalyst** (minor; recharge ⚅, ⚄, ⚃) • **Disease**
Ranged 10; targets an enemy within 3 squares of a diseased enemy; +24 vs. Fortitude; that target is infected with the same disease(s).

✧ **Breath Weapon** (standard; recharge ⚄, ⚃) • **Poison, Disease**
Close blast 5; +32 vs. Fortitude; 6d4+6 ongoing poison damage (save ends) and the target immediately contracts bilewrought contagion.

Bloodied Breath (free; when first bloodied; encounter)
The dragon's breath weapon recharges, and the dragon uses it immediately.

✧ **Virulent Purge** (standard; recharge 6) • **Disease**
Close burst 5; affects only diseased targets; +32 vs. Fortitude; the target is automatically cured of all diseases. In addition, the target is weakened (save ends); the dragon gains 15 hit points per target cured.

✧ **Loathsome Presence** (standard; encounter) • **Fear**
Close burst 5; targets enemies; +31 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Alignment Chaotic evil **Languages** All known languages
Skills Bluff +26, Diplomacy +26, Endurance +32, Insight +30, Intimidate +30
Str 24 (+20) **Dex** 22 (+19) **Wis** 19 (+17)
Con 29 (+22) **Int** 19 (+17) **Cha** 22 (+19)

Bilewrought Contagion	Level 4+ Disease
This disease is delivered by the vile maw of the cancer dragons. It worms its way into the victim's organs, dissolving them while causing lesions and tumors to break out over their flesh.	**Attack** See cancer dragon. **Endurance** Improve DC20+ ½ cancer dragon level, maintain DC20 + ½ cancer dragon level, worsen DC20 + ½ cancer dragon level.
The target is cured	◀ **Initial Effect** The target loses one healing, and suffers -1 to attacks until cured. Each time the target becomes bloodied, he becomes slowed. In addition, the target gains 5 ongoing necrotic damage (save ends).
◀▶	**Final State** At the moment of the final endurance check, the target gains 10 ongoing necrotic damage and is dazed (save ends both).

DEATH DRAGONS

Despite many assumptions, death dragons are not undead. They embraced Ixindar and dedicated their souls to its power, pursuing its ability to decay rather than create. When Mengus migrated her interest away from necromancy to other fields, the death dragons – until then thought to be her favored children – were outcast. They possess astounding negative energy. They can control undead and cast necrotic spells. This effect decays their flesh and rots their souls. Death dragons look thin, with barely an ounce of fat and thin muscles on bones. Even their wings are pitted and frayed. They maintain their strength and stamina through the flow of Ixindar. Anywhere death lurks in abundance, you will find them. They nourish themselves on the corpses of the long dead. They cannot process any food unless it has been dead at least a week.

DEATH DRAGON TACTICS

A death dragon will attack the creatures it perceives as weakest in order to generate as many corpses as soon as it can for the purposes of *grave call*. It will use its bite attack as a last resort, and will rely upon *necromantic dominance* and *essence siphon* to destroy its enemies.

DEATH DRAGON LORE

A character knows the following information with a successful Arcana check.

DC 15: Death dragons will always be near areas with high concentration of undeath, as simply being near the dragon acts as a catalyst for nearby carrion or the corpses of the creatures the dragon kills to rise and obey their master.

DC 20: Of all the typhox dragons, the death dragon is the most magically adept, if only in a single form. Though the dragons did not create Necromancy (that claim falls to the shemjaza), they are now, undoubtedly, the masters of the craft.

ENCOUNTER GROUPS

Death dragons will always be accompanied by undead, and will occasionally command pagus.

Encounter Level 15 (6,000)
- 3 Battle Wights (Level 9 soldier)
- 1 Skeletal Tomb Guardian (Level 10 brute)
- 1 Adult Death Dragon (Level 13 Solo controller)

Young Death Dragon Level 6 Solo Controller

Large natural magical beast (Dragon, Ixindar) **XP** 1,250

Initiative +5 **Senses** Perception +10; Darkvision

Grave Call (Necrotic) aura 7; any dead creatures within range of the aura at the beginning of the dragon's turn rise as zombie rotters and immediately obey the dragon's command. Depending on terrain and situation, a young death dragon is expected to have four corpses nearby at the beginning of the encounter.

HP 282; **Bloodied** 141; see also bloodied breath
AC 23; **Fortitude** 21, **Reflex** 21, **Will** 24
Resist 15 necrotic; **Vulnerable** 5 radiant
Saving Throws +5
Speed 8, fly 10 (hover), overland flight 15
Action Points 2

⊕ **Bite** (standard; at-will) • **Necrotic**
Reach 2; +11 vs. AC; 2d6 + 5 and the target is weakened until the end of the dragon's next turn.

✈ **Essence Siphon** (minor; at-will) • **Necrotic**
Ranged 5; +10 vs. Will; 1d8 + 3 necrotic damage, and the dragon heals half the same amount.

✈ **Necromantic Dominance** (minor, recharge ⚄, ⚅) • **Necrotic**
Ranged 10; +10 vs. Will; 1d6 + 5 necrotic damage; in addition, the target is slowed and loses all resistance and immunity to necrotic damage or effects (save ends all).

✈ **Infectious Catalyst** (minor; recharge ⚃, ⚄, ⚅) • **Disease**
Ranged 10; targets an enemy within 3 squares of a diseased enemy; +24 vs. Fortitude; that target is infected with the same disease(s).

✧ **Breath Weapon** (standard; recharge ⚄, ⚅) • **Necrotic**
Close blast 5; +11 vs. Fortitude; 1d12 +3 necrotic damage.
Miss: Half damage.

Bloodied Breath (free; when first bloodied; encounter)
The dragon's breath weapon recharges, and the dragon uses it immediately.

✧ **Frightful Presence** (standard; encounter) • **Fear**
Close burst 5; targets enemies; +10 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Alignment Chaotic evil **Languages** all known languages
Skills Arcana +15, religion +15, Insight +10, Intimidate +10

Str 18 (+7)	**Dex** 15 (+5)	**Wis** 20 (+8)
Con 16 (+6)	**Int** 18 (+7)	**Cha** 16 (+6)

DEATH DRAGON

Adult Death Dragon Level 13 Solo Controller
Large natural magical beast (Dragon, Ixindar) **XP** 4,000

Initiative +9 **Senses** Perception +14; Darkvision
Grave Call (Necrotic) aura 8; any dead creatures within range of the aura at the beginning of the dragon's turn rise as horde ghouls and obey the dragons commands. In addition, all enemies within range of the aura suffer -2 to death saves. Depending on terrain and situation, an adult death dragon is expected to have four corpses nearby at the beginning of the encounter.
HP 621; **Bloodied** 310; see also bloodied breath
AC 29; **Fortitude** 27, **Reflex** 28, **Will** 31
Resist 20 necrotic; **Vulnerable** 5 radiant
Saving Throws +5
Speed 8, fly 10 (hover), overland flight 15
Action Points 2

⊕ **Bite** (standard; at-will) • **Necrotic**
Reach 2; +18 vs. AC; 3d6 + 6 damage and the target is weakened until the end of the dragon's next turn.

Essence Siphon (minor; at-will) • **Necrotic**
Ranged 5; +16 vs. Will; 1d10 + 4 necrotic damage, and the dragon heals half the same amount.

Necromantic Dominance (minor, recharge ⚄, ⚅) • **Necrotic**
Ranged 10; +16 vs. Will; 1d8 +6 necrotic damage; in addition, the target is slowed and loses all resistance and immunity to necrotic damage or effects (save ends all).

Breath Weapon (standard; recharge ⚄, ⚅) • **Necrotic**
Close blast 5; +11 vs. Fortitude; 1d12 +3 necrotic damage.
Miss: Half damage.

Bloodied Breath (free; when first bloodied; encounter)
The dragon's breath weapon recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) • **Fear**
Close burst 5; targets enemies; +16 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Alignment Chaotic evil **Languages** all known languages
Skills Arcana +21, Religion +21, Insight +16, Intimidate +16
Str 21 (+11) **Dex** 16 (+9) **Wis** 20 (+11)
Con 17 (+9) **Int** 19 (+10) **Cha** 17 (+9)

Elder Death Dragon Level 20 Solo Controller

Huge natural magical beast (Dragon, Ixindar) **XP** 14,000

Initiative +13 **Senses** Perception +19; Darkvision

Grave Call (Necrotic) aura 9; any dead creatures within range of the aura at the beginning of the dragon's turn rise as abyssal ghoul hungerers and obey the dragon's commands. In addition, all enemies within range of the aura suffer -2 to death saves.

Depending on terrain and situation, an elder death dragon is expected to have four corpses nearby at the beginning of the encounter.

HP 945; **Bloodied** 472; see also bloodied breath

AC 35; **Fortitude** 34, **Reflex** 34, **Will** 39

Resist 25 necrotic **Vulnerable** 10 radiant

Saving Throws +5

Speed 10, fly 12 (hover), overland flight 15

Action Points 2

⊕ **Bite** (standard; at-will) • **Necrotic**

Reach 3; +25 vs. AC; 4d6 + 7 and the target is weakened until the end of the dragon's next turn.

Essence Siphon (minor; at-will) • **Necrotic**

Ranged 5; +23 vs. Fortitude; 1d12 + 5 necrotic damage, and the dragon heals half the same amount.

Necromantic Dominance (minor, recharge ⚄, ⚅) • **Necrotic**

Ranged 10; +23 vs. Will; 1d10 +7 necrotic damage; in addition, the target is slowed and loses all resistance and immunity to necrotic damage or effects (save ends all).

Breath Weapon (standard; recharge ⚄, ⚅) • **Necrotic**

Close blast 5; +25 vs. Fortitude; 3d12 +8 necrotic damage; target gains vulnerability necrotic 5.

Miss: Half damage and no additional effect.

Bloodied Breath (free; when first bloodied; encounter)

The dragon's breath weapon recharges, and the dragon uses it immediately.

Necrotic Erosion (standard; recharge ⚁, ⚄, ⚅) • **Necrotic**

Close burst 3; +25 vs. Fortitude; 2d10 + 5 necrotic damage, and 5 ongoing necrotic damage (save ends).

Critical hit: As above, and the target is knocked prone.

Frightful Presence (standard; encounter) • **Fear**

Close burst 5; targets enemies; +22 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Alignment Chaotic evil **Languages** all known languages

Skills Arcana +26, Religion +26, Insight +21, Intimidate +21

Str 25(+17) **Dex** 16(+13) **Wis** 21(+16)

Con 22(+16) **Int** 21(+15) **Cha** 19(+14)

Ancient Death Dragon Level 28 Solo Controller

Gargantuan natural magical beast (Dragon, Ixindar) **XP** 65,000

Initiative +18 **Senses** Perception +24; Darkvision

Grave Call (Necrotic) aura 10; any dead creatures within range of the aura at the beginning of the dragon's t urn rise as abyssal ghoul myrmidons and obey the dragon's commands. In addition, all enemies within range of the aura suffer -3 to death saves.

Depending on terrain and situation, an adult death dragon is expected to have four corpses at the beginning of the encounter.

HP 1212; **Bloodied** 606; see also bloodied breath

AC 41; **Fortitude** 40, **Reflex** 40, **Will** 46

Resist 30 necrotic; **Vulnerable** 10 radiant

Saving Throws +5

Speed 10, fly 12 (hover), overland flight 15

Action Points 2

⊕ **Bite** (standard; at-will) • **Necrotic**

Reach 4; +34 vs. AC; 5d6 + 8 and the target is weakened (save ends).

Essence Siphon (minor; at-will) • **Necrotic**

Ranged 5; +32 vs. Will; 3d8 + 6 necrotic damage, and the dragon heals half the same amount. The dragon may choose to immediately roll a new saving throw against any harmful effects instead of healing.

Necromantic Dominance (minor, recharge ⚄, ⚅) • **Necrotic**

Ranged 10; +32 vs. Will; 1d12 +8 necrotic damage; in addition, the target is slowed and loses all resistance and immunity to necrotic damage or effects (save ends all).

Breath Weapon (standard; recharge ⚄, ⚅) • **Necrotic**

Close blast 5; +34 vs. Fortitude; 4d12 +10 Necrotic damage, and the target gains vulnerability necrotic 10.

Miss: Half damage, and no additional effect.

Bloodied Breath (free; when first bloodied; encounter)

The dragon's breath weapon recharges, and the dragon uses it immediately.

Necrotic Erosion (standard; recharge ⚁, ⚄, ⚅) • **Necrotic**

Close burst 3; +32 vs. Fortitude; 3d10 + 10 necrotic damage, and 10 ongoing necrotic damage (save ends). Targets are knocked prone.

Frightful Presence (standard; encounter) • **Fear**

Close burst 5; targets enemies; +30 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Alignment Chaotic evil **Languages** all known languages

Skills Arcana +31, Religion +31, Insight +26, Intimidate +26

Str 29 (+23) **Dex** 19 (+18) **Wis** 22 (+20)

Con 24 (+21) **Int** 23 (+20) **Cha** 20 (+19)

FALLEN DRAGON

FALLEN DRAGONS

Most dragons of legend slain by brave knights or braver squires tell of fire dragons. Often referred to as red dragons in mythology, their scales are dark blood-red and they bellow smoke and flame with every breath. The closest match to them in the modern age is the fallen dragon.

The fallen were the first corrupted dragons, loyal followers of their greatest, Goch. Unlike the repellent death and cancer dragons, fallen dragons are beautiful, with uniform scales and proud manes of gold or silver. Their teeth interlock without a gap or chip and they never display a stain or smudge upon their skin. They are the mirrors of holy dragons, equally as ravishing to the eyes of those unfortunate enough to see them. Their voices are deep and commanding. They refuse to sully themselves into acting like undomesticated or uncultured monsters. They believe themselves to be fair in their actions and just in their role as the most powerful creatures on the planet. They consider themselves to be the highest authority and superior to all others – this responsibility should not be taken lightly. It is difficult to convince a dragon that it does not have a god complex.

Fallen dragons rule over Ažhi Dahaka in Canam and often fight with the shemjaza for control over the pagus. Because of this rivalry, few of these dragons live near Ixindar, preferring to stake their claims elsewhere. They strive for dominance, resulting in more attacks from fallen dragons on civilized lands than from any other typhox. They prefer controlling land to dungeons or keeps so they will rarely be found underground or hiding behind castle walls. Fallen dragons will attempt to control everything around themselves. That which they cannot outright command, they will destroy.

FALLEN DRAGON TACTICS

A fallen will use betrayer's deception to deflect the attacks it believes will harm it the most, while attempting to gain control of the creature it deems the weakest willed using sibilant whispers. When it becomes bloodied, and is in danger of losing, the fallen will enrage, using berserk rage, and spending its action points for more attacks.

FALLEN DRAGON LORE

A character knows the following with a successful History check.

DC 20: Pagus in Canam are almost always under the direct control of a fallen dragon, and only rarely are led by their own unbound chieftains. The fallen will usually dominate every living creature in a massive area around its lair.

DC 25: The fallen were the original typhox dragons, and have always been the most powerful. They loathe the shemjaza for some long-past transgression but will rarely

face them directly, choosing more subtle means to dispatch them.

ENCOUNTER GROUPS

A fallen dragon will usually be accompanied by a pagus or kaddog tribe.

Level 10 Encounter (2,500 XP)
- 3 Pagus battlesworn (Level 7 soldier)
- 1 Young Fallen Dragon (Level 7 solo soldier)

Young Fallen Dragon **Level 7 Solo Soldier**
Large natural magical beast (Dragon, Ixindar) **XP** 1,500
Initiative +9 **Senses** Perception +9; Darkvision
HP 329; **Bloodied** 159; see also bloodied breath
AC 25; **Fortitude** 24, **Reflex** 23, **Will** 22
Immune fear
Resist 15 fire
Saving Throws +5
Speed 6, fly 10 (hover), overland flight 12
Action Points 2

⨁ **Bite** (standard; at-will)
Reach 2; +14 vs. AC; 3d6 + 5 damage.

⨁ **Talons** (standard; at-will)
Reach 2; +14 vs. AC; 2d6 + 5 damage.

ǂ **Berserk Rage** (standard; when bloodied; at-will)
The dragon may make a bite attack, and two talon attacks. In addition, the target is pushed back 1 square after each attack, and the dragon may move 1 square after each attack. The dragon is subject to opportunity strikes during this movement.

⇜ **Breath Weapon** (standard; recharge ⚄, ⚅) • **Fire**
Close blast 5; +14 vs. Fortitude; 1d12 +5 fire damage.
Miss: Half damage.

Bloodied Breath (free; when first bloodied; encounter)
The dragon's breath weapon recharges, and the dragon uses it immediately.

Betrayer's Deception (immediate reaction; when an enemy attacks the dragon; at-will) • **Psychic**
The attack is instead directed to the targets closest ally, if in range.

⇜ **Frightful Presence** (standard; encounter) • **Fear**
Close burst 5; targets enemies; +12 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Alignment Chaotic evil **Languages** all known languages
Skills History +10, Insight +9, Intimidate +11
Str 22 (+9) **Dex** 12 (+4) **Wis** 12 (+4)
Con 19 (+7) **Int** 14 (+5) **Cha** 16 (+6)

Adult Fallen Dragon **Level 15 Solo Soldier**
Large natural magical beast (Dragon, Ixindar) **XP** 6,000
Initiative +14 **Senses** Perception +14; Darkvision
Wretched Majesty (Fear, Psychic) aura 5; enemies that begin their turn within range of the aura are pushed back 1 square, and suffer -2 to Will Defense.
HP 742; **Bloodied** 371; see also bloodied breath
AC 33; **Fortitude** 32, **Reflex** 31, **Will** 30
Immune fear
Resist 20 fire
Saving Throws +5
Speed 6, fly 10 (hover), overland flight 12
Action Points 2

⨁ **Bite** (standard; at-will)
Reach 2; +22 vs. AC; 3d8 + 6 damage.

⨁ **Talons** (standard; at-will)
Reach 2; +22 vs. AC; 2d8 + 6 damage.

ǂ **Berserk Rage** (standard; when bloodied; at-will)
The dragon may make a bite attack, and two talon attacks. In addition, the target is pushed back 1 square after each attack, and the dragon may move 1 square after each attack. The dragon is subject to opportunity strikes during this movement.

⇜ **Breath Weapon** (standard; recharge ⚄, ⚅) • **Fire**
Close blast 5; +22 vs. Fortitude; 2d12 +6 fire damage.
Miss: Half damage.

Bloodied Breath (free; when first bloodied; encounter)
The dragon's breath weapon recharges, and the dragon uses it immediately.

Betrayer's Deception (immediate reaction; when an enemy attacks the dragon; at-will) • **Psychic**
The attack is instead directed to the targets closest ally, if in range.

⇜ **Frightful Presence** (standard; encounter) • **Fear**
Close burst 5; targets enemies; +20 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Alignment Chaotic evil **Languages** all known languages
Skills History +15, Insight +14, Intimidate +16
Str 25 (+14) **Dex** 14 (+9) **Wis** 14 (+9)
Con 22 (+13) **Int** 16 (+10) **Cha** 18 (+11)

Elder Fallen Dragon **Level 22 Solo Soldier**
Huge natural magical beast (Dragon, Ixindar) **XP** 20,750
Initiative +20 **Senses** Perception +18; Darkvision
Wretched Majesty (Fear, Psychic) aura 5; enemies that begin their turn within range of the aura are pushed back 2 squares, and suffer -2 to Will Defense.
HP 1041; **Bloodied** 520; see also bloodied breath
AC 40; **Fortitude** 39, **Reflex** 36, **Will** 35
Immune fear
Resist 25 fire
Saving Throws +5
Speed 8, fly 12 (hover), overland flight 15
Action Points 2

⨁ **Bite** (standard; at-will)
Reach 3; +29 vs. AC; 3d10 + 8 damage.

⨁ **Talons** (standard; at-will)
Reach 2; +22 vs. AC; 2d10 + 8 damage

ǂ **Berserk Rage** (standard; when bloodied; at-will)

The dragon may make a bite attack, and two talon attacks. In addition, the target is pushed back 1 square after each attack, and the dragon may move 1 square after each attack. The dragon is subject to opportunity strikes during this movement.

Breath Weapon (standard; recharge ⚄, ⚅) • **Fire**
Close blast 5; +29 vs. Fortitude; 3d12 +8 fire damage.
Miss: Half damage.

Sibilant Whispers (standard; recharge 5, 6) • **Psychic**
Ranged 10; 25 vs. Will; the target is dominated (save ends). While dominated, the target gains +2 to attack and damage rolls, and gains +5 to its Will defense. The dragon may only use *sibilant whispers* on one target at a time.

Bloodied Breath (free; when first bloodied; encounter)
The dragon's breath weapon recharges, and the dragon uses it immediately.

Betrayer's Deception (immediate reaction; when an enemy attacks the dragon; at-will) • **Psychic**
The attack is instead directed to the targets closest ally, if in range.

