

65 Million years ago,
the last dragon fell...
65 Million years later,
the first dragon will rise,
and a world that wasn't saved...
will be...

A M E T H Ψ S T

“ALL THAT YOU CAN IMAGINE”

“Time heals all wounds, but scars always remain. Mine run deep. They appear only under my skin. When I close my eyes, I see them. Scars carry memories—pits and wells of trauma. When I close my eyes, I see the past, long ago, before man, before science...a time ruled by enchantment...by the surreal...by magic. I remember... because I lived it. I watched patiently as I do the Elves and the war with the Orcs, the forces of Darkness pushing from the depths into the light and the victories of Dwarven armies against them. I saw it all...and I saw it all end...”

...We called it the “Hammer of God”



...We knew our time was over. Led by the oldest and wisest dragon, Amethyst, the doors to the great realm of enchantment ended. Everything imbued with the power of magic left, into the realm of trances and dreams, a world devoid of form and time to most. A land many called Attricana, others called it Heaven. The doors would close, reopening when the spirit of Earth healed from the disaster to come. I left to, the last through the door, I watched as Amethyst stayed behind, so powerful was he, that even with the

door closed, he would not fall into dust like so many other enchanted creatures incapable of the voyage. He would remain...to open the door again...

However, Amethyst was betrayed. The Demons from the dark rose up and struck down the great Dragon. They would not flee into their realm. Ill prepared for the mighty retribution for the attack, the evil forces, bent on taking Earth for themselves, watched helpless as the black gate into the underworld collapsed a final blow from Amethyst. Earth would belong to no one...

The Hammer fell; the doors closed; Earth was orphaned.

The story...began...

Soon, under the guidance of science, mammals grew into men, and thus began the uncontested drive of evolution, of industry, of technology. Humanity, obsessed with power and growth, blinded by greed and selfishness, broke the sacred vows made on their behalf when God gave them the ability to dream and build. Retribution came swift and severe...

...They called it the "Hammer of God..."

Records never revealed what came first, the great Hammer or the scorching of the Earth by weapons of science. It did not matter. What did...happened after. Where the Hammer struck, the black gate saw daylight and the forces of evil spread forth. Soon after, the virtuous emerged, and in a great rupture, the great doorway opened in the sky...a wave of magic swept the globe, removing all traces of industry, technology, and pollution...and we returned. However, Earth was not the same the remnants of mankind raised up, wielding the great knowledge of technology and science.

I sit...observing as before. Patiently waiting. Two thousand years have passed. Will man regain his world, or will Magic rule forever? Looking to the stars, I realize the answer may come sooner than I thought...

...The door was closing...



I watch the Sky Galleons depart from the City of York. Months await my journey across the nameless lands to the City of Angel, the largest Bastion mankind built. Here, I will get the answers I seek. Pursuing a career in wizardry, in "Echa," make men like me shunned by the people of "Techa." Many sympathize them; many condemn them.

I read all the ancient tomes about the history of man before the wave that washed the planet clean. How Earth finally struck back at man for centuries of abuse. Man would not submit, however. Soon, all the remaining vestiges of knowledge coalesced into groups, groups became towns, became cities, became Bastions--the last great sanctuaries of Technology. These few places grew fast and powerful. Isolated from others like themselves, each Bastion developed its own unique culture and power base. Some depended on wind, some on water, others on the power of the sun. Some

could defy gravity; others took to the sky, while others vanished under the Earth. Rumors even held that the few out of Earth escaped the wave, starting anew on a distant world. But here, only those with the memory of past greatness, the knowledge of science, were allowed to enter the Bastions. The many others found themselves banished into the enchanted lands, forced to survive on their own, without machines, without hope. Many died at the hands of the new beasts roaming the lands. Others found solace with the new races appearing: The Elves, the Dwarves, and the Halflings. Many discovered they too could learn the ways of magic and became enchanted themselves.

I even know of a couple of men and women, content with their amnesty within a Bastion, that left their homes of technology, to pursue a path calling to them. I only know of a few. I being one. The year is 2004 AE. Mankind reaches an impasse... Which will gain dominance: the Bastions of man's once great mechanical empire OR the ever-growing expanse of mystical energies and unexplained forces.

I board a Feng-Fu Flyer bound for Limshau, half way to Angel on the other side of the Continent, to meet an old friend. I ponder the voyage that lay ahead, of the help I will need. I ponder the jewel that hangs from my neck, a strange purple gem glowing of immense power. Maybe my tutor in Genai will shed some light on this conundrum...

INTRODUCTIONS

Amethyst is a RPG conversion utilizing the new Dungeons & Dragons D20 system (3.5). Some elements from the D20 Modern systems have been incorporated. However, that tome is not required to play. All that you need to play Amethyst is:

D&D Players Handbook
D&D Dungeons Masters Guide
D&D Monster Manual

All that anyone wanting to play D&D needs. Amethyst presents a new Earth set far in the future. This conversion is large and breaks up into several Chapters...

D20 Rule Changes – Very few and most just open doors for incorporating D20 Modern and for fitting the eccentricities of the Amethyst universe into standard D&D.

History of the Earth: Brief background information and setting detail. Also a map of modern Earth.

The World of "Echa": The Enchanted Earth. New basic and prestige classes, skills, feats, and equipment. In addition, the magic in the map is explored—detailing the enchanted areas of Earth.

The World of "Techa": The Mechanical Earth. It explores the Bastions, the technology they keep, the people that live in them, new classes that evolve from them, new feats and new equipment they build, and how this world effects the outside realm of Magic.

Encounters in Amethyst (DM eyes): The few new monsters, the Mortal Gods, new

magical items, and most of all, the artifacts in the game...the 12 gems of Amethyst.

GLOSSARY:

When someone ventures into Amethyst, several slangs will emerge that need explaining. This will also help prepare for the rules changes below...

A.E. (After Enchantment): The progress of time in this new era. The game begins for many in the year 2004 A.E., just a little over two thousand years from when the White gate opened.

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

Alternate Quantum Vibrational States: The generic title to any physical state out of phase with our own. "Echans" or magical folk call this state Etherealness—being of this world but not, where you can observe the real world, but exist separately. The real world may or may not detect you and may or may not be able to interact. "Techans" or Techa-Folk progressed little in this field. A Few bastions discovered a way for machines to enter this state so that they could pass through walls and slip past guard towers without detection. This is advantageous over simply being invisible because Etherealness displaces the subject out of the material reality altogether.

Astral Sea: The magical term given to the dimension scientists call Hyperspace, a parallel to our universe where faster than

light travel is possible. Spells Teleport utilize this.

Attricana: The term given to the Enchanted Realm existing beyond the white portal. Going by several names, this title is the preference of many enchanted intelligent creatures, save for some clerics and wizards. The neutral and good spirits of worship reside in this area along with the Attricana celestials.

Bastions: Sanctuaries of man's old ways. Technological cities, usually heavily fortified and condensely populated. Most are Echaphobic and forbid its use in their walls. Each Bastion stands its own country, with very little to no contact with the outside world or even other Bastions.

Blinder: A common derogative nickname Sorcerers 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).

EDF – Enchanted Disruption Field: The Enchantment Disruption Field prevents radio communication and disrupts electronic circuits like an electro-magnetic pulse when extremely powerful magic is nearby.

Etherealness: Another way of existence. Being Ethereal means to enter a state that is off center from the rest of the Material, reality, and our home dimension. One can view the real world to an extent and be immune from most dangers from the real world, but ones impression on this world is also extremely limited. A few spells utilize this. The Bastions call these Alternate Quantum Vibrational States.

Etherspace: What the "Techa" folk usually call the realm beyond the great portal. Some wizards also refer to this realm by this title.

Euras: 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 later Mexico.

Gaia: What many non-human Echans call Earth.