Frightful Presence (standard; encounter) • **Fear**
Close burst 5; targets enemies; +25 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Alignment Chaotic evil **Languages** all known languages
Skills History +20, Insight +18, Intimidate +19
Str 28 (+19) **Dex** 17 (+14) **Wis** 15 (+13)
Con 26 (+18) **Int** 18 (+15) **Cha** 19 (+15)

Ancient Fallen Dragon Level 30 Solo Soldier
Gargantuan natural magical beast (Dragon, Ixindar)
XP 95,000

Initiative +25 **Senses** Perception +25; Darkvision
Wretched Majesty (Fear, Psychic) aura 5; enemies that begin their turn within range of the aura are knocked prone, and suffer -2 to Will Defense.
HP 1370; **Bloodied** 685; see also bloodied breath
AC 48; **Fortitude** 47, **Reflex** 44, **Will** 43
Immune fear
Resist 30 fire
Saving Throws +5
Speed 12, fly 12 (hover), overland flight 15
Action Points 2

Bite (standard; at-will)
Reach 3; 37 vs. AC; 4d12 + 12 damage.

Talons (standard; at-will)
Reach 2; 22 vs. AC; 2d12 + 12 damage.

Berserk Rage (standard; when bloodied; at-will)
The dragon may make a bite attack, and two talon attacks. In addition, the target is pushed back 1 square after each attack, and the dragon may move 1 square after each attack. The dragon is subject to opportunity strikes during this movement.

Breath Weapon (standard; recharge ⚄, ⚅) • **Fire**
Close blast 5; +37 vs. Fortitude; 4d12 +12 fire damage, in addition, the target takes 10 ongoing fire damage (save ends) and is knocked prone.
Miss: Half damage; no ongoing damage, and not knocked prone.

Sibilant Whispers (standard; recharge 5, 6) • **Psychic**
Ranged 10; +35 vs. Will; the target is dominated (save ends). While dominated, the target gains +2 to attack and damage rolls, and gains +5 to its Will Defense. The dragon may only use *sibilant whispers* on one target at a time.

Bloodied Breath (free; when first bloodied; encounter)
The dragon's breath weapon recharges, and the dragon uses it immediately.

Betrayer's Deception (immediate reaction; when an enemy attacks the dragon; at-will) • **Psychic**
The attack is instead directed to the targets closest ally, if in range.

Frightful Presence (standard; encounter) • **Fear**
Close burst 5; targets enemies; +35 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends)

Alignment Chaotic evil **Languages** all known languages
Skills History +25, Insight +25, Intimidate +31
Str 34 (+27) **Dex** 20 (+20) **Wis** 20 (+20)
Con 30 (+25) **Int** 21 (+20) **Cha** 23 (+21)

IRON SONS COMPANY

The Iron Sons is the largest techan free company in Canam and possibly the world. Very few people outside of the Iron Sons' ranks knows how old the company is or who originally founded it, although it is believed that the current operating General is not the first commander or even the second. The Iron Sons takes contracts from all bastions and – occasionally – from echan nations. They don't care who pays them and their success rate is extremely high. The Iron Sons continue to spread their fingers across the land, operating independent cells in every bastion and in nearly two dozen stationary and roaming bases across the continent. Their membership is wide, comprising of humans from every walk of life. Though many members would prefer taking assignments that allow them to act like heroes, all of them are willing to swallow that preference for a steady paycheck. Most of them have contempt for the fantasy world and believe what they are doing is patriotic for the human race.

Iron Sons Corpsman Level 6 Minion
Medium Humanoid **XP** 63

Initiative +6 **Senses** Perception +4; Darkvision
HP 1; a missed attack never damages a minion.
AC 18; **Fortitude** 17, **Reflex** 18, **Will** 17
Speed 6

Assault Rifle (standard; at-will)
Reach 20/40; +7 vs. AC; 6 damage.

Bad Timing
If the corpsman misses a target by 10 or more on his attack roll, he cannot use his assault rifle on his next turn. The weapon either disrupts or has run out of ammunition.

Alignment Unaligned **Languages** English
Str 15 (+5) **Dex** 16 (+6) **Wis** 12 (+4)
Con 13 (+4) **Int** 12 (+4) **Cha** 11 (+3)

IRON SONS

Iron Sons Grenadier **Level 6 Soldier**
Medium Humanoid **XP** 250

Initiative +5 **Senses** Perception +8; Darkvision
HP 58; **Bloodied** 29
AC 18; **Fortitude** 16, **Reflex** 17, **Will** 17
Speed 6

Assault Rifle (standard; at-will)
Ranged 40/80; +8 vs. AC; 1d8 + 8 damage.

Under-slung Grenade Launcher (standard; recharge ⚅, ⚄, ⚃)
Ranged 15/30; area burst 1; +8 vs. Reflex; 1d6 + 6 damage.

Linked Targeting
When the iron sons grenadier hits a target with an Assault Rifle attack, one other Iron Son may make one ranged basic attack against the same target as an immediate reaction.

I like to keep this handy. . . (standard; encounter)
The Iron Sons grenadier may shift 3 squares, and make three *under-slung grenade launcher* attacks, each at a -2 penalty.

Bad Timing
If the grenadier misses a target by 10 or more on his attack roll, he cannot use his assault rifle on his next turn. The weapon either disrupts or has run out of ammunition. This does not affect his grenade launcher.

Alignment Unaligned **Languages** English
Skills Intimidate +8, Athletic +10
Str 15 (+5) **Dex** 16 (+6) **Wis** 11 (+3)
Con 15 (+5) **Int** 14 (+5) **Cha** 10 (+3)

Iron Sons Sergeant **Level 7 Controller (Leader)**
Medium Humanoid **XP** 300

Initiative +5 **Senses** Perception +10; Darkvision
HP 55; **Bloodied** 27
AC 18; **Fortitude** 16, **Reflex** 18, **Will** 19
Speed 6

Assault Rifle (standard; at-will)
Ranged 40/80; +8 vs. AC; 1d8 + 7 damage.

Linked Targeting
When the iron sons grenadier hits a target with an Assault Rifle attack, one other Iron Son may make one ranged basic attack against the same target as an immediate reaction.

Look into my Eye (standard; recharge ⚃)
Up to two Iron Sons that have been killed within the last round stand back up. They now have hit points equal to their bloodied value (or 1 hit point if a minion).

Another glorious day in the Corps! (standard; encounter)
The Iron Sons sergeant, and all Iron Sons adjacent, may second wind.

Good Timing (immediate reaction, if an Iron Son cannot attack that turn due to their *bad timing* ability; at-will)
The sergeant makes a ranged basic attack.

Alignment Unaligned **Languages** English
Skills Intimidate +11, Bluff +11, Athletics +9
Str 13 (+4) **Dex** 14 (+5) **Wis** 14 (+5)
Con 13 (+4) **Int** 18 (+7) **Cha** 16 (+6)

IRON SON CORPSMAN TACTICS
The corpsman is well aware of his fragility on the battlefield and will keep as far from melee combat as possible, firing the assault rifle as close to long range as he can. If enemies close to within charging range, the corpsman is likely to flee.

IRON SON GRENADIER TACTICS
Like most techans, the grenadier wishes to avoid close combat, preferring to use his grenade launcher on clumps of enemies, his assault rifle on individual targets.

IRON SON SERGEANT TACTICS
The sergeant is prepared for combat, with spare clips and a weapon reinforced against disruption. He is there to back up his men and ensure their survivability. Like all techans, he wants to remain out of melee combat but will not run from enemies unless his men have also broken off. Even still, he's not an idiot and will always keep his soldiers in front of him.

IRON SONS LORE
A character knows the following with a successful History check.

DC 25: The current general of the Iron Sons is a man known only as Chauk. He has personally commanded several contracts and possesses such high-level intelligence on bastion technology and knows so many of the bastions' darker secrets, the same bastions that hire him also have posted bounties on his head. As such, he has not been seen outside of his inner circle in several years.

ENCOUNTER GROUPS
Techans will rarely enter combat unless they have overwhelming odds or at least a firm leader behind them.

Level 7 Encounter (XP 1,500)
- Iron Sons Corpsmen (Level 6 minion)
- Iron Sons Grenadiers (Level 6 soldier)
- Iron Sons Sergeant (Level 7 controller)

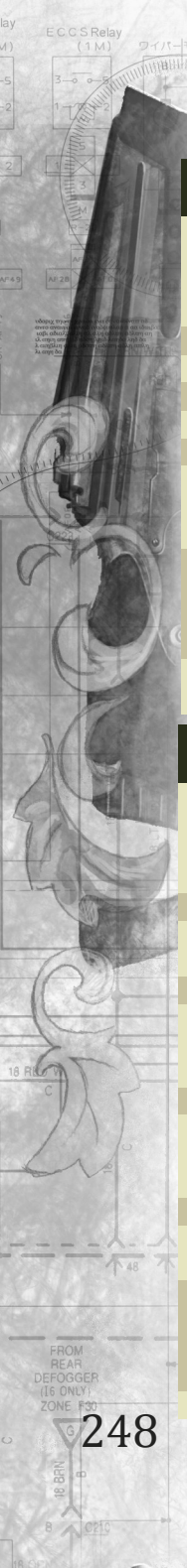
KADDOG
The boggs and skeggs appeared so close to each other, they are often referred to under the blanket name: Kaddog. Skeggs are frequently found alongside boggs as leaders and bullies, but both can be seen on their own in different regions of the continent. Although obviously a growing threat, even the kaddogs have seen their camps and villages overrun by pagus and puggs, the latter they often employ as a slave force.

BOGG
Before the puggs emerged, the boggs were considered the largest growing threat in Canam. They were large enough to be a hazard on their own and just smart enough to realize stealth and numbers prevailed against enemies smarter and tougher. Although it is believed boggs came from the larger, harrier, skeggs, there have been stories of boggs emerging directly from damaskan roots as well. This theory comes from where skeggs and boggs choose as their home.

Skeggs prefer colder climates where boggs like it warmer. Skeggs are often chiefs among bogg tribes, especially when a bogg mother has not been established.

The common trait of a bogg is its perpetual smile and hideously distended mouth. With three times as many teeth as a human, the bogg can show nearly them all when it grins, and does so often. The boggs don't have pain receptors wired the same way as other creatures, taking as much pleasure from being hurt as from reproduction. This may explain their giggling laughter even when they are impaled upon an enemy's sword.

Bogg Scab	**Level 1 Minion**
Small Fae Humanoid	**XP** 25
Initiative +4 **Senses** Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 14; **Fortitude** 11, **Reflex** 16, **Will** 11	
Speed 6	
⨁ **Short Sword** (standard; at-will) • **Weapon**	
+6 vs. AC; 3 damage.	
Impulsive Cruelty	
The bogg scab deals an additional 3 ongoing damage (save ends) when it critically strikes an enemy.	
Alignment Chaotic evil **Languages:** Ferran	
Skills Stealth +8	
Str 13 (+1) **Dex** 16 (+3) **Wis** 8 (-1)	
Con 9 (-1) **Int** 8 (-1) **Cha** 8 (-1)	
Equipment leather armor, bone club	



Bogg Thrower **Level 1 Skirmisher**
Small Fae Humanoid **XP** 100
Initiative +4 **Senses** Perception +1; low-light vision
HP 24; **Bloodied** 12
AC 16; **Fortitude** 13, **Reflex** 16, **Will** 11
Speed 6
⨁ **Club** (standard; at-will) • **Weapon**
+6 vs. AC; 1d6+1 damage
⨂ **Throwing Axe** (standard; at-will) • **Weapon**
Ranged 5/10; +7 vs. AC; 1d4 +1 damage.
Masochistic Response
When an enemy scores a critical hit on a bogg thrower, the bog thrower gains an action point it must use on its next turn.
Alignment Chaotic evil **Languages** Ferran
Skills Stealth +8
Str 13 (+1) **Dex** 16 (+3) **Wis** 8 (-1)
Con 10 (+0) **Int** 9 (-1) **Cha** 8 (-1)
Equipment leather armor, short sword, 5 throwing axes on belt

Bogg Rake **Level 2 Lurker**
Small Fae Humanoid **XP** 125
Initiative +4 **Senses** Perception +1; low-light vision
HP 24; **Bloodied** 12
AC 16; **Fortitude** 13, **Reflex** 16, **Will** 11
Speed 6
⨁ **Punching Dagger** (standard; at-will) • **Weapon**
+6 vs. AC; 1d4+1 damage, and 1 ongoing poison damage (save ends).
Sneaky Bastard
The bogg rake deals an additional 1d6 damage, and an additional 5 ongoing poison damage (save ends) against any target it has combat advantage over.
Masochistic Response
When an enemy scores a critical hit on a bogg thrower, the bog thrower gains an action point it must use on its next turn.
Sand In Yer Eye! (minor; encounter)
The bogg rake gains combat advantage over target enemy until the beginning of its next turn.
Alignment Chaotic evil **Languages** Ferran
Skills Stealth +9, Intimidate +5
Str 13 (+2) **Dex** 16 (+4) **Wis** 8 (0)
Con 10 (+1) **Int** 12 (+2) **Cha** 8 (0)
Equipment leather armor, poisoned punching dagger

"How many were there?" Aiden asked. Mahan approached the ranger.
"At least a dozen, maybe twenty. Big ones too," Mischa lied.
"What happened?" Aiden asked.
"What you expected."
"You murdered them?" Mahan asked, shocked.
"Stave your judgment, cleric." Mischa waved a hand to swat the remark away. "Murder is death unwarranted or undeserved upon one unarmed and unwilling. They meant me harm. They know nothing else."
"Did you kill them all?" Aiden asked.
"If they ran, I wouldn't have pursued. They didn't run."
Mahan stepped past Aiden, closer to the ranger. "Regardless," he said, "how much of that blood is yours?"
Mischa looked over himself. "I believe none of it … but I've been wrong before."

Bogg Spitter **Level 3 Artillery**
Small Fae Humanoid **XP** 150
Initiative +6 **Senses** Perception +1; low-light vision
HP 33; **Bloodied** 17
AC 16; **Fortitude** 12, **Reflex** 16, **Will** 14
Speed 6
⨁ **Club** (standard; at-will) • **Weapon**
+6 vs. AC; 1d6+1 damage
⨂ **Blowgun** (standard; at-will) • **Weapon**
Ranged 5/10; +7 vs. AC; 1 damage; see also *foul concoction*.
Foul Concoction
The bogg spitter can coat its blowdarts in poison of its own devising. It typically carries enough poison to coat 6 darts, chosen from the poisons below:
Rancid meat: The target takes 3 ongoing poison damage in addition to the standard blowgun damage (save ends).
Swamp weeds and spit: The target is dazed until the beginning of the bogg spitter's next turn.
Bodily fluids: The target is slowed (save ends).
Masochistic Response
When an enemy scores a critical hit on a bogg thrower, the bog thrower gains an action point it must use on its next turn.
Alignment Chaotic evil **Languages** Ferran
Skills Stealth +9
Str 13 (+2) **Dex** 16 (+4) **Wis** 8 (0)
Con 10 (+1) **Int** 9 (0) **Cha** 8 (0)
Equipment leather armor, bone club, blowgun, 15 darts

Bogg Mother **Level 4 Elite Brute**
Medium Fae Humanoid **XP** 350
Initiative +2 **Senses** Perception +8; low-light vision
HP 124; **Bloodied** 62
AC 17; **Fortitude** 16, **Reflex** 14, **Will** 12
Speed 5
⨁ **Meaty Fists** (standard; sustained movement; at-will) • **Weapon**
+9 vs. AC; 1d4+5 damage, and the target is grabbed (until escape). The bogg mother may sustain the power as a movement action, dealing 1d4+5 damage and maintaining the grab. The bogg mother may grab two targets at a time.
↓ **Gnaw** (standard; recharge on ⚅, ⚄, ⚃)
The bogg mother automatically deals 1d4+5 damage to its grabbed victim, and the victim is dazed (save ends).
↓ **My Babies** (immediately reaction; when a bogg or skegg is killed within line of sight)
The bogg mother shifts up to 3 squares and immediately makes a meaty fists attack. If the bogg mother is already grabbing a victim, it may immediately make a gnaw attack.
Masochistic Response
When an enemy scores a critical hit on a bogg thrower, the bog thrower gains an action point it must use on its next turn.
Alignment Chaotic evil **Languages** Ferran
Skills Intimidate +10
Str 16 (+5) **Dex** 14 (+4) **Wis** 8 (+1)
Con 14 (+4) **Int** 6 (0) **Cha** 8 (+1)
Equipment torn clothing

BOGG MOTHER

BOGG SCAB TACTICS

Bogg scabs are a small step in the kaddog hierarchy. They are a braver than puggs, especially when being directed by a skegg, but are still more comfortable when outnumbering their enemy. Bogg scabs are generally young and immature.

BOGG THROWER TACTICS

Bogg throwers are larger and smarter than the average scab. They achieve this from puberty, which is a sudden and uncomfortable affair. A bogg thrower will let the scabs or puggs (if they have them) run into combat first, approaching cautiously while hurling its axes at any target available. If forced, the thrower will join melee combat but only if there are a few other boggs there first.

BOGG RAKE TACTICS

Bogg rakes tend to be the more clever members of the bogg species. Like the spitters, they are older and can often lead villages if a bogg mother has not emerged. They utilize a poison given to them by the spitters that is distilled from rotten animals and whatever else boggs find laying on the ground. Rakes tend to skirt the outsides of a combat, letting the lesser boggs and puggs get into the thick of it before making their move.

BOGG SPITTER TACTICS

Bogg spitters are mature boggs like rakes. Spitters continuously find new and even more revolting substances to coat their weapons in. A bogg spitter wastes no time in firing poisoned and diseased darts at its target, making sure it uses *swamp weeds and spit*, or *mud and bugs* if it believes it is in any danger at all of being attacked.

BOGG MOTHER TACTICS

The bogg mother is a force to be reckoned with and shares none of the cowardly instinct of its offspring. The bogg mother wades into combat as quickly as possible to protect the puggs and boggs, and will drop a victim in order to attack another, if it thinks one of its "children" is being harmed.

SKEGG

The skeggs share the boggs desire to achieve satisfaction through violence. They cannot hurt themselves to achieve this, so instead they just harm others. Since they have no talent for building communities, they must raid for food and supplies. On their own, they raid caravans and hamlets but rarely attack towns or villages unless they have boggs or puggs to wear down the enemies. Skeggs are the smartest of the kaddogs, just intelligent enough not to rush head

Skegg Pugg-Driver	**Level 4 Brute (Leader)**
Medium Fae Humanoid	**XP** 175
Initiative +3	**Senses** Perception +5; low-light vision
HP 62; **Bloodied** 31	
AC 15; **Fortitude** 16, **Reflex** 15, **Will** 13	
Speed 6	
⊕ **Pugg Prodder** (standard; at-will) • **Weapon**	
Reach 2; +6 vs. AC; 1d8+4 damage; the skegg inciter may attack through squares occupied by puggs.	
Nice Throw, Boss! (minor; at-will)	
The skegg pugg-driver may shift an adjacent pugg 4 squares.	
✧ **Rabble Rouse** (minor; encounter)	
Close burst 6; allies in the burst each count as two allies for the purposes of the puggs' *bloody innumer able* ability until the end of the skegg inciterss next turn.	
↯ **Vicious Temperament** (immediate reaction; when first damaged; encounter)	
The skegg pugg-driver may immediately make a basic melee attack. This attack deals an additional 1d6 damage.	
Alignment Chaotic evil	**Languages** Ferran
Skills Intimidate +6, Endurance +7, Bluff +6	
Str 15 (+4) **Dex** 14 (+4) **Wis** 8 (+1)	
Con 10 (+2) **Int** 14 (+4) **Cha** 8 (+1)	
Equipment leather armor, pugg prodder	

Skegg Inciter	**Level 5 Controller (Leader)**
Medium Fae Humanoid	**XP** 175
Initiative +7	**Senses** Perception +4; low-light vision
HP 45; **Bloodied** 22	
AC 20; **Fortitude** 15, Reflex 15, Will 13	
Speed 6	
⊕ **Morningstar** (standard; at-will) • **Weapon**	
+6 vs. AC; 1d8+4 damage	
Get Over There! (Movement; at-will)	
Ranged 2; shift two allies 2 squares.	
You're Not Finished (immediate reaction; when an ally within range drops to 0 hit points; recharge ⚄, ⚅)	
Ranged 5; the ally makes a melee basic attack before falling.	
↯ **Vicious Temperament** (immediate reaction; when first damaged; encounter)	
The skegg inciter may immediately make a basic melee attack. This attack deals an additional 1d6 damage.	
Alignment Chaotic evil	**Languages** Ferran
Skills Stealth +9, Intimidate +6, Endurance +7	
Str 15 (+4) **Dex** 14 (+4) **Wis** 8 (+1)	
Con 10 (+2) **Int** 12 (+3) **Cha** 8 (+1)	
Equipment leather armor, morningstar	

Skegg Thug	**Level 5 Brute**
Medium Fae Humanoid	**XP** 200
Initiative +7	**Senses** Perception +3; low-light vision
HP 59; **Bloodied** 29	
AC 16; **Fortitude** 17, **Reflex** 16, **Will** 14	
Speed 6	
⊕ **Heavy Bone Warclub** (standard; at-will) • **Weapon**	
+7 vs. AC; 2d4+5 damage.	
⊕ **Ambiguous Ferocity** (standard; at-will)	
The skegg thug charges a target already engaged by an ally and uses its heavybone warclub. The thug deals an additional 5 damage with this attack.	
↯ **Vicious Temperament** (immediate reaction; when first damaged; encounter)	
The skegg thug may immediately use its heavybone warclub. This attack deals an additional 1d6 damage.	
Alignment Chaotic evil	**Languages** Ferran
Skills Intimidate +6, Endurance +7	
Str 15 (+4) **Dex** 16 (+5) **Wis** 8 (+1)	
Con 10 (+2) **Int** 9 (+1) **Cha** 8 (+1)	
Equipment leather armor, heavy bone warclub	

strong into a fight. They drive the lesser castes up first. They have a love/hate relationship with their descendants, the boggs, but they carry nothing but disgust for the puggs, which are not allotted any benefits and are treated worse under skegg care than even the puggs under human control.

SKEGG PUGG-DRIVER TACTICS

Skeggs are known for their domineering attitude, and the skegg pugg-drivers take it to an extreme. The skegg pugg-driver will force puggs into combat as fodder, getting them in as quickly as possible with *nice throw boss*. When the enemies are tied up, the pugg-driver will then attack from a safe distance using the pugg prodder.

SKEGG INCITER TACTICS

Skegg inciters use *Get over there!* in order to throw as many puggs, boggs, and skeggs into combat as possible, then uses its *rabble rouse* ability to maximize the amount of damage done.

SKEGG THUG TACTICS

Skegg thugs are the largest amongst the kaddog. The skegg thug will pick a target already engaged by an ally and use *ambiguous ferocity* on it, focusing all of its attacks on one enemy before retreating back to find another already engaged target.

KADDOG LORE

A character knows the following with a successful Nature check.

DC 15: Kaddogs broke from the damaskans long after all the original fae had vanished. Skeggs were the first but only made sporadic appearances until they broke into the smaller boggs. The skeggs consider themselves the ruling caste and are assumed in control over any others under them. Both species look upon their descendant puggs with contempt, offering them no rights or privileges. They will throw them in front of a battle line, assign them all hard labor, and even breed them as a food source if situations call for it.

DC 20: Each bogg nest contains at least one bogg mother. This grotesquely obese female bogg is pregnant one hundred percent of the time, with an incubation period of twelve weeks. She accomplishes this with a bizarre mutation giving her between four and six uteruses. Each pregnancy gives live birth to between four and six bogg whelps. Skeggs breed at a much slower rate.

DC 25: Skeggs will not breed with boggs and will oftentimes keep a mother in chains to maintain order over a nest. Skeggs bring in basic knowledge of weapons and armor—skills worth their weight in a chained bogg mother. Pugg-drivers occasionally sell some of their stocks to human traders. These are exceptions, not rules and it's not a secret shared with other skeggs or other human slavers.

ENCOUNTER GROUPS

It is rare to find Kaddogs in the company of anything but other Kaddogs. If they find anything living nearby, it is assumed to be a threat to the nest and is swarmed by Puggs and/or Boggs until killed.

Level 1 Encounter (XP 500)
- 4 Puggs (level 1 minion)
- 3 Bogg Scabs (level 1 minion)
- 3 Bogg Throwers (level 1 skirmisher)

Level 3 Encounter (XP 750)
- 6 Puggs (level 1 minion)
- 3 Bogg Throwers (level 1 skirmisher)
- 1 Bogg Rake (level 2 lurker)
- 1 Bogg Spitter (level 3 artillery)

Level 5 Encounter (XP 1,000)
- 10 Bogg Scabs (level 1 minion)
- 2 Bogg Rakes (level 2 lurker)
- 2 Bogg Spitters (level 3 artillery)
- 1 Skegg Inciter (level 4 controller)

Level 6 Encounter (XP 1,250)
- 48 Puggs (level 1 minion)
- 3 Skegg Pugg-Drivers (level 4 Brute)

Level 7 Encounter (XP 1,500) (Kaddog nest)
- 10 Puggs (level 1 minion)
- 10 Bogg Scabs (level 1 minion)
- 2 Bogg Spitters (level 3 artillery)
- 1 skegg inciter (level 4 controller)
- 1 Bogg Mother (level 4 elite brute)
- 1 Skegg Thug (level 5 brute)

KODIAK

Kodiaks are one of the few spawn races to emerge in modern Earth with any semblance of a culture. They began as simple folk in the frigid north, slowly developing a social structure, farming skills, and the first signs of a spoken tongue. Their massive size encouraged a preference for violence and a brutal encounter with the skeggs affirmed it. While a few communities have grown in size and civility, others have degraded back to feral ways, retaining enough intelligence to plot their attacks on the unsuspecting. Where a village was rooted determined its evolution. Those kodiaks bordering near the narros forged a trading relationship, bartering animal hides for weapons and education. The narros dealing with the kodiaks also hoped their civilized neighbors would beget a safe border and an even-

Enraged Kodiak	**Level 4 Elite Brute**
Medium natural humanoid	**XP** 350
Initiative +2	**Senses** Perception +8; low-light vision
HP 138; **Bloodied** 69	
AC 19; **Fortitude** 19, **Reflex** 13, **Will** 14	
Saving Throws +2	
Speed 6	
Action points 1	
⨭ **Iron Chains** (standard; at-will) • **Weapon**	
Reach 2, +9 vs. AC; 1d8 + 5 damage and target is knocked prone.	
⨭ **Slavering Bite** (standard; at-will)	
+10 vs. AC; 1d6 + 5 damage.	
Unstoppable Onslaught	
When the kodiak charges, it gains +2 speed and ignores difficult terrain. It may only make bite attacks on the charge.	
Ravenous	
While bloodied, the kodiak will attack the nearest creature until it is dead. If there are multiple creatures within reach, it will attack enemies before allies. While *ravenous*, the kodiak gains +4 to damage rolls, but may only make bite attacks.	
Alignment Unaligned	**Languages** Argose
Skills Intimidate +13	
Str 20 (+7) **Dex** 10 (+2)	**Wis** 12 (+3)
Con 16 (+5) **Int** 8 (+1)	**Cha** 14 (+4)
Equiment broken iron Chains	

KODIAK

tual host of unstoppable warriors ready to rally if the narros were called to battle.

Unfortunately, some of these kodiaks took this knowledge of weapons and went to war immediately against their own brothers and the skeggs. After the skeggs were pushed back by the modernized mass of muscle and steel, the victors continued their blood rage until killed or until running out of food. Although they have rarely been seen south of Quinox, the rumors of their migration grow each year. They are often sought after as bodyguards, thugs, or as savage warlords on the battlefield. Regardless of their role, they stand the tallest and instill the greatest fear on those that see their eyes.

KODIAK TACTICS

A kodiak prefers to spot a target from a distance and use its massive body in a headstrong charge. Its limit of civility is to use its iron chains to knock enemies down but as it takes damage, it will begin using its bite until finally, it regresses to being an enraged bear and start attacking anything that moves.

KODIAK LORE

A character knows the following with a successful Nature check.

DC 20: Kodiaks have wide, trunk torsos but are still humanoid and easily differentiated from the bears they came from. Few people can tell the males and females apart. Kodiaks don't need to hibernate but they do eat massive amounts of food, nearly four times any other creature. They have no table manners.

DC 25: Kodiaks have developed a culture in their short span of time. Little is known about the kodiak religion. They worship several gods unique to them. Their big deities include Fressen, the maiden of winter and slumber. She attempted a mortal life with a kodiak shaman and was punished for her actions with the death of the kodiak from her own embrace. From this, she birthed Chronzia, the kodiak devil, creeping from the north in the form of a colossal glacier. Fressen returned to her realm to rejoin with her other half, her twin brother, Kwuoia, who is always silent and spends the entirety of his existence planting and growing trees.

ENCOUNTER GROUPS

Kodiaks that are civilized can often be seen with a variety of other creatures, all smaller than it. This is not a civilized kodiak.

Level 4 Encounter (XP 875)
- 2 Enraged Kodiaks (level 4 elite brutes)
- 7 Bogg Scabs (level 1 minions)

MAX
(Mobile Anti-echan eXoskeleton)

The appearance of this creature is rare as few ever survive the encounter. Despite the rumors and accounts, no one knows what its goals are, where it's going, or if more than one even exists. Its arms and legs are as thick as the torsos of similar sized enemies. MAX possesses rudimentary intelligence and problem solving skills. Its low, deep voice demands obedience and its sympathy is non-existent. Although a result of technology, no bastion in Canam has claimed its construction. It is never found with anyone else, has no marks of origin, and has never been found as wreckage to be salvaged. It seems to serve a mission and is singular in that purpose, never resting, never stopping, until it has completed its objective. After which, it vanishes until another assignment is downloaded into its memory banks by its faceless masters.

MAX **Level 20 Solo Artillery**
Large natural Automaton (construct) **XP** 14,000
Initiative +13 **Senses** Perception +19; darkvision; blindsight 10
HP 1010; **Bloodied** 505
AC 37; **Fortitude** 32, **Reflex** 35, **Will** 40
Immune poison, disease
Resist 10 variable (2/encounter, see MONSTER MANUAL GLOSSARY)
Saving Throws +5
Speed 6
Action Points 2

Reliquary Plasma Caster (standard; at-will) • **Fire**
Range 10/20; +27 vs. AC; 3d10 +5, and 10 ongoing fire damage (save ends).

Slam (standard; at-will)
+25 vs. AC; 4d6 + 6 damage, target is pushed back 3 squares.

Subroutine K1.98 Burrowstrike Rockets (minor; recharge ⚄, ⚅)
Ranged 15; +25 vs. Fortitude; 1 damage, ignores all resistances. MAX can automatically find the target, regardless of terrain, for the next 24 hours. MAX may detonate the *burrowstrike rocket* at any time as a free action, dealing the targets healing surge value in damage.

Subroutine R8.2 Targeting Array (minor action; at-will)
MAX may ignore any marks until the beginning of its next turn.

Subroutine F93 Multi-tracking Coordinator (standard; at-will)
MAX may make one *reliquary plasma caster* attack, and one slam attack.

Subroutine D7.1 Scorched Earth (immediate reaction; when bloodied) • **Fire**
Close burst 3; +27 vs. Reflex; 3d10 +5 damage, and 10 ongoing damage (save ends).

Subroutine Z0.0 Reactor Meltdown (immediate reaction; when reduced to 0 hitpoints) • **Fire**
Close burst 10; +27 vs. Reflex; 5d10 + 10 damage.

Alignment Unaligned **Languages** all human languages
Str 30 (+20) **Dex** 12 (+11) **Wis** 21 (+15)
Con 26 (+18) **Int** 14 (+15) **Cha** 19 (+14)

MAX LORE

There is no lore associated with MAX.

MAX TACTICS

MAX will use *burrowstrike rockets* on the most lightly armored targets first, using *multi-tracking coordinator* and action points to put as many ongoing fire effects on its enemies as possible.

PAGUS

The old fae found themselves easily susceptible to the influence of magic coursing through their veins. They couldn't filter how magic penetrated their souls. Before Ixindar started creating shemjaza, it corrupted the existing fae to form the armies of pagus. Over a single evening, as the black star fell from the sky, a million fae walked from their homes, despoiled by the passing wave of darkness. Many of the unfortunate victims came from the chaparrans that took root in a large forest near the land later called Kakodomania. The corruption of Ixindar soaked into their hearts and poisoned their minds. They walked from their families and vanished into the night. It would be a full century before their families realized what had truly happened.

All other fae descendants have disowned this offbreed. Chaparrans and narros have sworn to their annihilation. The term pagus is singular and plural. The most unfortunate side effect of the pagus' corruption is their reproductive system. Unlike other fae species, pagus females enter into season every two weeks and gestation only takes three months. Pagus do not require pair bonding to breed.

After a century, their numbers had quadrupled. By the time the First Hammer fell thousands of years later, pagus outnumbered all other fae combined. Amethyst reduced most to ash in his death throes. When the black gate opened again, they returned with an obsessed fervor. Ixindar lost control over most of them as pagus spread throughout the globe. Kakodomania found itself without much of

an army, forcing them to reconsider their plans or wait for their existing stocks to replenish.

Without control, the unbound pagus went wild. Raiding bands appeared across the globe. Evil dragons took them in to form their own personal guard, claiming lands in Canam for themselves. Many pagus became nomadic. Their hatred for the other fae never died and they found new enemies in this new time.

Some pagus claimed freedom from Kakodomania but most followed the rules of corruption implanted in their souls hundreds of generations prior. Oddly, every year, more and more pagus are born trying to better themselves. The farther they are born from Ixindar, the greater the chance for redemption. This salvation occurs rarely. Those embracing this path must first escape their people and find a place of refuge to call their own.

Pagus know how to forge their own weapons and beat their own armor from an early age. They are taught every facet of war and the quickest routes to success. Pagus warbands rarely fail in their goals.

The human mage Keris Rifts figured more than 10 million pagus walk the Earth today. Their communities never amount larger than a few hundred before internal conflict splinters it. The pagus culture only dates back to their time on Earth and not Terros. They were not permitted to express themselves while under the influence of Ixindar. Only now have independent pagus attempted their own society. It is still rife with violence. Their culture is noteworthy for what it lacks. They have no real writing style, they don't play music (excluding their drums), and they never dance. Since they were created for war and reproduction, the society that has developed indulge in such actions.

The drums employed by their commanders have no rhythm and were employed only for combat. Independent pagus communities have expanded their use with a festival of procreation called San Lossom ("The Founding"). This entails non-bonded pubertal and older pagus separating into two sides of males and females. High-ranking males will challenge females to single combat. The women are armed. The men are not. The men only need to disarm and disable the female while she resists with deadly force. The women usually only wield clubs but a few swords have snuck into the arena. If the man bests the woman, he has earned the right. Most often, the two retreat to a private stable but they occasionally consummate on the arena floor. Between four to six challenges occur this way with varying results. After the moon has risen to its fullest, the remaining available males and females duel in a full combat brawl taking anywhere from five minutes to a full hour. Again, the men refrain from using weapons. In this situation, victors never retreat and procreation takes place there, amongst the blood and dying. Some expire from their injuries during the act. All the while, the drums beat rhythmically. Rarely do females die during this ritual. At least two to four males are not as lucky. San Lossom occurs three times a month in most free pagus villages. In villages permitting bonding, the defeated female is honor bound to bond with her mate. Only a few pagus communities allow bonding. In the others the female is often free of her obligations after the evening has passed and is expected to compete again at the next ritual if she is not with child. Females enjoy the competition and often compare their honor marks with others by how many times they pass through San Lossom without impregnation. Being defeated or failing to sire offspring is an insult to the male and too many failures may result in humiliation or expulsion.

Because female pagus are as large and as dangerous as the males, there is no separation of gender. Females have as many rights as the males and if a female reaches the rank of chief, she is expected to never be defeated by challengers. If such a chief wishes reproduction, she risks disgrace. In such a situation, she must make any victories over her sour to discourage later challengers (inflicting a mortal wound as injuries cannot be tended to until the sunrise). Most demons and dragons discourage the pagus forming their own culture but a few have tolerated the San Lossom as it accomplishes two tasks: weeding out the weak and ensuring continued pagus stock. Like all fae, when pagus bond, they are monogamous. In areas where bonding is outlawed, pagus are denied any long term pairing. Children are raised communally. This places a growing schism between pagus communities that allow bonding and those that don't.

Away from Kakodomania, pagus searched for leadership. While most fell under control of dragons, others elected their leaders from within. In almost all these cases, the pagus were instructed to continue their barbaric ways. Sympathizers believe that, if instructed in ways of peace and given a benign figure of respect, pagus could civilize. Evidence of this occurring has already been seen in Apocrypha.

Ixindar's corruption caused veins to expose on the bruised, cracked skin of the fae races that became pagus. They lost all their hair from head to toe and their once-slender forms bulged with slabs of corded muscle. After centuries in darkness, only their ears remained the recognizable feature from the old fae, around the same length as chaparrans. The female pagus, hairless and having the raised veins like the males, are equally as massive.

Pagus are despised by every single race, even the ones that rule over them. Shemjaza think of them as cattle. All other races swear to their destruction. A small number of individuals in positions of authority have civilized such judgments in decreeing that pagus cannot be allowed to exist as long as they continue to follow the directions of Ixindar.

"How many shots?" Mischa asked.

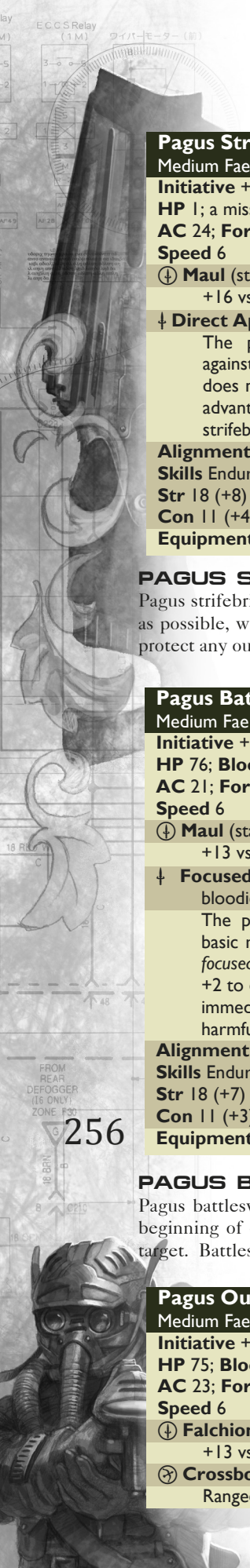
"Four, or so," Mahan answered.

"I can take down five."

Mahan turned his head. "You said arrows loosed, not corpses claimed."

"So?"

"Have you ever fought pagus?" Mischa didn't answer. He had, but with the blade … and it was a brutal fight. He was among three of his cousins against two of them. Two cousins died that day. His ego had answered before his wisdom stopped him. "No doubt you'll fly those arrows … but you'll be lucky to kill one."



Pagus Strifebringer **Level 12 Minion**
Medium Fae Humanoid (Ixindar) **XP** 175
Initiative +4 **Senses** Perception +3; darkvision
HP 1; a missed attack never damages a minion.
AC 24; **Fortitude** 20, **Reflex** 23, **Will** 19
Speed 6

⊕ **Maul** (standard; at-will) • **Weapon**
+16 vs. AC; 5 damage.

⚔ **Direct Approach** (standard; encounter)
The pagus strifebringer makes a charge attack against any target in range. The pagus strifebringer does not grant opportunity attacks or grant combat advantage until the beginning of The pagus strifebringer's next turn.

Alignment Evil **Languages** Paggin
Skills Endurance +5, Intimidate +5
Str 18 (+8) **Dex** 15 (+5) **Wis** 8 (0)
Con 11 (+4) **Int** 11 (+4) **Cha** 9 (+3)
Equipment scale Armor, maul

PAGUS STRIFEBRINGER TACTICS

Pagus strifebringers hurl themselves into combat as quickly as possible, while still maintaining a cohesive battle line to protect any outrunners.

Pagus Battlesworn **Level 7 Soldier**
Medium Fae Humanoid (Ixindar) **XP** 300
Initiative +5 **Senses** Perception +2; darkvision
HP 76; **Bloodied** 38
AC 21; **Fortitude** 19, **Reflex** 21, **Will** 18
Speed 6

⊕ **Maul** (standard; at-will) • **Weapon**
+13 vs. AC; 2d6 + 4 damage.

⚔ **Focused Aggression** (immediate reaction; when bloodied; encounter)
The pagus battlesworn must immediately make a basic melee attack against the enemy that triggered *focused aggression*. This attack gains +1 to hit, and +2 to damage. In addition, the pagus may immediately make a saving throw to remove any harmful effects.

Alignment Evil **Languages** Paggin
Skills Endurance +6, Intimidate +7
Str 18 (+7) **Dex** 15 (+5) **Wis** 8 (0)
Con 11 (+3) **Int** 11 (+3) **Cha** 9 (+2)
Equipment scale Armor, maul

PAGUS BATTLESWORN TACTICS

Pagus battlesworn, like all pagus, choose an enemy at the beginning of combat and never take their eyes from their target. Battlesworn never switch targets.

Pagus Outrunner **Level 8 Skirmisher**
Medium Fae Humanoid (Ixindar) **XP** 350
Initiative +6 **Senses** Perception +4; darkvision
HP 75; **Bloodied** 37
AC 23; **Fortitude** 20, **Reflex** 22, **Will** 20
Speed 6

⊕ **Falchion** (standard; at-will) • **Weapon**
+13 vs. AC; 2d4 + 3 damage.