Heaven: Is Heaven Attricana? Some people think so. Some people believe, save for a gate spell, the only way to rise to portal is to die. Many others believe this to be wrong and that the true Heaven is run by the one God in an area of Shadow-space no one dares to look into.

Hell: Unlike the misconception of Attricana, some believe Ixindar may be the physical realization of Hell. Demons and Devils emerge from within its abyss, why not?

Hyperspace / Subspace: The scientific / "Techa" term referring to a dimension of space slightly off ours allowing faster than light travel. Many Bastions have been able to detect and measure this existence but only a few cultures (The Saints, The Bastion of Porto) successfully harnessed this science. It allows FTL travel, Teleportation, time travel, and the creations of wormholes. Currently, no one has been able to harness the last two.

India: The only region along with Africa to maintain its original name. It occupies the areas surrounding as well.

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

Ixindar: The name given to the realm existing through the black gate, where evil lurks. Like the enchantments that fled through the White gate / Great Portal, Demons, Devils, and many evil creatures fled through the black gate...or so we thought. However, Amethyst buried the Black gate millions of years ago under a rock that could not be broken, only for it to re-awaken with the second Hammer. The evil spirits of worship reside inside the gate while the evil Fiends set up a nation around the gate.

Lanchia Mountains: The taller version of the Appalachians in Eastern Canam.

Portal, The / Great Portal, The: The great gate beyond the Moon emanating power and saturating the world with positive magic. Those wishing to enter Attricana / Etherspace must pass through this gate.

Range of Rock, The: The taller and larger Rocky Mountain of North America.

Saudi: The region of Earth occupied by old Muslim states including Iraq, Iran, Turkey, Saudi Arabia, and Syria.

Second Hammer: The second impact that destroyed the technological empire of man. It struck Siberia.

ShadowSpace: Another alternative quantum vibrational state, but one Techans have yet to discover. Where Hyperspace/ Astral Sea exists as energy filled compression of the normal universe, Shadowspace expands out further, creating a void of nothingness. Magical uses include the bags of holding and portable holes. It is also rumored that Attricana and Ixindar both rest in the abyss of Shadowspace.

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 Central and South America

"Techa": The slang term given to the Technology of man and usually reserved for the Bastions and their machines.

Thankfully, this is a short chapter. The Earth as we know it fell into the realm of magic ...very little has remained untouched. However, it still does not exactly resemble the world of a standard Dungeons & Dragons campaign. A few points stick out that most people will notice if they were to sit in on a session.

NO PLANES

Simply put, the astral plane mutated from the D20 explanation into a dimension that both magic and science tap into. Anything trying to "travel" from one location to another uses the Astral Sea, a compressed reality one can step in and step out further away without needing to take as long.

Only the Gate spell or other similarly powerful effects can take you to the other realms of Ixindar and Attricana. Other states of being are possible however. Those of Techa speak of things like 'alternate quantum vibrational states' and Hyperspace. Magic users refer them as the Astral Sea, Etherealness, and Shadowspace. The spells and other effects using them mostly work as pre-defined in the Player's Handbook. The main differences being they only intersect with our world and don't connect to anywhere else. Astral Sea and Shadowspace are not separate places from the normal world. They exist parallel to our planet in a similar fashion to the Etherealness. This does not affect most monsters. Any creature native to the elemental planes simple exists here, making a crowded planet. A few monsters however, cannot appear unless the DM modifies the setting:

Formians
Salamanders
Slaads

A few "outsiders" exist but in a new state:

Celestials: Celestials are spirits waiting advancement to hierarchy to the spirit world where those of faith pray for wonders. They are the only remaining corporeal beings living inside Attricana. They seldom leave unless summoned.

Fiends: A term referring to the two forces of pure evil, Law and Chaos, Devils and Demons, Fiends no longer live within Ixindar (although many scholars think the gate is simply too small to permit the truly enormous creatures from entering our world).

Planetouched: Aasimars and Teiflings are extremely rare, but do exist. These occur, as the rules state, when a Fiend or Celestial donates to the bloodlines of normal mortals. Of course, these bloodlines can only be traced with locals within the 2000 years magic existed unless their bloodlines came through the gate with everyone else.