⊛ **Crossbow** (standard; at-will) • **Weapon**
Ranged 15/30, +14 vs. AC; 1d8 + 4 damage.

⚔ **Furious Anticipation** (immediate reaction; when an enemy enters a square adjacent to the pagus outrunner; encounter)
The pagus outrunner may immediately drop its crossbow, draw its falchion, and make one basic melee attack against that enemy.

⚔ **Focused Aggression** (immediate reaction; when bloodied; encounter)
The pagus outrunner must immediately make a basic melee attack against the enemy that triggered *focused aggression*. This attack gains +1 to hit, and +2 to damage. In addition, the pagus may immediately make a saving throw to remove any harmful effects.

Alignment Evil **Languages** Paggin
Skills Endurance +5, Intimidate +7
Str 16 (+6) **Dex** 18 (+6) **Wis** 8 (0)
Con 11 (+4) **Int** 12 (+4) **Cha** 9 (+3)
Equipment leather armor, heavy crossbow, falchion

PAGUS OUTRUNNER TACTICS

The pagus outrunner fires crossbow bolts into opposing ranged enemies, taking down one opponent at a time until engaged in melee.

Pagus Jannishar **Level 8 Elite Soldier**
Medium Fae Humanoid (Ixindar) **XP** 700
Initiative +6 **Senses** Perception +4; darkvision
HP 186; **Bloodied** 93
AC 25; **Fortitude** 20, **Reflex** 21, **Will** 19
Saving Throws +2
Speed 5
Action Points 1

⊕ **Maul** (standard; at-will) • **Weapon**
+15 vs. AC; 2d6 + 5 damage.

Onslaught
When the pagus jannishar hits with an attack, it may shift 2 squares after the attack is resolved.

Brutal Slam
Instead of using *onslaught*, a pagus jannishar may push the hit target back 2 squares and knock it prone.

⚔ **Focused Aggression** (immediate reaction; when bloodied; encounter)
The pagus jannishar must immediately make a basic melee attack against the enemy that triggered *focused aggression*. This attack gains +1 to hit, and +2 to damage. In addition, the pagus may immediately make a saving throw to remove any harmful effects.

Alignment Evil **Languages** Paggin
Skills Endurance +10, Intimidate +10
Str 20 (+9) **Dex** 14 (+7) **Wis** 8 (0)
Con 14 (+7) **Int** 12 (+6) **Cha** 8 (+2)
Equipment jannishar plate, maul

PAGUS JANNISHAR TACTICS

The pagus jannishar will choose an enemy at the beginning of the combat. It will do everything in its power to close with that opponent, entrusting its jannishar plate-mail to protect against attacks from other enemies. Jannishar never switch targets.

Pagus Unbound Chieftain
Level 8 Elite Soldier (Leader)
Medium Fae Humanoid (Ixindar) **XP** 700

Initiative + 4 **Senses** Perception +7; darkvision
Unshakeable Conviction aura 5; all pagus within the aura are immune to fear (all pagus gain +2 to melee attack rolls while the pagus unbound chieftain is bloodied)
HP 208; **Bloodied** 104
AC 24; **Fortitude** 21, **Reflex** 22, **Will** 22
Saving Throws +2
Speed 6
Action Points 1

⊕ **Heavy Flail** (standard; at-will) • **Weapon**
+16 vs. AC; 2d6 + 6 damage, and the target is dazed (save ends).

War Howl (minor; encounter; recharge ⚄, ⚅)
Close burst 5; allied pagus in the burst shift 3 squares.

Patriarchal Demand (minor; encounter)
The unbound chieftain removes a mark from an ally within 5 squares.

↓ **Focused Aggression** (immediate reaction; when bloodied; encounter)
The unbound chieftain must immediately make a basic melee attack against the enemy that triggered *focused aggression*. This attack gains +1 to hit, and +2 to damage. In addition, the pagus may immediately make a saving throw to remove any harmful effects.

Alignment Evil or unaligned **Languages** Paggin
Skills Endurance +8, Intimidate +8
Str 22 (+10) **Dex** 18 (+7) **Wis** 15 (6)
Con 12 (+4) **Int** 16 (+7) **Cha** 18 (+8)
Equipment scale armor, heavy flail

PAGUS UNBOUND CHIEFTAIN TACTICS

The pagus unbound chieftain leads from the front, staying close to its allies so that they may take advantage of *unshakeable conviction*. As all pagus, the unbound chieftain always makes a primary target for itself.

Pagus Shaitar **Level 9 Elite Brute**
Large Fae Humanoid (Ixindar) **XP** 800

Initiative +4 **Senses** Perception +7; darkvision
HP 236; **Bloodied** 118
AC 21; **Fortitude** 24, **Reflex** 19, **Will** 18
Saving Throws +2
Speed 6
Action Points 1

⊕ **Morningstar** (standard; at-will) • **Weapon**
+13 vs. AC; 1d10 + 6 damage, and the target is knocked prone.

↓ **Shattering Blows** (standard; at-will) • **Weapon**
The pagus shaitar makes 2 morningstar attacks.

Fury of Ixindar
The pagus shaitar deals an additional 1d6 damage against prone foes.

↓ **Unfocused Aggression** (immediate reaction; when first bloodied; encounter)
The pagus shaitar must immediately make a *shattering blows* attack against the enemy that triggered *unfocused aggression*. This attack gains +1 to hit, and +2 to damage rolls. If the target is not in reach, the shaitar may attack anything else in reach with this ability. In addition, the pagus shaitar may make a saving throw to remove any harmful effects.

Alignment Evil **Languages** Paggin
Skills Endurance +12, Intimidate +12.
Str 24 (+13) **Dex** 14 (+7) **Wis** 3 (+1)
Con 18 (+9) **Int** 3 (+1) **Cha** 3 (+1)
Equipment Two morningstars

PAGUS SHAITAR TACTICS

The pagus shaitar, colloquially known as the "breaker." is relatively simplistic. It will charge into combat with the first enemy it sees and pulverize it into dust with its twin morningstars.

PAGUS LORE

A character knows the following information with a successful Nature check.

DC 15: Pagus are militaristic to a fault. Each pagus whelp is trained harshly and vigorously from a very early age to become a vicious warrior. When in combat, the pagus are regimented and single-minded, unlike the riotous kaddog or the often solitary oggrak. The pagus take pleasure only in death, not in torture, and as such they are very quick in dispatching any opponents remaining after a battle. Pagus don't believe in much other than what they see and feel. They act with instinct and seldom with reason. Because of their skewed disposition, their intuition endorses violence and an unwavering dedication to the one they consider their leader. When pagus mark an individual as their chief, they swear untiring loyalty to that authority. For thousands of years, that fidelity was firmly tied to the forces of Kakodomania. No matter how powerful a pagus chief was, she always answered to a demon, dragon, or from a claimed higher calling directly from Mengus. When freed of that authority, pagus wander wild. Uncontrolled, they follow their last directions—to kill anything that opposes Mengus. Unfortunately, pagus must be told to stop fighting and, without those instructions, their path of blood will continue unabated.

DC 20: Pagus think forward, never backward. They desire what they see and rarely plan ahead. They were created to kill and do so very efficiently. Unlike the shemjaza, pagus seldom play with their kills. They dispatch as quickly as possible, razing villages and eliminating its population. They then move on. If they have carnal desires, they commit them quickly in order to resume their regular duties. Pagus are impatient and easy to rouse. They will take to war over a morning meal with no preparation from the previous night. They are decisive in action and when ordered to commit or if taking a quest by choice, pagus are narrow-minded in their fixation. They refuse distraction and have been known to refuse sleep for days in their obsession. Crossing a pagus is unwise and in battle, opponents are warned never to leave pagus alive. If they survive, they will remember who wounded them and will think of nothing but vengeance. Pagus have no war chant.

PUGG

They don't taunt opponents, and they will not cheer. On the battlefield, they are silent, cold-hearted machines. They march forward and mark their targets. When a rival sees a pagus locking eyes upon him, that opponent must be ready, for that pagus is coming to kill them.

DC 25: As a pagus ages, it does not become weaker and more dependant as do other races. A pagus continues to grow larger and larger until the day it is killed. However, the mental health of the pagus, unless strong to begin with, will degrade until little is left aside from an enormous, insane monster. Most of these creatures are killed by the shemjaza before they can destroy the settlements they inhabit, but some are enslaved and brought from battlefield to battlefield in chains. These pagus are called the shaitar – the breakers. The pagus strong willed enough to avoid this horrible fate find their mental agility increasing, rife with thoughts of free will and culture. Pagus are a dominated race. The shemjaza and typhox dragons have held them under their thumbs since the fall and ruthlessly murder any pagus that begins to chafe under the yoke of Ixindar's rule. There are few pagus in Kakodomania older than twenty years of age.

ENCOUNTER GROUPS

Demon-controlled pagus war parties are usually led by a jannishar unless it is a very important task, in which a shemjaza will lead the tribe into battle itself. Independent pagus tribes are always led by a chieftain.

Level 7 Encounter (XP 1,500)
Pagus Raiding Party
• 1 Pagus Outrunner (level 8 skirmisher)
• 4 Pagus BattleSworn (level 7 soldier)

Level 9 Encounter (XP 2000)
Independent Pagus War Party
• 1 Pagus Unbound Chieftain (level 8 elite skirmisher)
• 4 Pagus Strifebringers (level 12 minion)
• 1 Pagus Battlesworn (level 7 soldier)
• 2 Pagus Outrunners (level 8 skirmisher)

PUGG

Unlike other fae descendants like the chiggoth, kythix, and dojenn, the puggs are not difficult to find. Collectively, they are a massive, destructive organism that is becoming a nuisance and threatening nearly every nation on Earth. In some areas, they are a random and uncontrolled pest, amounting to little more than a handful of rock-throwing, blunt-spear jabbing animals. Like canines, the possibility of domestication does exist. When raised in a culture that does not promote thievery or deception, puggs can sometimes be raised to live normal lives as servants.

Whenever someone hears the term "house elf," they are actually referring to a pugg. It is an unfortunate truth that, for every fae captured or broken in the slaver markets, there are 10 puggs that are processed and forgotten. Some are bred in pens though some slavers do operate routes as far as Xixion. They are never given much in the form of skills and never undergo the extent of processing other fae do. They are trained for chores, hard labor, and occasionally cooking. They are never processed as concubines and a pugg *haloed* quickly dies. This aside, they still live better lives than if they had been born into a bogg or skegg encampment. In open echa, or when surrounded by other puggs, they become malicious and violent. Left on their own, there is no hope of civility.

In history their likenesses have been attributed to several fantasy creatures like boggles, brownies, leprechauns, and various other malicious sprites.

Pugg	**Level 1 Minion**
Small Fae Humanoid	**XP** 15
Initiative +1 **Senses** Perception +0; low-light vision	
HP 1; a missed attack never damages a minion..	
AC 12; **Fortitude** 11, **Reflex** 13, **Will** 11	
Speed 5	
⨭ **Sticks and Stones** (standard; at-will) • **Weapon**	
+2 vs. AC; 2 damage.	
Bloody Innumerable	
If the pugg and its allies outnumber their enemy 2:1 in an encounter, it gains +2 to melee attack rolls and melee damage rolls. If the pugg and its allies out number their enemy 3:1, this bonus increases to +3 to melee attack rolls and melee damage rolls.	
Alignment Chaotic evil	**Languages** Ferran
Skills None unless domesticated.	
Str 6 (-2) **Dex** 16 (+3)	**Wis** 8 (-1)
Con 9 (-1) **Int** 6 (-2)	**Cha** 6 (-2)
Equipment barely even clothed	

PUGG TACTICS

Puggs are cowards at the best of times, and refuse to attack unless they have overwhelming numbers on their side. They will gang up and swarm one enemy at a time, biting, scratching and kicking until it comes down.

PUGG LORE

A character knows the following with a successful Nature check.

DC 15: Puggs need little to make themselves content. They only wish the freedom to eat and kill whatever they want. They believe the world is theirs to devour. They have no self control other than their full stomachs. Their bodies can process any organic substance they can wrap their jaws around and puggs have been seen dead with huge obstructions blocking their throats as they attempted to swallow something larger than their own head.

DC 20: Puggs can be found anywhere on Earth but are especially ravenous in western Canam where they are growing at an alarming rate. Females are in season every week and incubate offspring in three, producing two to four in a litter every time. Estimates indicate that every square inch of the planet will be covered in puggs within a thousand years.

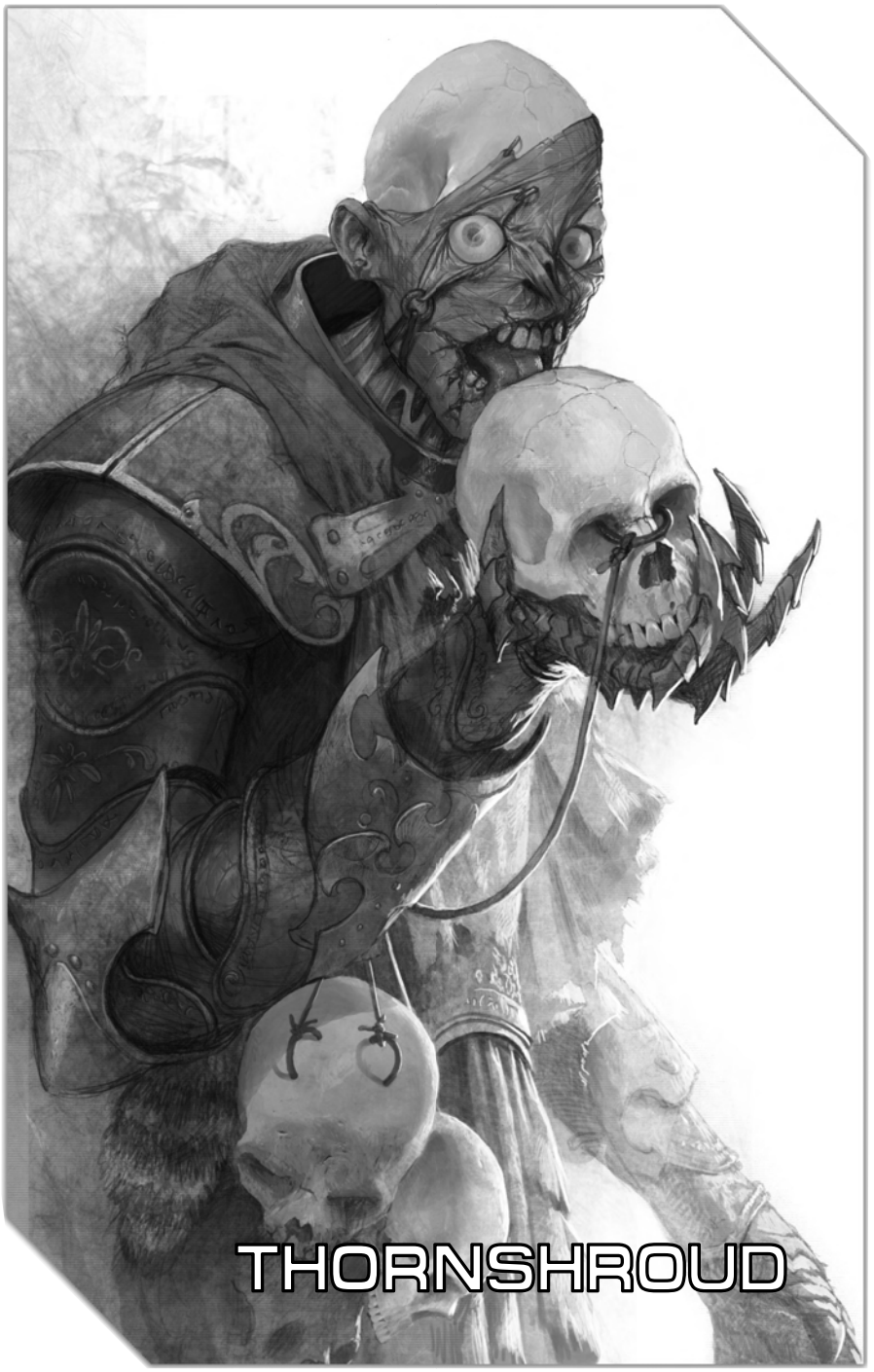
DC 25: Slavers often capture puggs to sell as housepets to human slavers, though the puggs often don't even realize they've been captured and are beaten less under human care than under control of the skeggs. Puggs' families have been known to wander into slaver camps and give themselves up for the promise of food, especially if they don't have numbers to overwhelm their enemy. On their own or when in small numbers, puggs are absolute cowards.

SHAPELESS WILD

Many opponents swear them to be undead while others claim them as incorporeal. Shapeless wild are neither. They are born from the death throes from lost souls within the Sana Marsh but are not of the other side. They breathe but don't appear to have mouths. They have claws, but don't appear to have arms. They throw no shadows because the shade they cast has been magically wrapped around their skin, concealing their true form. Only illuminated white eyes and matted silver claws twice the length of human fingers poke from a mass of blackness.

The shapeless are given form by a dark spell cast upon a sleeping subject. These creatures are nearly amorphous but are still alive. They serve only to protect the Marsh and follow the commands of their demon mother. They have recently been seen outside the Marsh, attempting to drag victims back to the darkness to increase their numbers.

The Shapeless Wild	**Level 3 Skirmisher**
Medium Natural Humanoid (Ixindar)	**XP** 150
Initiative +6	**Senses** Perception +2; darkvision
Evergloom aura 5; all light within the aura is reduced to dim, shadow casting light.	
HP 58; **Bloodied** 29	
AC 18; **Fortitude** 15, **Reflex** 16, **Will** 15	
Speed 6	
⨁ **Claw** (standard; at-will)	
+9 vs. AC; 1d6 + 3 damage	
↯ **Hidden Ways** (standard; at-will)	
The shapeless wild may shift to any square within its aura, and make two claw attacks.	
Shapeless Distortion	
The shapeless wild never gives combat advantage, and always has concealment.	
Madness Given Form (immediate interrupt; when the shapeless wild is first hit; encounter)	
The attack, regardless if it's ranged or melee, misses.	
Alignment Chaotic evil	**Languages** None
Skills Acrobatics +9, Stealth +11	
Str 16 (+4) **Dex** 16 (+4)	**Wis** 12 (+2)
Con 13 (+2) **Int** 10 (+1)	**Cha** 10 (+1)



As the shapeless shifted and weaved under the bands of light cast through breaks in the wall, the group realized all the stories had some degree of accuracy. The creatures cast no shadows but did possess solid forms. Their arms seemed to vanish when covered by their frail bodies. Their eyes cast their own light, white as the stories had said, reflecting off matted silver claws. One needed not fabricate such a fear when it existed as real as this.

SHAPELESS WILD TACTICS

Shapeless wild will always attempt to ambush, or otherwise take their victims by surprise. They will use *hidden ways* every turn, keeping the enemy off guard and always reacting. When possible, the shapeless wild will gain combat advantage through flanking with one another.

THE SHAPELESS WILD LORE

A character knows the following with a successful Arcana check.

DC 15: One must take the tales told by tavern drunkards with a grain of salt. Though many stories of formless beasts beyond the bogg-controlled forests are told, no one worth the price of a pint ever recounted a reliable tale. Some described the shapeless as living shadows, as if the shade they cast peeled from the walls and enveloped them. Others proclaimed them as smooth-skinned creatures with nary a hole or wrinkle in their bodies save for a pair of white eyes appearing to float in their featureless skulls. A similar story offered the addition of claws of silver sticking from black fingers. Because of the lack of definition, all one would see is a void approaching with eyes and talons whirling about. Some claimed the creatures were cursed fae, maybe tenenbri or distant nymphs, turned to shadow while others insisted they were rejects of death, raised to inflict their rage upon the living.

DC 20: The shapeless are now moving beyond their marsh and are either attacking nearby villages or reaching far beyond their marsh in order to entice distant rulers of similar promises of immortality as the king of Kardia-Gothas. It is thought they guard a shemjaza of the same type that corrupted Soran Sana and plan to create another dark marsh in another region in Canam. The Torquil town of Barbecallis is rumored to have fallen to shapeless hands, but in that case, it was because the two lords in charge of the keep had rejected the advances of the demon succubus because they had already taken each other as lovers.

THORNSHROUD

ENCOUNTER GROUPS

The shapeless wild often congregate with one another, but can be found with undead, as well.

Level 7 Encounter (XP 1500)
- 3 Shapeless Wild (level 7 skirmisher)
- 2 Chillborn Zombie (level 6 soldier)

THORNSHROUD

In the darklands, the hierarchal tree includes the pagus, the shemjaza, and the kronix lords. Typhox dragons don't

Thornshroud	Level 20 Solo Soldier
Medium humanoid (Ixindar)	**XP** 14,000

Initiative +15 **Senses** Perception +20; darkvision
HP 994; **Bloodied** 497
Regenerate 5
AC 35; **Fortitude** 31, **Reflex** 36, **Will** 39
Immune poison, disease
Vulnerable 10 radiant
Saving Throws +5
Speed 7
Action Points 0

⊕ **Holocaust** (standard; at-will) • **Necrotic**
+25 vs. AC; 4d6 + 6 and the target loses one healing surge. For each healing surge drained in this way, Thornshroud gains one action point. If the target has no healing surges, it is stunned (save ends). *Holocaust* ignores all resistances.

✈ **Bindings Macabre** (standard; at-will) • **Necrotic**
Ranged 5; +23 vs. AC; 2d6 + 6 damage and the target is immobilized (save ends). While the *bindings macabre* are immobilizing a target, they may not be used again until the target saves, or is killed.

Engine of Ixindar (minor; recharge ⚄, ⚅)
Thornshroud may expend an action point to re move all harmful effects, or to gain 75 hitpoints.

Structural Integrity (free; when reduced to 0 hit points; encounter) • **Necrotic**
Thornshroud's head detaches from his body, grows four spidery legs and attempts to escape. In this form, Thornshroud has 50 hit points, speed 4, and AC 20.

Absolute Articulation
Thornshroud never grants combat advantage when flanked or prone.

↯ **Riposte** (immediate interrupt; when an enemy misses Thornshroud; at-will)
Thornshroud may shift one 1 square and make one *holocaust* attack.

Alignment Evil **Languages** all known languages
Skills Insight +20, Intimidate +21, Nature +18
Str 28 (+19) **Dex** 20 (+15) **Wis** 21 (+15)
Con 22 (+13) **Int** 16 (+13) **Cha** 19 (+14)

place anywhere along that chain since they fled from Ixindar's grasp long ago. In Canam, the shemjaza are few but climbing higher in numbers each year, having yet to encroach upon the authority of the dragons. The shemjaza have their own conflicts to deal with and the dragons didn't respect their command when they initially appeared. None of this mattered when Tthornshroud arrived. He is neither pagus nor shemjaza. He is not undead but also not alive. He is a construct of living armor with the head of a human grafted upon it. The head is withered and decrepit but still conscious and aware of its own will. Negative energies keep the psyche intact, though twisted by the whispers from the darkness. When Thornshroud arrived in Canam, he swayed any forces he approached. Pagus, shemjaza, and dragons wilted under his will. Instead of corralling the masses of evil behind him in an assault on Canam, this armor vanished on a mission no one else was aware of, one he wouldn't share with his subordinates. He told them it came from the highest authority, orders from the greatest voice of all.

Thornshroud takes joy in the torture and suffering of those he deems inferior. His arrogance in his own superiority has no equal. Unlike a pagus, Thornshoud wears his emotion visibly, laughing at the pain he inflicts, taking trophies of those he kills, brandishing pelts and skulls as marks of this glory. His ears are round, proof that such decadence could only come from a human. Not even he knows his own age or where on the planet he fell under the shadow of corruption.

Walter couldn't even cough. Every ounce of air leaked from this chest. His eyes couldn't make out the face of the armor or even if it had a face. But there was a mouth, for it brought him close to hear it speak. The voice was like that of old man, one that had sucked down all manners of poisons and suffered a coarse tone. It spoke a whisper to the dying man's final moment.

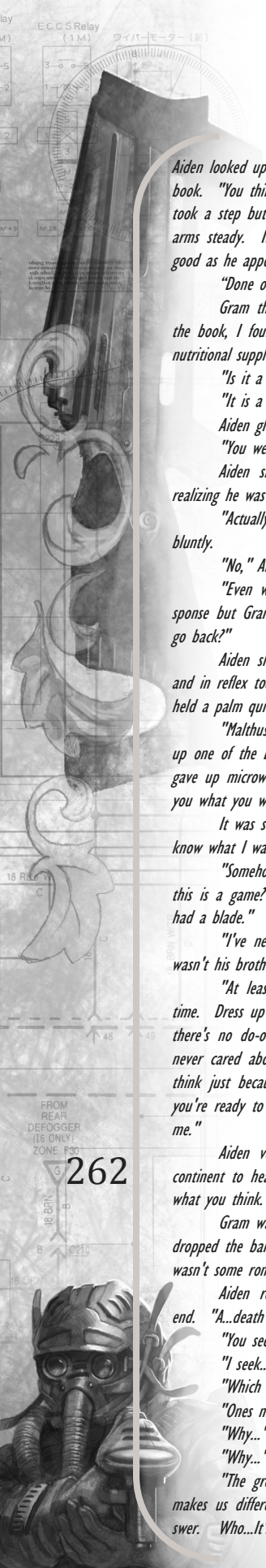
"This was not a good death. No one will record this. No one will remember you. You are an afterthought to us."

THORNSHROUD TACTICS

Thornshroud will throw itself into the middle of as many combatants as possible, taking full advantage of riposte to reduce the enemies healing surges, and gain as many action points as possible. When reduced to 0 hit points, Thornshroud will attempt to escape, using *structural integrity*.

THORNSHROUD LORE

There is no lore associated with Thornshroud.



Aiden looked upon the end of the table in front of him and noticed his totem book. "You think you can survive alone out here?" Gram asked loudly. Aiden took a step but was unsure if he was meant to take this book. He kept his arms steady. It was close enough to reach in a rush unless Malthus was as good as he appeared.

"Done okay so far," Aiden answered.

Gram threw Aiden's pack onto the table. "In your pack, along with the book, I found these." He reached inside and tossed a handful of Angel nutritional supplement bars across the table length.

"Is it a sin?"

"It is a marker…of one still grasping at his old world."

Aiden glanced at the bars. "I'm a mage…an echan…like you."

"You weren't always," Gram led on.

Aiden shook his head. "You can purchase those," he trailed off, realizing he was about to lie. "Yes, I was. Not anymore. I can't go back."

"Actually, you can. It just takes time. But would you?" Gram asked bluntly.

"No," Aiden pushed through belligerence.

"Even when you catch disease?" Bilford asked. Aiden readied a response but Gram interrupted. "Even when all your dreams crash, you won't go back?"

Aiden shook the seat he held. "No!" he snapped. Malthus flinched and in reflex took a step behind Aiden, a hand unlocking his scabbard. Gram held a palm quickly to steady him.

"Malthus…Seriously," Gram sighed, "I could whip his ass." He lifted up one of the bars to look at the contents. "Angel...quite the crusade. You gave up microwave ovens, computers, and cable TV for this. Did anyone tell you what you were getting in trade?"

It was still coming off as a taunt and Aiden wasn't appreciating it. "I know what I was giving up and why."

"Somehow I doubt that." Gram let off a quiet chuckle. "You think this is a game? Dress up as a wizard, wave a wand, be a hero. You even had a blade."

"I've never used it." Aiden fought the urge to shout again. Gram wasn't his brother.

"At least you're honest with that. I hear about your type all the time. Dress up like they're a child at Halloween. Play fantasy. They realize there's no do-over, no last-minute rescue. They die alone in a world that never cared about them. What business do you have from your city? You think just because you read from a few books, waved some plastic swords, you're ready to play for real." Gram's smile faded. "Your arrogance offends me."

Aiden volume raised just below a rage. "I didn't travel across a continent to hear the same rhetoric I heard back home. I don't really care what you think."

Gram was ready for a counter but paused. He furrowed his brow and dropped the bar on the table. "You really don't, do you? What was it? It wasn't some romantic obsession like the others. What made you leave?"

Aiden released his tight grip on the chair but still leaned on its end. "A...death dragon got into the city. It killed...people."

"You seek revenge," Gram assumed.

"I seek...answers," Aiden replied.

"Which ones?"

"Ones my city couldn't answer."

"Why..." Gram didn't ask; it was a statement.

"Why..." Aiden returned.

"The great question. It's the best of them, the one that defines us, makes us different from the others. It's the only one without an easy answer. Who...It's someone or no one. When...is either back then, now, or later. What is a name, nothing more. But why...more lives have been lost seeking an answer to that one than for any other question." Gram nodded and allowed a moment of calm to be shared. He reached in and grabbed a few more bars. Aiden must have had nearly a dozen. Gram tossed each one down the table as he replied. "So, tell me boy, you ever hunt?" Aiden was unsure why he would be asked. "Tracked an animal? Fox? Deer? Ever saw its eyes along the finger of your bow? Loosed the arrow to strike the tender spot? Serve a killing slice across its neck to drain out its blood?"

Aiden squirmed slightly at the idea, to be so gruesome, so barbaric. "No," he answered.

"What happens when these run out and there is no shop to buy your grains. You prepared to truly be a citizen of this world, to be a predator? This world is populated by them. We set the laws, we govern the prey. You city-folk are all the same. Even the ones that think they're ready have no idea. What happens when you get an infection, when you swallow rotten food 'cause it wasn't kept cold, when you hunger so much, it causes pain? Fae have none of these worries. They can't get sick, eat whatever they find, and animals line themselves for the shot. You want the dream, go back to Angel. Don't take this on. This land will devour you as the prey you are."

"I can handle myself," Aiden argued.

"Really…I have yet to see your magic, mage."

Aiden looked at the book again, then back to the lord. "I'm not known for pomposity."

Gram stood up and walked along the table. "Then you, sir, by your own claim, are a hypocrite. It's in your nature to be flaunting. If not, then you are a fraud." He stopped by the table's end and slid the book off into his hand. He offered it. Aiden accepted the book. "To be nobility is to be pretentious and arrogant. They will assume for if you're a wizard of power, you would have used it for personal gain. It's expected. The best way to avert the eyes of suspicion…is to gather the eyes of envy." Gram leaned against the table.

"I know some flashier spells."

"Show me. Throw a flame."

Aiden thought it over. To form a flame comes from the candle. I can do candle. He wants flame; he wants damage, a need for water to extinguish the room before it kills them all. He expects destruction. I know the word but have never spoken it. Can I keep everything in mind for that? If I speak the flame and it does not ignite, he'll take it as proof of fraud. "Well…" Aiden started.

"Can you not?" Gram pushed.

"I can."

Gram pushed himself from the table and made for the counter of weapons.

"Do you require encouragement?" Gram picked up a weapon--a training mace. It was not very effective. No points, wrapped in leather, it could still knock teeth out or inflict permanent brain damage.

Aiden orbited a step around the other side of the table. "And your intent?"

"Prevent my advance."

"You think I'll have to prove myself with combat?"

"Possibly?" Gram replied as he stepped to the edge of the other side of the table.

"I should be able to talk my way through most affairs." Aiden said. Gram began tapping the mace on the wood. It was heavy enough to resonate with a loud thud. A strong enough strike could still kill a man if the intent was there. "If you believe so," Gram said as he smiled. "I will start striking you with a blunt object. You talk me out of it."

CHAPTER TWELVE
ADVENTURES

Nearly every basic adventure idea can switch with little effort between a techan or echan origin. Since the destinations in the quest are the same, all you would need to do is to create a new beginning. Adventures set in the Amethyst setting will often have alternate starting points dependant on what part of Canam you are basing the adventure. If you are playing a full story-based campaign, then the location will change week-to-week. You are invited and encouraged to include additional details depending on the specific location the players are in or traveling through.

ECHAN/TECHAN ORIGIN

A techan game or an echan game with the same locations and the same monsters can often have radically different approaches, outlooks, and outcomes. Even the characters themselves will have different motivations regardless of the details of the quest. If a techan group takes it upon themselves to venture into a dungeon and slay a dragon, are they doing it for profit or because that dragon threatens a bastion? Echans believe techans have no nobility—they are selfish and only act for themselves or for profit. An echan enjoys the prospect of being a hero and considers the financial rewards the side-effect of acting the champion. Why would techans stick their neck out for the village suffering under a dragon's fiery breath? Bastions are too few and far between to be the constant threat to be saved. If running a full campaign, the clues to the next step in the story may lead them to deal with such grand threats and accepting the laurels of saving the village as a happy consequence. You should test the waters of a techan group to see where their loyalties lie. Is it all about the treasure or do these players actually want to be guardians of the innocent?

Often enough, financial compensation is not always enough for a group of players on a much more important task. This is true with techan more than echans because every time they enter an encounter or a dungeon, they run the risk of loosing money for repairing damaged technology. Either the loot must be promised aplenty or this group must have a moral majority to act when the cause is right. If a child has been captured by a band of pagus, would the players risk their technology to save the youth knowing it would do nothing to help them in their overall mission? This is the reason why Amethyst suggests that players make heroes. You know … good guys.

ECHAN/TECHAN DIFFERENCES

The biggest difference between a techan group and an echan group is the interdependency techan members have on each other. Their classes and skills must be chosen to best offset deficiencies in others. With the threats of disruption and overwhelming odds from echan encroachers, a techan group never endorses vigilantism or the splitting of a party. Techans always stay together and avoid straying too far from their base of operations, mobile or not. Bra-

vado in a techan member will not only result in a swift death for the character but his precious gear as well.

Because of the need to ensure survivability, techan players should have prior knowledge of each other. They should have a history of working together for some time, to learn each other's strengths. Unlike the clichés of fantasy, techans don't team up in a tavern to take on the world. Strategy is key and more often; a specific character is forced to take charge to coordinate the actions of others. Contrasting fantasy, the commander probably won't be the biggest fighter but the most intelligent tactician (often a marshal), and said leader does not need to run in front of combat to prove his or her worth.

One aspect to be addressed is treasure. Because rewards are not as random as they used to be, you must address the reality that techans will never find useable treasure in the hordes of the monsters they dispatch. Technology would be an extreme rarity and what technology found would have been disrupted and rendered useless after such long-term exposure. As a result, the group will have to either shield found magic to sell later (a difficult and time-consuming prospect) or you should drop only tangible non-magical rewards which do not lose value when sold (coins, art, jewelry, etc.). This latter option is preferred; otherwise the group will have deficient gear equal to their level as they'll receive half treasure for monsters they conquer.

With fighting techan monsters (Iron Sons, Max, etc.), found technology would be a viable option unless the monster is not one that carries usable technology. Not only that, they would not be carrying gold or jewels or great works of art. In this situation, a wise option would be to award the group with an appropriate value in widgets a character with Engineer can use to resupply and upgrade the group's equipment.

For example, if the group were to destroy MAX, it probably wouldn't drop its plasma caster as a viable item (if so, it would be the only treasure). The GM could alternately supply the group with hundreds of thousands of uc/gp in widgets.

MIXED GROUPS

Though the game is designed to separate fantasy and technology, it does not necessarily stipulate this is the only path. Mixed groups have hurdles but this has never stopped them from trying. In this case, some justification would be necessary to explain why techans and echans would mingle so freely. This assumes you are endorsing a canon Amethyst setting. If you chose to ignore disruption rules, there would be no difficulties other than any issues dealing with discrimination you could choose to endorse.

One is Lonely Number: In a standard group, the most common mix of techa and echa is the inclusion of a single foreigner. Perhaps techans have allowed a fantasy character in their fold to help them with diplomacy and regional expertise. Maybe a techan has fallen to the side of echa. Humans will have little issues mixing their numbers if one is an echan or techan outsider. A non-human (a fae) is a different situation entirely. If they are on a mission to ensure the dominance of a technological society, a fae would not be acquiescent to such goals as it would mean the end of his way of life. One notable exception would be if that echan was a gimfen.

Of these lone echans, a character high in martial powers would be the preferred choice to reduce issues with disruption. fighters, rangers, and rogues would be the best option with the latter having the most to offer a techan group.

A lone techan would most likely be stranded or alone by choice. Unable or unwilling to join another group, this lone island of technology would have to justify why she insists on remaining with technology given the saturation of disruption around. Most techans leaving on their own from bastions are tourists looking for an escape into enchantment. They keep to the main roads like the Continental Cross, never witnessing the hardships of those living under fear of pugg or bogg attack. They travel to a secured and safe echan nation like Limshau or Salvabrooke, have a happy little adventure among the elves and magic, and return thinking they had gone rugged and tackled the harsh world. A techan character may be one that has gotten lost or is freely in this world for a very good reason.

Of all the techan classes, only operators would have a significant chance to survive on their own. Able to patch wounds and maintain their technology, they would be one of the few techans to keep their own identity and resist the urge to pick up an axe.

Splitting Treasure: As stated before, techans should not be rewarded any magical treasure in order to properly reward them with loot that can apply. In a mixed group, this no longer applies. If the treasure is split evenly, the echans can receive the magic and the techans can take the gold.

PATTERNS OF LANDSCAPE

Where a quest leads is not as important as where it goes through. Players ignorant to the locations they pass through are missing half the fun of exploring a new setting. Many of the quests have generic locations, leaving it up to you to fill in the gaps on where this quest is located.

Abidan: Abidan is a location groups pass through and not linger in. Though not as safe as Limshau, Abidan is blessed with friendly neighbors but must contend with attacks from the Tethuss bridge when the pagus make a push. Unlike Limshau, Abidan is much more of a kingdom (as it has an actual king recognized by most of the world), so allegations of corruption have been made against several of the smaller territories. Abidan's involvement in a quest is usually to serve as a climax for a large battle and is seldom a location players return to.

Baruch Malkut: Konig's kingdom would less likely be a passing diversion and more appropriately a major element of a larger quest, if not the catalyst of the quest itself. Players following the path of heroes will encounter bandits, slavers, and other examples of human monsters. Fae attacks would be more a case of mistaken identity as chaparrans or damaskans strike out at the players mistaking them for Malkut mercenaries. Cities are not safe for fae or human with dark alleys rife with thieves and assassins. Players venturing into Baruch Malkut must always be on guard against everything around them.

Bastions: Bastions are launching spots for techan groups but rarely quest goals. This can easily change as all manners of incentives are available for groups to infiltrate a bastion. If an echan party is forced to penetrate bastion defenses, it could be a retrieval or a rescue mission. If a techan party is required to use stealth within a bastion, rival technology would be the obvious goal. Echans will find enemies all around while techans would only be dealt with hostility if they approach with hostile intents. The major exception would be the bastion of Mann. Angel and York are relatively safe and Selkirk and Sierra Madre have little crime.

Fargon: Narros aren't known for being bandits or thieves. Fargon is a relatively peaceful place. It's the constant abrasion of kaddog and kodiak forces that can upset the tranquility of the nation. The farther east, the greater the threat from these rivals. Dragons and beasts of cold claim mountains the narros dare not touch. Because of Fargon's remoteness, it is unlikely it would be a location characters pass through and would rather be a destination or a starting point.

Kannos: Assaults from the Sana Marsh with boggs and skeggs approaching from the north and waves of puggs shifting from the west means that no caravan is safe in Kannos. All merchants have mercenaries guarding their interests. Lost merchandise needs to be reacquired. Burnt wagons are an often sight on Kannos roads. Sellswords never go hungry. The larger cities have rarely suffered attacks but a quest passing through Kannos will encounter quite the number of side quests for the eyes open enough for the distraction.

Limshau: Limshau is urbanized and safe. Travelers can pass from town to town with little fear of being assaulted by anything other than merchants. The walled cities are well guarded with little corruption in its bureaucracy. The outer villages near the border are a different story. Groups that move through Limshau will encounter wandering merchants and passing adventuring parties comparable to theirs. Limshau will almost certainly be a common destination on a quest because of its political position and its status as the hub of all gathered knowledge.

THE SINGLE STONE

What follows is short adventure that introduces a gaming group to the Amethyst setting. It involves travelling to different locations, researching the history of the setting, and fighting off some truly fiendish foes. Simultaneously, they will involve themselves in a conspiracy that may take them across the world and involve enemies singular and powerful as well as numerous and influential. They will find evil parading in the light and allies hiding in shadows.

This is an adventure for four to five players at character level 1. The player group can be of an echan or techan origin. The specific events may not change though certain obstacles along the way may. Although this adventure starts a group on the Amethyst quest, it need not force them down such a route. They may hand it off and do something else upon the conclusion. Where they go after this is for you and the group to decide.

SUMMARY

Greedy or generous, techan or echan, the group of heroes stumble upon, or are sent to investigate, the rotting carcass of a crashed transport plane. No one is sure where it came from or where it was going but apparently, its sole purpose was to transport a small item a great distance. The item is the Amethyst amulet. Little do they know that they are not the only ones aware of this crash. A rival organization has been tasked to take the amulet for themselves and eliminate any obstacles.

A trip to Limshau may net the heroes knowledge or they may travel to their nearest bastion for guidance. Either way, their eventual destination is a decaying keep in a crumbling kingdom, where a single book holds all the answers. Any laurels earned along the way would be coincidental.

ECHAN INVOLVEMENT

The players are on their way to Limshau. They may be travelling west from the gimfen city of Gnimfall, from Kannos in the north, from the free house of Orchis in the south or from house Antikari or Plicato in the west. They have yet to arrive when they are asked to escort a merchant caravan along the Continental Cross. When a band of puggs attack and make off with a rare piece of treasure, the players will give chase and stumble upon the plane wreckage, starting their quest.