NOTE: So where did all the monsters come from?

Ahh...good question. Those that didn't escape to the two realms of Ixindar and Attricana de-evolved to simple creatures or died when the enchantment left at the closure of the portals. Major magical beasts simply fell into dust. Many simple creatures escaped via the might of more powerful creatures out of mercy or out of the need of a power base or slave army. When they portals re-opened 65 million years later, all the escaped creatures returned. However, the magical energy the flowed to earth started the enchanted evolution over again. New and old magical beasts rose from the earth and birthed from the clouds to resume their instinctual traditions.

Back to spells, the only major change relies with summoning spells and teleportation. There exist no alternate realms to pull the creatures from.

The following spells are altered as follows:

Attricana / Ixindar Ally (Planar Ally):

Instead of summoning any planar ally, now the spell draws an individual from one of the two realms. So summoning an Attricana ally draws forth a Celestial; summoning an Ixindar ally obtains a devil or demon.

Arcane Eye: The eye appears at your location.

Astral Projection: This spell can only transport you to another spot on Earth. In many ways, it works as typical Teleportation since the Teleportation spell has been truncated substantially. When using this spell, refer to Teleportation. It has an unlimited range and can teleport you and either 50 lbs per level or 1 additional person per 2 levels.

Banishment: Since there are no planes, this spell is really only useful for teleporting Demons and Devils back into Ixindar or Celestials back to Attricana. This spell only affects them.

Blink: Works as described in Players Handbook.

Clairaudience/Clairvoyance: The Range of this spell is reduced by ½. It is now 200 ft + 20 feet per level.

Commune: Commune is now a 6th level spell. It also cannot offer any answers contained within the Encounters section of this book (DM eyes only)...unless the DM is feeling really charitable

Comprehend Languages: As normal except that Ancient Draconic is beyond the field of any spell and must be learned as a skill.

Contact Ixindar/Attricana (Contact Other Plane): Can be used to contact fiends or celestials in the two realms of mention. They must be chosen as separate spells. Contacting either realm counts as contacting the Outer Plane and with addressing a Lesser Deity.

Detect Magic: Casting on any Amethyst artifact, regardless of their power level responds with *overwhelming aura*.

Dimensional Anchor: Operates now as a third level spell.

Dimension door: Works as described in Players Handbook except the range is halved. It is now 200 ft + 20 feet per level.

Dimension Lock: Now a 7th level spell.

Discern Location: Does not work on any artifacts contained in this book.

Dispel Magic / Greater Dispel Magic: Artifacts in this book cannot be suppressed.

Drawmij's Instant Summons: Artifacts are immune to this spell.

Elemental Swarm: The Swarm is created before one's eyes. Elementals are dumb and their creation is to serve their caller. They vanish into nothing when their time is up.

Ethereal Jaunt: Works as described in Players Handbook.

Etherealness: Works as described in Players Handbook.

Gate: A very powerful spell allowing you to create a portal to either Attricana or Ixindar. Its details are unique and are explained much later.

GM note: Traversing a PC into a realm greatly effects the concept of the game (refer to Encounters section).

Greater Attricana / Ixindar Ally (Summon Greater Planar Ally): Same as above.

Lesser Attricana / Ixindar Ally (Summon Lesser Planar Ally): Same as above.

Maze: Works as described in Players Handbook.

Plane Shift: Does not work.

Scry: Works as described in Players Handbook.

Shadow Walk: Works for traveling to different locations on Earth, but not into Shadowspace or other planes even though it used Shadowspace to accomplish the spell. An

additional advantage over Etherealness, because Bags of Holding and Portable Holes utilize Shadowspace, someone Shadow Walking could potentially loot these reservoirs into this space without someone knowing it.

Planar Binding: Works the same as the spell in Player's Handbook except it only summons Fiends and Celestials from the two enchanted realms.