TECHAN INVOLVEMENT

Depending which bastion the players are from, they should be around the bastion of Angel when they are hired to venture to a specific set of coordinates and investigate the crash of an aircraft from another bastion that was on its way to Angel. This may be a normal mission for this group or their first outing from the walls. The story would begin with them outside of Crax in Antikari. When they arrive at the coordinates, they find only the nose, sending them on a search for the other half the plane.

SECTION 1: THE CARBON CRUCIFIX

If the players are chasing puggs, they will encounter them at the following location. If they are travelling here intentionally, then they will be ambushed. As the heroes press through the forest, read or paraphrase the following:

> You push through the heavy foliage and come upon a tree stouter than the others. The sheen of silver steel glints in a fading sunset. Only two branches reach from its peak, spreading arms to the sky. Jagged roots have sliced into the soft dirt, an invader among its neighbors of wood. The towering centurion left a scar of ashes and death behind it when it fell from heaven. This was not some great hammer of god cast to Earth but a machine made from the hands of men. Where once it obeyed undeniable rules to allow its flight, now a carcass rests to prove the chaos of a new age. From dirt to sky, it stands taller than most trees.

This is the tail section of a very large aircraft. Over 100 feet tall, it's still only a small section of the monstrosity it once was. Only bastion born from York or Angel can make a single DC20 History check to partially indentify it. Most likely, it is from Porto—the utopian bastion known to prosper far east, across the ocean. How it got here would be an obvious question without a speedy answer. Though they have been known to send flights as far west as Angel, they rarely send more than one a decade. To find a wreck would be a rare prize indeed. Porto flaunts the greatest technology of the planet though the chances of any of it still working by this point would be slim.

Special: A successful DC20 Perception skill check will net 300 uc in widgets from the wreckage.

ENCOUNTER: If the characters are chasing the boggs, they only have a few brief moments before reinforcements arrive. If not, the group is ambushed by a horde that has used the towering tail of the aircraft as their chief's hut.

Level 1 (500 XP)

- 1 Skegg Thug (level 5 brute)
- 2 Bogg Rakes (level 2 lurkers)
- 2 Bogg Scabs (level 1 minions)

The chief, although a skegg and thus of superior stock, wasn't bright enough to understand the distinctiveness of his keep. He stacked crates and used them to form a throne without bothering to attempt breaking them open. He might have tried but the steel reinforced plastic boxes proved too much for his simple tools and he gave up. The locking mechanism is intricate and far beyond his limited intelligence.

There are three boxes, two larger ones the skegg used as armrests and one small one he used as a seat. The security on each box is a mechanical but complex disk tumbler lock, making it virtually impossible to break

Each box carries the following statistic: AC 2, Reflex 5, Fort 5l, HP 100; Break DC25

BOX	LABEL	LOCK DC	CONTENTS
1-Large	Security	20	4 EDF Patches, 3 sets of handcuffs
2-Large	Emergency	20	Contents of one Standard Techan Adventurers Kit
1-Small	See below	20	See Below

The small box carries the label, "Open under controlled conditions—EDF Hazard" but no other indicators. It also appears the lock has suffered some damage and may be easier to pick. Upon opening it, read or paraphrase the following:

> Your hands roll through fluttering pieces of snow that feel neither cold nor wet and refuse to melt in the warmth of your hand. You can see a faint violet glow through the packing. You reach in and curl your fingers around the light. Four pearl-colored dragon's claws are clamped around the outer edges of the unrefined almost jagged gem inset. The fingers of the lizard coil around back, not to a hand, but across to other fingers. Two golden loops could support a chain if one were so inclined to flaunt the amulet from his or her neck.

If any of the players attempt a closer look (or if you want to add in an additional DC18 Perception, read or paraphrase the following:

> You notice the movement within, as glints of light jolt through the imperfections in the jewel, like lightning bolts arcing from one side of the gem to the other, following the sharp angles of the stone. It reflects no light from those you cast, but it does reflect your faces perfectly in the glossy finish. It also gives off its own light; visible only when staring past the arcs of sparks, into the heart of the rock itself. This is unusual even for magic.

At night, this item glows much brighter. Though magical, no one can identify what it can do or where it came from. The heroes have found a relic of amazing power, but before they can truly exploit it or understand its power, they must know first what it is. No ritual cast can discern any information on it, almost as if something was blocking the ritual from working. There is a skill challenge available to the players, but – until they venture to an area with knowledge to glean from (and offer a bonus) – the DCs are far too high. This skill challenge is skewed to an echan group and techans will have little hope as many of those characters have neither Religion nor Arcana as a skill. In this case, a single

Identification **XP:** 500

Level: 1
Complexity: 2 (6 successes before 3 failures)
Primary Skills: Arcana, History, Religion

Arcana (DC18): Obviously a magical item, this relic was likely forged by a wizard of great power. The Pleroma lettering running down one side proves that. A magic jewel glows but never with an internal furnace like this one. This is a natural enchantment. Someone found it and clasped the amulet to be worn. The fingers are silver, meaning a holy dragon, so it's doubtfully cursed. Being trained in the arcane, one of the letters of Pleroma appears off. It must have come from a sword hit, a powerful one at that. Further, this is most likely created by human hands. Chaparrans would wrap it in wood. Tenenbri wouldn't be so ornate. Gimfen have no competent wizards. Damaskans have no imagination for such a design. Narros would employ some rare element along with it, magnarros or angelite. That only leaves laudenian and humanity. No way it could it be laudenian because the item would not have been lost in the first place. This leaves a human mage. And there are very few of those on this continent. If the Arcana check is successful, gain a +4 bonus for the History checks.

Religion (DC18): There is a faith based around the dragon god, Amethyst, but this is not a symbol of faith though it is obviously made to resemble one. The markings on one side are Pleroma. The dragon speak indicate it was made by mage. The dragon god is a matter of faith and the dragonspeak is used in the study of magic that renounces god. If the religion skill challenge is successful, gain a +2 bonus for the History checks.

History (DC30): To cause a gash on a magic item of this magnitude would require a powerful weapon, enchanted itself. One would have to look for an incident where at least a competent mage faced against a swordmaster and potentially lost. There are few powerful wizards in Canam but Lauropa across the oceans sports a few: Hapura, Piotre Raczik, Torfin Gendron. Torfin died in a duel against the fanatic knight Wilhelm Myre.

Success: Read the history of the amulet. This is Storm cage, Torfin's most prized magical possession. The heroes, however, are not made aware of the Amethyst's true power or history. For that, they must continue their research. Stormcage was found "as is" from Torfin. All he did was shroud it in prestige. It must have passed more hands then that. This is all that can be discerned without gleaning more for a larger source of information … like Limshau.

Failure: There is simply not enough information for a breakthrough. Somewhere would be answers. The greatest repository of knowledge sits behind the walls of Limshau. (Special: All the bonuses to History are cumulative).

DC20 History check will reveal that Limshau is the only logical source of any answers. It permits techans if they remain inconspicuous.

SECTION 2: BY THE BOOKS

When the heroes arrive at Limshau, read or paraphrase the following:

They called them the White Walls of Limshau—a maze of dense stone walls dozens of miles across, radiating from the central archive. It holds the combined knowledge of a hundred nations. One could find the rhythmic dance rituals of the chaparrans or the spastic drum beats of the narros. Look further and one could even stumble across tomes smuggled from the human bastions. Diligently, the damaskan fae and humans of Limshau maintain their city.

Ten storeys tall and virtually uniform in texture, the white walls encircle the library entire, every branch, every building. The wall twinkles in the orange sun. Single slabs of waxy white marble prevent handholds. The outside coat only provides the polish and prevents outside chips. A heavier layer of granite behind offers the protection.

When the heroes pass through the gates, they must check their weapons with the storehouse. Only custodians and the militia are allowed weapons in the city. Clever deceit or slight of hand may allow smaller weapons to cross but anything bigger than a short sword would be confiscated.

When the heroes enter the city, read or paraphrase the following:

Limshau is orderly, calm, and beautiful. Hundreds move without a shove in the streets. The various buildings blend under a unified vision of style. Footbridges pass overhead, connecting higher buildings. As you wander deeper, the city grows taller, bridges criss-cross over each other as the levels climb. A pair of custodians chat with merchants. An orange-haired gimfen stands atop his cart, selling various silks gathered from his villages in the west. A few legal tall-eared scarlet women promote their pleasures from a second level window.

A huge form eclipsing the sun bathes the street in shadow. You glance up to see the light poking above the distant wall. The silhouette climbing over shrouds the sunrise. The silvery-white skin of a 1,200-foot long airship floats with hardly a whisper over the wall. Only a small cabin hangs underneath the perfectly smooth untarnished body, with most of the crew and passengers resting comfortably inside the superstructure. Propellers bigger than men spin as the vessel slows towards the mooring tower at the city center. A moment later, the sun pokes out again, turning the dirigible black.

Limshau is enormous and the heroes may feel somewhat intimidated on where to start. A player from Limshau may make a DC15 History roll to know who to ask. All others have a DC20 History roll. After that, they will have to ask around. It should be obvious that they must start with the arcane section. Once the begin searching around the branch, they can introduce themselves to the local chief librarian, a human female named Inara Setinga, and the custodian assigned to this branch this week, a damaskan male named Baelin Stonesthrow. Both will help the best they can.

Special: The heroes may attempt another identification skill challenge while in Limshau. They gain a +4 to their roll while researching, gaining an additional +2 from Inara and +1 by Baelin if the characters enlist their help. They may attempt a new roll every day. If they pass Religion or Arcana, they need not re-roll this and the heroes can just roll for History. This can continue until the players give up or they succeed.

If the players do give up, or are stuck, or when they do read the history of the item, eventually, either Bailin or Inara will volunteer the following.

"There is one that may help. He's an expert on lingering legends and relics that refuse to be buried. A holy man but one with respect within in these walls. His name is Filipe Paraerra. You'll find him in the University. He teaches philosophy."

FILIPE PARAERRA

Dr. Paraerra is not an old man with worn and weary eyes, pinching his nose when his heavy glasses strain his head. Filipe is barely into his forties and is 230 lbs. of sculpted and toned muscle. He is not about brute strength but total physical perfection. As an athlete, he would outrun the stoutest of knights even without their laden steel. He is also a Buddhist.

When the heroes enter the class, they find thirty students of various ethnicities, ages, and races sitting with backs straight upon mats placed erratically about the room. The desks have been pushed to the walls. No one pays the heroes any mind, regardless of how they enter and how they look. They find Paraerra at the head, wrists resting on his knees, eyes closed, and addressing the room.

along the way of seeking. Truth is stumbled upon, never fought for. The same it is with the salvation of the soul. The harmony we establish within ourselves, the love we accept, comes along the path, never at the end. Faith and belief are yours to claim … but truth is for all of us." He opens his eyes and sees the group. He rubs his palms together. "Let out a big exhale. Don't strain anything. This week, pick one of the following books, it will be yours for the duration of the class and have it read by Monday. Fear & Loathing by Soren Kierkegaard, Prophetic Fragments by Cornel West, Novum Organum by Francis Bacon, or The High Cost of Death by Marikama."

The class files out, passing the heroes looks ranging from curiosity and confusion to annoyance, leaving Paraerra alone. He makes one passing glance at the heroes and says, *"By your presentation, I assume you're not nihilists."*

The player can present their information and what they have learned. If they have not solved the Skill Challenge by this point, he will answer it for them, giving them any information they may need about the item (the players, at that point, void any chance of earning experience for the challenge). It may take him a few minutes and he would have to see the artifact, but he will be successful against all the skill checks required.

Beyond this, he confirms the unique powers of this item.

"It's as powerful as a foundation spell but apparently requires no sacrifice for its use. It's also possible it gains in power along with its owner. The markings on the inside nearly confirm that. You have in possession a powerful relic that binds the arcane with faith, a declaration even I must acknowledge is more than a little incongruous. There could only be one other explanation but the answer isn't with me."

<Response>

"If you'll permit me a momentary indulgence, I believe I know where the answer rests."

<Response>

"As with everything else in Limshau, this truth rests in the pages of a book."

Although there is a library branch dedicated to the history of relics, there is also another smaller one doubling as a museum, dedicated to the study of the relics themselves. Paraerra believes what the heroes seek is there. He decides to help them look for it. The book in question is the *Chronicle of Aurannis*. The chronicle was once part of the great *Bible of Drasago*, the holy book written by dragons but was removed because of length. Unlike the other gospels, Aurannis's collection does not enchant the user if read but is magical itself. Paraerra had flipped through it once and could have sworn to have seen a relic like this Amethyst among its pages.

When the group arrives at the specific branch, Paraerra questions the librarian, an attractive damaskan elf wearing bifocals named Chenai Pagekeeper. She carries unfortunate news as she leads them to the location in the branch the book was kept.

This is obviously not coincidence but who would take it is a mystery. Filipe will finally divulge what he suspects:

"I hate to say, we lost that tome recently. It even carried a marker to prevent theft but a hole was obviously found. The book was taken not more than a few days ago. Interesting that nothing else was stolen."

If the heroes ask the significance of the heart, Filipe answers with, *"From what I remember reading, if the fragments of his heart are brought together at place of his death, he can be brought back … and then the armies of order will have no hope against the power of Amethyst's will."*

Filipe doesn't know how many fragments there are or how powerful they have the potential to be. All of that was in the book. Limshau will also offer a 2,000 gp reward for the book's retrieval.

TO FIND THE CHRONICLE

The *Chronicle of Aurannis* was stolen by thieves under the payroll of a techan mercenary company known as the "Iron Sons." This group has been contracted by a mysterious third party. The Iron Sons is a multi-cell organization and is one of the largest and most successful free companies in the world. This cell operates out of the crumbling kingdom of Torquil. The cell is currently heading back to wait at the rendezvous in the abandoned keep of Zellis. There are several ways the heroes can determine this:

- Chenai remembers the last people to look at the book were a pair of techans. She knows they were techan because of the quality of clothes they wore. One also sported a badge on an arm—of a sun dipping below a line and a solid sphere of wrought iron appearing below. A techan player passing a D20 History roll will recognize the symbol of the Iron Sons. From there, they can inquire about where the nearest cell would be located, taking them to Torquil.
- Related above, with the knowledge that techans had taken the book, the group can search for information on known mercenary companies that operate in the area. It's doubtful even a bastion would directly involve themselves in this and would pay for outsiders if the mercenary company isn't doing it for themselves. There are books that do reveal this and a skill challenge (History DC20, Complexity 1, 3 successes, 2 failures, XP 250) will reveal the group and Torquil as the nearest cell. Filipe will add that the Zellis keep is the only possible location as the others are too far.
- If the heroes don't investigate themselves, they can find the lead custodian investigating this and he (a human, Robbin Weaver) explains the above, including his prime suspects but has not made the connection to Torquil as yet.
- The chronicle is large and magical and there are security features about the kingdom to prevent theft. Therefore the group must have been prepared for it. The heroes can begin their own investigation and reveal that only a few items have been known to sup

press an item's natural radiance. One such item is an EDF muffler bag, which is large enough to fit a book. This means the group must be a techan group or a group that has access to human technology. Since there is a check-in to enter the city, there may be records of any large groups of techan humans that have arrived in the past few days. Techans do occur, though rarely in large numbers. Limshau is too far and too enchanted for most tourists. There was a free company that had to register (as all free companies entering the city do), the Iron Sons. There were five of them. Interviewing the custodians at the check point reveals they headed west three days ago. The group can be given a description which the heroes can use, as they track the group west from Limshau, eventually leading them through the Continental Cross, to Antikari, and south into Torquil, where the trails goes cold until they find the Zellis keep.

Paraerra will help however he can. He will take the heroes quest to heart and provide them with accommodations while in Limshau as well as transportation assistance if they require it. He hopes the group will return the book to Limshau and receive the reward, but not before he has had a chance to read it and discover the truth within its pages.

SECTION 3: SHADOW OF TORQUIL

From Limshau to Zellis is three weeks by swifted mount, one week by ground vehicle, and four days by air. If the heroes have a destination from the beginning (knowing they are going to Zellis), Paraerra will pay for the commission for a thermal to take them to Antikari. If they are tracking the group via ground travel, the journey is much longer but would be an opportune time to insert one or two random encounters.

THE JOURNEY

The group keeps to the Continental Cross for most of the journey. The cross is a beaten path that connects the bastion of Angel, through house Antikari and house Orchis, and finally to Limshau. Various short spots widen out to be a gravel road but these are infrequent.

The road is commonly used by thousands of people. Caravans alive and rolling as well as sacked and burned can be spotted along its route. Wandering shops sell trinkets from the backs of wagons. Some carts stay together for protection, creating nomadic markets that roam the road, never straying apart. The most well known is the Arciducha, a caravan of 35 wagons selling fine clothes, rare foods, and even protective lodging.

These markets migrate between Antikari, and Gnimfall, usually staying near Limshau borders, where the road is patrolled more frequently. When the group reaches Antikari, they must break from the road and push through Crax.

ENCOUNTER: Pugg raid. Swarms of puggs storm from the forest. They emerge 10 at a time for four rounds.

Level 2 (600 XP)
•40 Puggs (level 1 minion)

After three days through Crax, the group pushes through an opening into a huge valley, where they can see the majesty that once was the Zellis Keep.

THE TOWER OF ZELLIS

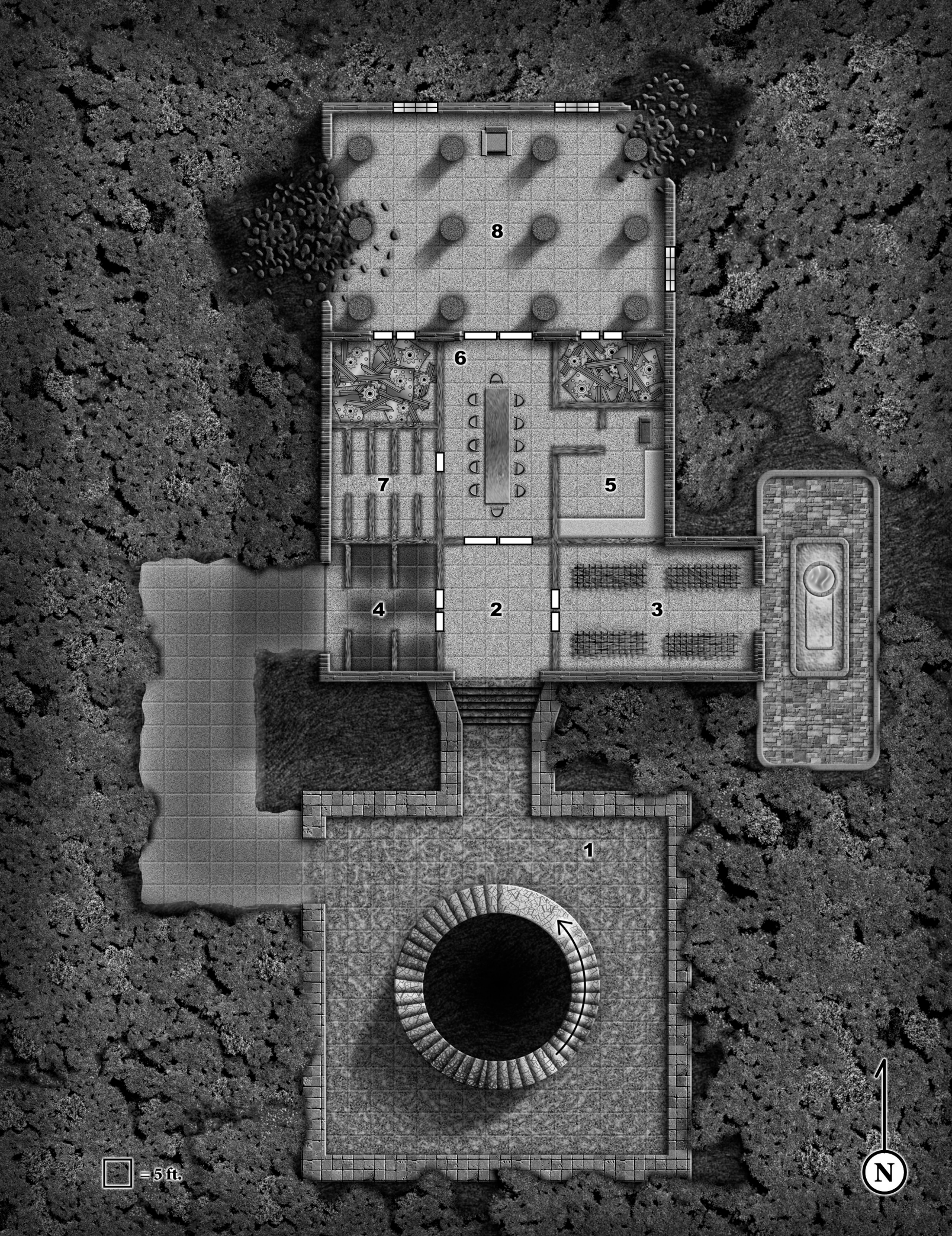
Read or paraphrase the following:

> The peak holds just enough room for the keep constructed atop. Many of the battlements overhang the cliff, pointing down rather than across. The outer walls and towers jutt no angles with a curve at every corner to deflect siege works though no ballista or catapult or trebuchet could reach this height. Only cannon would breach these walls. Battlements circle the keep with three rows of embrasures atop each other. Hundreds of arbalests could rain straight down with gravity as their ally. Buttresses from the sides of the mountain rose up to join the walls of the castle.
>
> Most likely, the same construction of the mountain catacombs was employed in the building of the fort. The blackness of the entrance is reflected in the outer wall of the keep. Huge slabs forming the wall prevent secured handholds. The construction must have taken the kingdom a king's life to complete. Those who planned its construction never lived to see its completion. Moss and weeds have crept up the sides and breached the indestructible walls. Grass pushes from arrow slits. Most of the castle atop has crumbled into ruin.

As the group reaches the base of the tower, read or paraphrase the following:

> Though the wood rotted a century ago, the massive opening remains, all three stories of it. The door sits nearly thirty feet into the side of the mountain. The lintel above, carved from polished limestone, took an army to lift into place. It stretches from the doorframe, across the ceiling, sticking out of the entrance just far enough for a pair of weathered soapstone dragons, no bigger than a man, to perch, greeting those who entered. Their wings have long since broken to stumps, the gems encrusting their eyes long since stolen. Both walls around the architrave are divided by intersecting lines, opening squares wide enough for a man to reach to either end with his fingertips. Several engravings filled a few openings. At least two showed bears, one foraging on all fours, the second rearing back to ward off enemies. Another image was of a great spread-winged eagle, an animal able to flourish after mankind's fall. A few others showed animals lesser known, spawn species finding form after the wave of magic swept the globe, short, squatty puggs, flightless cockatrice, and various gargoyles.

There is significant damage to the entrance door, having broken from all but one hinge, opening the inner chamber to the light outside. If the players enter the keep's lower entrance, they spot three fresh corpses . Everything of value from weapons to fear has been stripped. A close examination (DC15) reveals deep slashes across their chest, most likely from a talon rather than from a knife. What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remains of their clothing indicates a techan origin but anything more than that is a mystery. Such a fate would surely fall anyone lost in the keep. There is a shaft of light coming from up ahead but the passage between entrance and light is long and dark.

When the heroes reach the shaft, read or paraphrase the following:

> You reach the light. Cylindrical and wide enough to fit an adult dragon, the shaft carries up through the entire mountain to an opening to the sky. There might have been glass or shutters at the top, but no longer. Unfiltered daylight glints off the embedded crystallized chips within the granite. The bouncing bands are visible through floating dust. Stone and wood beams run across the shaft, climbing up the sides all the way to the light. The hike appears greater inside than out. A spiraling pathway orbits the tunnel to the top. The path is wide enough for a two horse-drawn carts abreast.

The crossing beams of wood and stone form part of a complicated pulley system, connecting by sprockets and chains to a warped wooden gondola suspended half-way up the shaft. The system was surprisingly well maintained and complicated, using the pulleys as a way to lift the gondola instead a bulky counterweight. It even appeared automatic, requiring no slaves to strain in its use. If anyone attempts to use it, the entire construction will fall apart, raining wood and steel to the base. Everyone receives a +8 vs. Reflex, 1d6+2 points of damage.

The collapse ricochets and reverberates through the entire mountain. Unfortunately, the heroes must climb all the way to the keep above.

THE KEEP OF ZELLIS

Timetable: Play the climb as being a lengthy one, so the group arrives at the peak near sunset. It matters as the shapeless wild possessing the keep rise up in numbers at sundown.

AREA 1: GARDENS

As the heroes reach to the top of the passage, read or paraphrase the following:

> To slowly crumble through centuries was not a fate fitting for such a keep. With granite its prime ingredient, such a castle would take eons to fall to dust. The potential for recovery still lingered in its foundation. Yet, no one had come to claim its prize. The fragments of House Torquil had enough problems maintaining its keeps in the south. Other free houses were too far east. One taking this land would also need to act graciously to the chaparrans of Dawnamoak nearby. Even considering the costs of maintenance, it was still quite the treasure in itself, rivaling anything stolen from its coffers since the empire's collapse. The surrounding lands were plentiful and once cleared and secured, the keep would still be a stout defensive post. All one would need is the ambition, the masses of loyal indentured workers, and an army large enough to daunt its neighbors.

> When you burst into the afternoon sun, you are greeted by a moss and weed plagued court. There had been glass covering the shaft at one point. Thick shards still jut from the sides. This beautiful court would have been covered with flowers and short grass surrounding a glass covered pit where one could peer down into the bowels of the nation. Around the perimeter of the court, which fills half the peak, several broken windmills shudder rather than spin in the breeze. Across the field, you can see what remains of the keep itself.
>
> Your attention, however, is diverted elsewhere, as more than a dozen figures on the other side of the pit notice you and make their way around. They wear loose mail and old blades but their cloak of velvet black appears cared for. Up the path to the keep, a roar bellows like a trumpet out of the entranceway. Under the shade of the keep, you see only the massive torso of a form twice the height of any of you.

The Zellis keep is one of many abandoned castles and forts in the failed kingdom of Torquil. This one fell into darkness when a shemjaza attempted to seduce one of its two lords. Upon rejection, the demon set loose the shapeless wild upon the population. Most died in the carnage, others rose up as shapeless as they slept—a side effect of the curse the shapeless bring with them. Cultists often follow, believing everlasting life awaits those that allow the shadow to embrace them. They are led by a necromancer, Katho Kovacs, who believes he has found a way to control the shapeless in the shemjaza's stead. The demon has long since left, but many of the shapeless are still here, hiding until night falls. Kovacs had been waiting outside the keep for sacrifices and found them when the mercenaries from the Iron Sons arrived. Most of the Iron Sons had already fallen victim to the cultist. Their arrival is coincidental.

The beast at the entrance to the keep is a kodiak—a man-like bear indigenous to the north – the cultists have tortured into servitude and now guards the keep.

ENCOUNTER: The cultists are west and south of the pit. While most engage the heroes, at least one will run north to free the kodiak. The cultist requires two rounds to free the kodiak, though he is killed immediately after by the beast (only Kovacs can control it). It enters combat the following round.

Level 1 (500 XP)
•16 Disciples of Kovacs (level 3 minion; see below)

The cultists hope to take the group alive, and tie them up until night arrives. Shapeless don't attack those sleeping or restrained, preferring to let their curse produce more of their kind. As the victim sleeps, their soul is devoured by a shadow that withers the body to dust and emerges fully formed as a shapeless. The cultists wish to join this order, believing their souls are reborn as immortals. Their leader believes he can control the wild and is hoping to create an army of shapeless under his control.

All this information can be retrieved by careful interrogation of a captured cultist. These cultists are deathly loyal but are apprehensive about dying, as then they will void any chance of rebirth at the hands of the shapeless. If

Disciple of Kovacs	Level 3 Minion
Medium Humanoid	XP 31
Initiative +1	**Senses** Perception +1
HP 1; a missed attack never damages a minion.	
AC 15; **Fortitude** 14, **Reflex** 13, **Will** 14	
Speed 6	
⨁ **Ritual Weaponry** (standard; at-will) • **Weapon**	
+7 vs. AC; 4 damage.	
Martyrdom	
For every 4 disciples that die in the encounter, every other disciple of Kovacs gains +1 to attack rolls and +1 to damage rolls.	
Alignment Evil	**Languages** English
Skills Religion +6	
Str 14 (+3) **Dex** 10 (+1) **Wis** 10 (+1)	
Con 13 (+2) **Int** 9 (+0) **Cha** 12 (+2)	
Equiment robes and ritual weapon (dagger)	

the fight goes badly and the disciples are unable to break the kodiak free, they will attempt to push past the kodiak and alert their master.

2. GATE GUARD

Read or paraphrase the following (ignore the second paragraph if the kodiak entered combat in the first encounter):

The massive oak gate doors creak slightly ajar. A portcullis has long since rusted and fallen to broken bars upon a granite path. The doors do not sit at the top of the stairs but a distance underneath an overhanging round archway thirty feet up. Unlike the rest of the keep, this construction has survived time with every impost still standing. The painted white stone has flaked from weather, creating a speckled finish. Two doors, nearly equal in size of the main entrance are on your left and right.

The beast you noticed before waits for you to step closer. A tortured kodiak hurls phlegm from a tongueless scream, rough and jagged. Its grey and black fur covers every inch, right to its black claws. Still primitive, kodiaks fell victim to many superior in brains and numbers wishing to take advantage of their awesome strength. The creature had been scared and tormented, convinced by its captors that their actions were forced and proof of love and loyalty. Long since brainwashed, the creature – once proud that it could rise to its hind legs and hold onto tools with its claws – has been sullied to this barbarity.

ENCOUNTER: The kodiak can move within reach of every door but not beyond the archway. Every round it is injured; make a saving throw for it to break its chain. If it does, nothing will prevent it from trying to kill everything it sees. Refer to the enraged kodiak in the previous chapter.

3. ATRIUM

Read or paraphrase the following:

The influence of magic has had its way with the unmaintained plants of this garden. The atrium's glass roof has long since shattered and fallen to sharp fragments upon the stone floor. Four stone trellises in the room are overgrown by weeds and hanging ferns. On the opposite side of the room, it opens to the outside and you notice a moss and algae covered fountain.

The horticulturist that saw after these gardens spliced several bizarre species and had others imported from all over the world. Unmaintained for all these decades, they crossbred and basked in the chaos of Attricana and now have turned into a mass of killing writhing thorns that lash out to anyone trying to cross.

ENCOUNTER: The mass waits until the group is between the trellises before surrounding the group. There is one for each trellis. They drag victims to their trellis where they can be devoured slowly with caustic juices.

Level 1 (500 XP)
• 4 Triffids (level 2 brute)

Triffid	Level 2 Brute
Large Natural Animal (blind, plant)	XP 125
Initiative +1	**Senses** Perception +1; blindsight
HP 35; **Bloodied** 17	
AC 17; **Fortitude** 16, **Reflex** 14, **Will** 14	
Speed 3	
⨁ **Slashing Vine** (standard; at-will)	
Reach 2, +6 vs. AC; 1d6+2 damage and the target is grabbed.	
Night Quill (standard; recharge ⚄, ⚅)	
Ranged 10, +5 vs. Reflex; 1 point of damage and the target falls unconscious (save ends).	
Thrashing Tendrils	
A triffid does not grant combat advantage.	
Alignment Unaligned	**Languages** None
Skills Stealth +6	
Str 14 (+3) **Dex** 10 (+1) **Wis** 10 (+1)	
Con 16 (+1) **Int** 2 (-3) **Cha** 10 (+1)	

The fountain beyond is open the sky, outside of the keep. It is covered in mold and moss and the water is slick and sickening. A DC20 Perception check will reveal one of the following:

Each result only occurs once.
1: A pouch with 4 gp, 10 sp, and a fingernail
2: A jade pendant worth 10 gp
3: Rose Mold
4: A leather scabbard
5: A skeleton with 4 gold teeth (1 gp each)
6: Potion of Healing (50 gp)

4: STABLES

Read or paraphrase the following:

The dozen horses the cultists had brought were once tied safely within the stables. Their bodies have been torn apart by the dark shape that refuses to show its form despite the light coming from the open stable door beyond. The shapeless form shifts and weaves under the bands of light cast through breaks in the wall. The creature casts no shadows. Its arms seem to vanish when covered by its frail body. Its eyes cast their own light, white as the stories had said, reflecting off matted silver claws.

ENCOUNTER: This is a shapeless wild that has woken early. Shapeless wild don't convert basic animals, only those with high intelligence. It immediately attacks. On round three, two more rise from a pile of hay.

Level 1 Encounter (450 XP)
• 3 Shapeless Wild (level 3 skirmisher)

Characters checking the horses notice the particularly excessive level of violence inflicted on the poor animals. A Perception DC15 will catch the pouches and saddlebags that horses had when they were killed. In one, they find 30 sp, in another, a fine black powder used in some more nefarious rituals. There is food in two bags, although eating food off dead horses should be a concern. Further searching will find a chain of silver (2 gp), a diary detailing the obsessive desires to convert to the shadow by one Ennis Carson, and a single holy dragon scale (5 gp, though not many people will trade for it). A Perception DC25 roll with find a crushed silver and bronze goblet under one carcass. This is used often in rituals and is worth 120 gp given its current state.

There is an exit here that proceeds down a small dirt path, all the way around the keep, to the pit stairwell.

5: BANQUET HALL

Read or paraphrase the following:

> Instead of leading into a royal chamber, this keep opens directly into the banquet room. A long stained wood table extends for 25 feet down the length of the room. Worn but sturdy chairs surround the room. A large serving hatch connects the hall to the kitchen. A hallway beside the hatch leads to the clark's office. Another door is closed on the opposite wall to the kitchen. Opposite to the entrance is an equally sized set of oak doors, leading into the receiving chamber. Anything of value has long since been stolen. Empty metal bars once held tapestries. Nails in walls once hung paintings and the kitchen to your left once held cutlery. This makes the three bodies tied to chairs at the table all the more alarming.

The bodies are members of the techan group, Iron Sons. They are not dead, only deep asleep, suffering from the curse of the castle. They cannot be jostled in any way, not even if they are injured. When night falls, the bodies will wither and shapeless will emerge. The players can kill the techans to prevent an ambush later. There are score marks in the floor where the table had been moved often. This area would also double as a sleeping chamber for those servants of the keep insufficient in station to be honored with a private bed.

Treasure: The techan's gear is all still here and both echan and techan players can take what they like. The techan gear is still functional.

Two TL0 machine pistols (only one with a clip with 30 rounds), three battery flares, one electric torch, one lighter, two two-way radios, and 10 uc from various bastions. If the players search the scratched boards, a Perception DC25 check will find one that is loose. Under the board is a pouch filled with 20 sp and 50 cp and a letter written in English:

> If the sun sets, stay awake, lock yourself in. Bar the doors. Light torches about the room. Avoid the darkness. The shapeless will scrape and claw to get in. By day, defend the keep. Cultists want their offering and will kill those that try to leave. Only half of us sleep every morning while others fight. If you find this, look at the light. You live as long the sun still shines. By nights fall, be somewhere else. Don't bother praying for salvation. We tried.

6: KITCHEN

This is the main kitchen of the banquet hall. Read or paraphrase the following:

> A large stone counter coming from all the walls of this kitchen rests under a coat of dust. An open oven still has its spit and a thick layer of char and burned bone. Blackened chairs sat at either side of the spit for unlucky servants to spin. Anything else in the room has long since been stolen save for a few broken steel bowls and a hanging rack of cast iron cookware, black as oil and slicker than ice. At the far corner sits a pile of old bodies, withered and dried like grapes too long in the sun.

The characters will have passed the chef's office (so he could check and double-check all the food that came and went). His papers are scattered, faded, and worthless. There are eight bodies in the corner, all naked and shriveled to such a degree as to prevent any identification. They are decades old.

Under the charcoal, a character can search against a Perception DC20 check to notice a small black lockbox amidst the ash. It has a simple lock (Thievery DC18) and inside, the characters will find two gold wedding rings (2 gp each) and a silver pendant (10 gp).

7: SERVANTS QUARTERS

Read or paraphrase the following the moment the characters open the door:

> **Echan:** Three loud bangs like thundercracks echo from the room as you open the door. Following instinct you dart from the entranceway. You noticed two humans inside but you couldn't see what magic they were employing to startle you so. Three holes explode from the open door. This room was the servants' quarters and these poor souls have been locked within for who knows how long. They don't appear in the talking mood.
>
> **Techan:** Three loud gunshots echo from the room as you open the door. Following instinct you dart from the entranceway. You noticed two humans inside, both armed with assault rifles with an obvious intent to use them. They don't appear much better equipped than you, but you don't know how much ammunition they have. This room was the servants' quarters and these poor souls have been locked within for who knows how long. They don't appear in the talking mood.

ENCOUNTER: These two men, David Stone and Martin Wood, represent the surviving members of the Iron

Sons lance that operated a base in Torquil.

Level 1 Encounter (350 XP)
• 2 Iron Sons Survivors (level 4 soldier)

Iron Sons Survivors	**Level 4 Soldier**
Medium Humanoid (Techan)	**XP** 175
Initiative +5	**Senses** Perception +2
HP 45; **Bloodied** 17	
AC 17; **Fortitude** 16, **Reflex** 14, **Will** 15	
Speed 6	
⊕ **Automatic Shotgun** (David) (Standard; at-will) • **Weapon**	
+7 + vs. AC; 1d8 + 8 damage, target knocked prone on critical hit.	
⊕ **Assault Rifle** (Martin) (Standard; at-will) • **Weapon**	
+9 vs. AC; 1d8 + 5 damage.	
↓ **Teeth and Nails** (Standard; at-will) • **Weapon**	
+8 vs. AC; 1d4 + 4 damage, and target is grabbed.	
Linked Targeting	
When the Iron Sons survivor hits a target with an Assault Rifle attack, one other Iron Son may make one ranged basic attack against the same target as an immediate reaction.	
Shattered Sanity	
Iron Sons Survivors are immune to all fear effects.	
Alignment Unaligned	**Languages** English
Skills Athletics +9	
Str 14 (+4) **Dex** 16 (+5)	**Wis** 11 (+2)
Con 14 (+4) **Int** 11 (+2)	**Cha** 10 (+2)
Equiment David is armed with an automatic shotgun. Martin is armed with an automatic rifle. Flak jackets.	

Why they are in Zellis is not obvious. The players would have to take one alive and push through the temporary insanity in order to get any answers.

Interrogation	**XP:** 250
Level: 1	
Complexity: 1 (4 successes before 2 failures)	
Insight (DC18): He's obviously traumatized, but more importantly, he appears sleep deprived, which doesn't help matters in the slightest. They were probably ambushed in the receiving room or banquet hall. Given that his friends have yet to turn to the shapeless, he's only been locked in here for a day or so. Perhaps these two locked the other two out when the fight became too severe and they made a decision which cost the team.	
Heal (DC18): He isn't physically wounded beyond the sleep deprivation, which appears to have been going off and on for the better part of a week. You are able to stabilize him, but he needs sleep to properly recover. His lucidness may only be temporary. You are not properly equipped to determine the long term effects psychologically.	
Diplomacy (DC18): You try to talk him down; assuring him you mean no harm. Your appearance must have been initially alarming, but the offer of food and water helped greatly. Seeing the light outside has also helped.	
Success: Through his frantic speech and hyperventilation, he says the following: *"It-it-it was just a j-j-job. Taking the book was ea-ea-easy. Cake walk, good money, low risk, no w-w-weapons. They said h-h-here—wasn't our idea—they said here. Ok, w-w-why not."* *"I don't know. The general set it up. He got the c-c-contract. Whoever they were, they c-c-c-can't handle magic for very long. They said they were c-c-c-coming here to pick up the book. I-I-I c-c-can't fall asleep. They t-t-took it. The magic user and his flock, p-p-p-preparing for tonight. Don't be here. G-G-G-Get out."*	
Failure: He is irrational and another try may be in order, but light is failing fast and the group doesn't have time. They will have to take him with them and ask again later. He is not particularly combat worthy but may be good for a few rounds. If he gets involved with either the fight in the receiving room or fights back during the escape, he will be killed.	

8: RECEIVING ROOM

Read or paraphrase the following:

How magnificent this receiving hall must have been hundreds of years ago when two great lords welcomed anyone willing to trek up the mountain to request an audience. Now only fractured brick and decayed wood remains. The two thrones, once carved from oak and gold, sit in tatters. The wood had rotted away and the gold had long since been pilfered. Only stone feet, barely a foot high embedded in the floor, remains. Tiles of jade checkered with marble had cracked with time and abuse. The thrones are not elevated. A stone table, shaped as a crescent moon, curves around the two chairs. Here, knights, businessmen, and landowners would convene to discuss affairs of the day. The room stretches a fair distance to the wooden doors at the entrance. Broken pillars occupy the remaining empty space in this dilapidated room.

In front of the crescent table, a dozen cloaked figures – the same as you killed before – silently kneel before a taller man gleaming in silver and platinum plates. His complexion is perfect, his smile charismatic. He appears as a noble, beaming with allure and chiseled features. His eyes give away his lack of virtue. This is no knight as he looks across the room to you.

"Do you grow restless, my children?" he asks. "You wish to waken anew. Cast off your mortality. All that is required is your desire. No bloodletting, no sacrifice. Just the willing. Sit with us."

When the characters refuse, he concludes, *"Shepherd must cull his flock."* He then motions his followers to attack. *"Alive if possible, let's be merciful."* Of course, his brand of mercy involves forcing the characters to slumber for the oncoming curse of the shapeless.