(DMs Note—They don't often take to being compelled)

Planar Binding (Lesser): Same as above.

Planar Binding (Greater): Same as above.

Summon Monster I - IX: These draw creatures from the existing world to the spellcasters location to assist him. Still refer to the tables on Page 288 of the Players Handbook for summoning. Demons, Devils, and Celestials cannot be summoned in this fashion. The GM may replace any of the summoned creatures listed on page 288 with something of correct alignment and equivalent hit dice. They still emerge Fiendish or Celestial, as they exist on this planet.

Summon Nature's Ally I - IX: Unchanged but operates the same as the Summon Monster spell above.

Teleport: Only works to take you to place you have personally been to and studied. In addition, it can only carry the caster and his load...period. However, it takes up lower spell slot now.

Teleport Object: Same restrictions as Teleport. May teleport 5 lbs / caster and 1 cu ft. / level.

Teleport/ Greater: Same restrictions as teleport. This spell can teleport more people (1 additional per 3 caster levels) but the distance restrictions (100 miles / caster level) still apply.

Teleportation Circle: Same restrictions as Greater Teleport.

Transport via Plants: Only works to take you to a plant you have personally seen and studied carefully.

Tree Stride: Works as described in Players Handbook.

TECHA/ECHA SKILLS

In a standard D&D game, skills fall into two categories: Class Skills and Cross Class Skills. However, that is assuming everyone grew up around the same base culture. However, the Technological culture exists independently from the world of Magic. There is no frame of reference for a fantasy character to train in a field dealing with Technology he has no access to. It would be like training a bushman to program a VCR. As a result, a D&D class cannot take any Cross Culture Skill without incurring an x3 penalty. On the flipside,

Techa Classes cannot choose Cross Fantasy skills without suffering the same penalty. Therefore, as Cross Class skills usually cost 2 points per level, Cross Culture Skills require 3 points per level. Techa skills are listed later. The max skill rank is character's level (the +3 and -3 negate)

An argument can be made that humans raised in a bastion and left that life for Echa contain the cultural experience. However, this argument is moot to any non-human races. A dwarf just cannot learn to fly a plane. A Halfling just cannot build a robot.

There are two exceptions:

Limshau Elves

Tech-Gnomes

Both races have embraced technology at least in a small degree and don't suffer the penalties as other races.

The Cross Culture Techa skills follow:

Computer Use

Craft: Chemical

Electronic

Mechanical

Pharmaceutical

Structural

Demolitions

Drive

Knowledge

Behavioral Science

Earth & Life Science

Physical Science

Technology

Pilot (Bastion Specific)

Repair (Bastion Specific)

Treat Injury (Techa-based medicine)

The Cross Culture Echa Skills Follow:

Alchemy (when identifying magical potions)

Animal Empathy

Knowledge Arcana

Spellcraft

Use Magical Device

Similar restrictions apply to feats as well, but they are explained later...

AGE OF AGES

Magical species in Amethyst are substantially long lived, more than published ages in Player's Handbook. With the offset of Techa medicine in Bastions, the average lifespan of humans now pushes over a century. However, this pales in comparison to other species...

Half-Orcs: Regular Orcs barely make it past 50. Luckily, Half-Orcs gain additional resilience, and can reach 80 years.

Halflings: Halflings grow up fast, reaching maturity the same time as humans, but can live up to 400 years.

Half Elves: These Cross Breeds gain the benefit of youthful appearance but not virtual immortality. They reach maturity like humans, around 20. They can live, however, to almost 800 years.

Gnomes: Gnomes hardly keep track of their ages, except that many add a new name every 100 years. The oldest is a scant 900 years.

Dwarves: Dwarves can now live almost 1000 years; the oldest known Dwarf is 1200 years old and lives in the Finer Fire Pits. They still reach adulthood at 50.

Elves: Amazingly long lived, most High Elves can live to 2000 years, reaching adulthood past 100. The oldest currently living High Elf came through the gate two thousand years ago as a juvenile. Wild elves live to about the same but their hostile life usually brings their average age to only 1000 years. Grey Elves snap the needle, living more than 5000 years, with many of the leading council aging past 7 000.