ENCOUNTER: The cultists will not attempt to kill the characters if they drop below 0 hit points. If all the characters are reduced below 0, then the cultists will stabilize them and the characters will be restrained. They may make a saving throw after 10 minutes to rouse before the curse sets in, but their weapons will be removed and they

will still be restrained.

Level 3 (750 XP)
Katho Kovacs (level 4 controller)
•13 Disciples of Kovacs (level 3 minion)

Katho Kovacs **Level 4 Elite Controller (Leader)**	
Medium Natural Humanoid (Ixindar)	**XP** 350
Initiative +3	**Senses** Perception +9
HP 108; **Bloodied** 54	
AC 16; **Fortitude** 15, **Reflex** 16, **Will** 18	
Saving Throws +2	
Speed 6	
Action points 1	
⊕ **Broken Iron Chains** (standard; at-will) • **Weapon**	
Reach 2, +9 vs. AC, 1d8 + 5 damage, and target is knocked prone.	
Nihilimancy (minor; at-will)	
Katho Kovacs kills one disciple of kovacs within 5 squares. Kovacs gains one healing surge. Kovacs may only use healing surges to fuel his abilities, and may not second wind.	
Call the Name (standard; at-will; recharge ⚅, ⚄, ⚃)	
Katho Kovacs may spend a healing surge to activate one of the powers below.	
↓ **Ashes to Ashes**	
+8 vs. Fortitude, the target takes 10 ongoing damage (save ends).	
⇙ **Deliver to my Hand**	
Close burst 4, +8 vs. Will, the target is weakened and slowed (save ends both).	
Assembly of the One	
Katho Kovacs heals 25 hitpoints.	
↱ **My Will be Done** (immediate Interupt; when attacked)	
Ranged 10, +8 vs. Will, the enemy must choose a new target for the attack. If no enemy is in range to attack, the target must attack an ally.	
Alignment Evil	**Languages** English, damaskan
Skills Intimidate +11, Diplomacy +11, Arcana +10, History +10	
Str 12 (+3)	**Dex** 12 (+3) **Wis** 15 (+4)
Con 15 (+4)	**Int** 16 (+5) **Cha** 18 (+6)
Equiment robes, medallion, nihilmancy texts	

The cultists will rush in to attack and protect their master. There is a pile of gear and treasure in the corner of the room, pilfered by the cultists as well as the other bandits and mercenaries that have frequented this keep.

Treasure: Although there is substantial treasure here, every piece retrieved takes a move action: one suede pouch with 50 gp, two linked gold rings worth 30 gp, four short swords in sellable condition, one magic item worth no more than 520 gp, and the *Chronicle of Aurannis*.

PREDATOR AND PREY

Once the cultists are down to 3 or less or if Katho Kovacs is bloodied, activate the following event:

All remaining natural light bleeds from the room. The shadows begin to grow long and fill the entire chamber. A few formless shapes rise from the casting blackness. Illuminated solid white eyes glint off the silver sheen off razor claws. Claws slide and dance in the blackness, making you unable to see arms or shifting legs. As they emerge from the crevices about the room, whatever light still lingers refuses to reflect off them and they approach quickly.

Four shapeless emerge from each corner and go about attacking both the characters and the cultists. Every two rounds after this encounter, one more shapeless emerges. This will continue until the heroes make their escape. Kovacs will attempt escape through the rubble in the west. If he makes it to the edge without pursuit, he escapes. None of his followers will survive.

As the group passes through the banquet hall, the techans tied up emerge as shapeless and attempt to block the escape. If the shapeless in the stables isn't killed, it emerges when the players pass that door.

When the heroes emerge back into the courtyard, read or paraphrase the following:

The sun has fallen and what few stars could fight against the glare of Attricana poke out from the curtain of night. Splinters of a few clouds thinly stretch out on the horizon. The black silhouette in the sky at first appears part of the night as it carries stars down with it. The vessel is taller than long, longer then wide, just under the clouds and just over the trees. As a floating centurion, it dwarfs the mountains and the keep perched atop. The Moon and Attricana bare their light through a temporary break and the glisten of the form's metallic skin begins to twinkle in the glow. The top looks as an inverted boat bigger than any ocean vessel that once sailed the deep waters before the tides took to violence. Underneath expands to a larger segment, even longer and wider than the top. This larger shape is of a gaping maw. A toothless, skinless, slender jaw in full yawn. It narrows at the bottom to a point. The vessel is daunting in its profile—an overturned boat settling on a dragon's skull. Bumps and divots pepper the hull, placed with reason. No smoke escapes from the exhaust, no glow from idling engines. It hangs on wires suspended from heaven.

Metal boarding ramps reach out. Too thin to sustain weight at that distance, but without supports, the bridge doesn't bow, even as the first figures cross it. Shapes under the shadow from the vessel scurry over, taking the keep in a record siege. There are six, dressed.

The technological level of this group appears far beyond anything the characters have seen before. As their weapons dispatch the S\shapeless quickly, the players should make their escape. If they approach the techans, they will be fired upon. The first shot will miss and vaporize a nearby statue. Next round, if the characters have not taken the hint, fire a real shot (+15 vs. AC, 2d10+6). The opponent techans have a broad Defense of 30 and ignore any damage sustain if these enemies are struck. This is not a fight the characters should have a hope in winning or think they even have a chance.

As the players race down the tunnel, at least two shapeless will emerge behind them to fight. As they reach the base of the shaft, two more shapeless will emerge below. The characters can fight or continue their escape. If the players had horses, they are still waiting outside. The shapeless will not pursue outside the keep if the heroes continue their escape. When the heroes have reached the edge of the valley, read or paraphrase the following:

The monstrosity pulls slowly away from the keep. It begins to lift to the sky, pushing through the threshold of clouds. Before the bottom jaw finally vanishes above, a small prick of light leaps from its point. It moves with precision to the keep.

The brilliant flash strikes the landscape an instant before the wave of thunder. The crack of a thousand roars shatters the peak and splinters the mountain as a hammer to a sand sculpture. Smoke and cinders covers what remains under the moonglow. Shards of grass fly as knives past your skin. The first trees lose their needles under command of the howling wind.

The blast is not radioactive, only a destructive concussion wave. All characters suffer a +5 vs. Reflex attack that suffers 2d6+2 points of damage. A miss still inflicts half damage. The blast continues all the way to the forest, where it strips the needles and leaves off the trees. The keep, as well most of the rock tower, has been destroyed. Dust and pebbles are all that remains. If the players have not acquired the book, they can search the debris against a DC30 Perception check per hour to locate the book. Suffice to say, they should have acquired the book already.

CONCLUSION

Despite not defeating Kovacs, the player group is rewarded with 1,000 XP for retrieving the chronicle. The heroes can return to Limshau and give it to Paraerra. He will open the book and read the following:

"Before the First Hammer, the greatest dragon—one of violet and lavender scales—gave up his soul to stop the encroaching darkness of Ixindar. It was Gebermach that wielded the demon blade Dogurasu, plunging it into the dragon's heart, ending the mortal life of an immortal soul. In his final scream of defiance, this dragon of violet and lavender scales brought down a mountain upon Ixindar and orphaned the world to science. The subsequent impact closed the world from magic. Before that instant, the heart of this dragon fell upon the ground. It was shattered, scattered, and forgotten. That amulet is a piece of a dragon's heart?

"Amethyst was the living deity that forged the first world before it was our world. Before the Hammer. Before science had its reign. And there are others … all infused into artifacts by owners since passed and forgotten. As they bond to their owners, or as they are brought closer to other fragments, their powers amplify. According to this, there are eight. They have earned names across various kingdoms.

"Amethyst opened the first gate, or maybe he was inescapably connected to it. To control them would be to control the fate of this world, and the fate of his soul. According to myth, to bring them together at the point of his death would allow one to call him back to life. And, in that moment, he could save the world. The power to open or close the gates is contained in these items. With Attricana gone, Earth would fall back to science, leaving man unhindered in his pursuit to retake it, except for the demons of Kakodomania. Of course, some members of techa insist the gates are connected and with one goes the other. If only that were fact. Where these artifacts rest, dark souls converge. Those bound to science wish a normal world while those bound to darkness wish only to see it burn. The luck that it fell on your hands.

"To find the other artifacts means to seek out those brought to their knees by overwhelming evil. Seek out the greatest temples, the tallest towers, and the deepest dungeons. Seek out the vaults closed tight. Seek out the obsessions that drive men mad. The answers have been recorded. Somewhere, in sometime, someone noted their presence ... for they have already all been found. And no one would give up such power willingly or without compensation regardless. Bank on greed as your enemy and ally."

LEADS

Where the players go from here is up to them and you. They may continue this quest or continue with their lives. If they choose not to take on this responsibility, then Paraerra will offer 5,000 gp for the relic and insist that the Amulet stay in the city. This would be the opportunity to plan out the campaign with some clues … or leave the quest hanging for now to allow the players the chance to develop their characters with other adventures until the quest calls upon them again.

APPENDIX
ALIENS AND COWBOYS
ADAPTING AMETHYST OUTSIDE ITS CANON SETTING

For those wanting to modify the established setting or create their own from scratch, there are simple guidelines which can be followed. With little effort, you can adapt Amethyst's modern/science ruleset to practically any game, from western to space opera.

LOW TECH GAMES

If you wish to keep the technology relatively low (TL0 or TL1), you can choose to either create higher enhancement levels for low tech items or bestow free enhancements, thus removing the need to always acquire higher level weapons. In the first case, if a TL0 Basic Chemical Projectile weapon costs 360 when upgraded to TL1 and 1800 at TL2, then continuing that trend, a TL3 would cost 9,000, a TL4 would cost 45,000, and so on. Realistically, this only works if you allow magical firearms in your setting (see later for details).

Otherwise, it makes more sense to allow players to retain their original level 1 weapons and offer free enhancements to coincide with the character's capacity to use the weapon better (the gun isn't magically getting better, just the character's skill with it). If the player possesses a TL0 weapon, they automatically receive an additional +1 enhancement at the following levels: Level 2, Level 6, Level 11, Level 16, Level 21, and Level 26.

Armor works the same way. You can permit magical technology or bestow enhancement based on character level as said character gains more experience. You must however, consider financial rewards when employing automatic enhancement. Players would not require as much money because they wouldn't need to upgrade their weapons and armor.

HIGH TECH GAMES

Employing powerful weapons like plasma throwers and rail cannons (all Tech Levels higher than 0), require you to scale back their enhancements if introducing them at first level. Not only do weapons like railcannons begin at enhancement +4, they also feature abilities which may throw the balance of power if employed by a first level character. There are several solutions when wishing to use high tech weapons in a low-level game.

The first deals with simply rebranding low tech weapons. Perhaps all weapons are energy weapons and the high tech varieties are simply much more powerful versions of these smaller designs. If you want to remove the need for characters to purchase weapons repeatedly throughout their lives (like mentioned above with low tech games), you could use the same system above with one additional rule.

Players would purchase a +0 laser/plasma/rail weapon at 1st level and gain an additional +1 enhancement at the levels listed above (Level 2, Level 6, Level 11, Level 16, Level 21, Level 26). In addition, all special effects associated with these high tech weapons are only accessible to characters when they reach the minimum level of the weapon listed in our table. For instance, the lowest tech laser weapon is the TL4 Solid Laser, available at 17th level. Meaning he gains a laser pistol as 1st level but it does nothing special through enhancements +1 through +3. When a character reaches 16th level, and the weapon gains +4, it also gains all special rules associated with lasers. Here is a chart for guidance:

Weapon Feature (if any)	Acquire Weapon Special Abilities
SPP	Level 6
Sonic	Level 11
Pincher	Level 11
Gauss (Coil)	Level 11
Laser	Level 16
Gauss (Rail)	Level 16
Plasma	Level 21
Capacitor	Level 21

It is recommended that powerful specialty weapons (like the plasma artillery and vapor cannon) be kept out of player hands regardless of the special rules suppressed as the chart above cannot apply to specialty weapons.

When using energy weapon at lower levels, half the cost of M and H battery cells at Heroic-tier.

CHARACTER CLASSES

The only character class to be affected with a homebrew game is the Operator. This is an easy fix as a player just needs to avoid selecting any class powers which mention or deal with disruption.

MIXING NEW WITH THE OLD

Allowing fantasy classes to utilize technology is a simple proposition. Depending on your setting, you may permit certain classes to have proficiencies in firearms. The general rule being that if a class has a proficiency only in simple ranged weapons, they may also have a proficiency in one-handed small arms. Those classes proficient in military ranged weapons may also have proficiencies in both one-handed and two-handed small arms. Heavy weapons may be a more difficult notion to explain away without the player selecting the proficiency feat later on. As a result, it

is quiet easy to allow a Ranger to employ both one-handed and two-handed firearms with all of her ranged attack powers. Similarly, a useful rule could also be implemented to allow the Rogue the capacity to assume that all one-handed small arms also count as a hand crossbow (for the purposes of sneak attack and powers). This later rule can be employed in canon Amethyst as well for a techan character wanting more stealth and close-quarters assassination over the Stalker class.

Similarly, there is nothing to stop your custom game from throwing out the disruption rules with magical races and creating a techan group populated by orcs, elves, and dwarves.

REAL MAGIC GUNS

Although a famous author once suggested that "Any sufficiently advanced technology is indistinguishable from magic" you could theoretically include magically enhanced firearms in your own original game. To do this is easy. First, any weapon with a Tech Level greater than 0 automatically counts as an enhancement of that same level. Thus, +4 Railcannon is already "enchanted". Because of this, it really only makes sense to magically enhance TL0 weapons (you can't disenchant the +4 enhancement from a TL4 Railcannon), although TL1 weapons could be also allowed (though the cost of their enchantment would increase). TL0 and TL1 firearms, therefore, would count as ranged weapons when attempting to apply enchantment. This can create an interesting setting where TL0 +5 magic firearms clash with TL5 non-magic firearms.

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Azhi Dahaka
Dagron
Apocrypha
Kannos
Jancah
Abidan
York
Mann
Marsh
Continental Cross
Limshau
Limshau
Tranquiss
Skyrose
Okeanos
Orchis
Laurama
Baruch Malkut
Skepsis
Ogium
Faustis
N
Sierra Madre
The Gloam

AMETHYST

Character Name _____ Age _____

Alignment _____ Level [ ] Weight _____

Race _____ Height _____

Class _____ Lifepath _____ Sex _____

Paragon Path _____ Epic Destiny _____ Religion _____

DEM Dias Ex Machina

ABILITY SCORES

	TOTAL	BASE	RACE	LEVEL	MISC	ABILITY MODIFIER
STR STRENGTH						
CON CONSTITUTION						
DEX DEXTERITY						
INT INTELLIGENCE						
WIS WISDOM						
CHA CHARISMA						

HIT POINTS

MAX HP	BLOODIED	SURGE VALUE	SURGE P/DAY
	= 1/2 HP	= 1/4 HP	

CURRENT XP	TEMP HP	SURGES

ARMOR THRESHOLD	ARMOR HP

	DEFENSE	1/2 LVL	ARMOR/ ABILITY	CLASS	FEAT	ENCH/TL	MISC	MISC	SPECIAL DEFENSES
AC ARMOR CLASS									
FORT FORTITIDE									
REF REFLEX									
WILL WILLPOWER									

	TOTAL	BASE	ARMOR	ITEM	MISC	MISC
SPEED IN SQUARES						

	TOTAL	DEX	1/2 LVL	FEAT	MISC	MISC
INIT INITIATIVE						

SKILLS

		BONUS	ABILITY MOD	1/2 LVL	TRAINED	MISC 1	MISC 2	ARMOR PENALTY
Acrobatics	DEX							
Arcana	INT							
Athletics	STR							
Bluff	CHA							
Demolitions	INT							
Diplomacy	CHA							
Dungeoneering	WIS							
Endurance	CON							
Engineer	INT							
Heal	WIS							
History	INT							
Insight	WIS							
Intimidate	CHA							
Nature	WIS							
Perception	WIS							
Regional History	INT							
Religion	INT							
Sciences	INT							
Stealth	DEX							
Streetwise	CHA							
Theivery	DEX							
Vehicle Operation	DEX							

PASSIVE INSIGHT [ ]

PASSIVE PERCEPTION [ ]

SPECIAL MOVEMENT _____ CONDITIONAL MODIFIER _____ SPECIAL SENSES _____

POWERS

[ ] AT-WILL ENC DAILY

ACTION RANGE

TARGET

ATTACK HIT

WEAPONS

WEAPON _____

WEAPON _____

WEAPON _____

AMETHYST

MONEY

XP

NEXT LEVEL _____

DEM
Dias Ex Machina

POWERS (addl.)

	AT-WILL	ENC	DAILY
	☐	☐	☐

ACTION RANGE
TARGET
ATTACK HIT

	AT-WILL	ENC	DAILY
	☐	☐	☐

ACTION RANGE
TARGET
ATTACK HIT

	AT-WILL	ENC	DAILY
	☐	☐	☐

ACTION RANGE
TARGET
ATTACK HIT

	AT-WILL	ENC	DAILY
	☐	☐	☐

ACTION RANGE
TARGET
ATTACK HIT

	AT-WILL	ENC	DAILY
	☐	☐	☐

ACTION RANGE
TARGET
ATTACK HIT

	AT-WILL	ENC	DAILY
	☐	☐	☐

ACTION RANGE
TARGET
ATTACK HIT

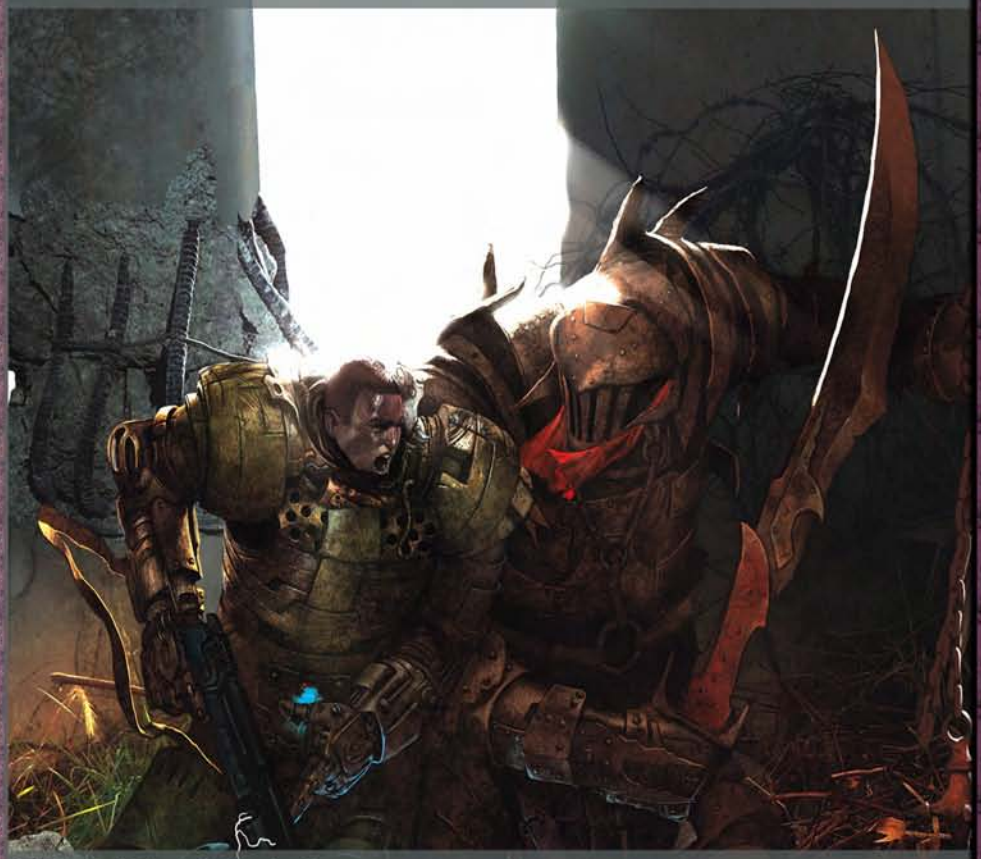
EQUIPMENT

FEATS & FEATURES

Which side will you choose?
Which weapons will you wield?

Earth is torn between the order of science and the chaos of fantasy. These two worlds cannot mix. Venture into lands once claimed by skyscrapers and factories, now overrun by elves, goblins, and dragons. Choose your path and commit to the quest. Monsters will hunt you; machines will track you. No gods will help you; no prophecies will choose you.

The fate of the world rests with you.



This rulebook includes:

- New races
- Four technology-based classes
- Paragon paths for both science and magic based characters
- All new equipment from revolvers to railcannons
- Listings for powered armor and futuristic vehicles
- Monsters for every challenge rating
- GSL-compliant rules to add technology to any 4th Edition game

For use with the 4th Edition
DUNGEONS & DRAGONS
ROLEPLAYING GAME
Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

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