Dragons: The only truly ageless creatures, no Dragon has ever died from old age. Some simply vanish into the sky, never to return. They grow fast and quickly find a foothold in their society, but the wisdom of the truly ancient is a priceless commodity.

<u>Category</u>	<u>Age (years)</u>
Wyrmling	0 – 5
Very Young	6 – 15
Young	16 – 25
Juvenile	26 – 50
Young Adult	51 – 100
Adult	101 – 400
Mature Adult	401 – 1 000
Old	1 001 – 5 000
Very Old	5 001 – 10 000
Ancient	10 001 – 50 000
Wyrn	50 001 – 100 000
Great Wyrn	100 000 +

Many dragons that emerged from the portal still live. "Lazarus the Gold" maybe more than a Million years old. Older still is the first Dragon, Amethyst himself. At his slaying, rumors held him at more than 125 Million years...

...This, of course, does not include the ageless years they spent in Attricana...

For others, most magical beasts live about %150 more than published.

THERE IS NO GODS...

Bad grammar aside, the fact is essentially correct. Not saying the deities in books no longer exist, they do, but in a different form. They are simple spirits from the Enchanted realms, hearing their worshiper's prayers now that the portal

opened. Is there a God? Yes. He is never often referred specifically as the Christian God...he could be many interpretations of God, but even highly evolved creatures, as Dragons believe that above the "voices from beyond the door," there exists a "voice that never speaks."

This Almighty wrote the rules of the Universe that everyone follows. Some say the only way to hear this voice is beyond the grave. Some say the Spirits live around the edge of the ethereal realm, looking out but rarely looking in. Some say the Almighty exists alone in the Astral Sea or Shadowspace—the flotsam that keeps the universe from flying apart. Others think he lives within Attricana, and he maybe the realm itself. There is no right answer.

LANGUAGES OF THE NEW WORLD

In standard Dungeons & Dragons, languages have been simplified and all of humanity stands united speaking one tongue: Common. Alas, the future looks far less bright. With the continents as far as ever, and communication cut off from magical fields, distant cultures found themselves growing further apart. Where once a dozen different languages voiced from a dozen different countries a thousand kilometers abreast, now only one remained. The languages that emerged sound like a mish-mash of several. Usually these languages grew from the Bastions and spread to the outlying cultures. Each language must be taken separately like all D&D languages. PCs (Optional GM rule) can pick two human languages free to learn if the Player can justify why the PC would know both. GMs discretion whether to offer the free second language in written form as well.

All Bastions usually have Common as a second language for all high-ranking officers and diplomats. Some Magic languages have also been removed for ease and convenience. Since there is only one realm of darkness, only one language emerged. The demographics given are only examples and the languages are spoken all around the locations given.

New Language Listing

Common Languages and Their Alphabets

Language	Typical Speakers	Alphabet
Abyssal	Evil outsiders, Fire-based creatures	Infernal
Ancient Draconic	Ancient Dragons (See below)	(See below)
Aquan	Water-based creatures	Elven
Asian	(Cantonese, Mandarin, Japanese, Korean) Cloud Folk, Genai, Svendalino Khay,	Asian

	Shang	
Attic	(Greek) Haja O Que	Attic
Celestial	Good outsiders	Celestial
Common	(English, German, Danish, Swedish, Norwegian, Flemish, Dutch, Icelandic, Yiddish) Western & Eastern Canam, Moteogo, Hall of Beginnings, Myre, Rural of Carefree, Svendalino Khay, Halflings, Half-Elves, Half-orcs	Common
Draconic	Kobolds, Troglodytes, Lizardfolk, Dragons, Air-Based creatures	Draconic
Druidic	Druids (only)	Druidic
Dwarven	Dwarves, Xorns, and other earth-based creatures	Dwarven
Elven	Elves, Drow	Elven
Giant	Ogres, giants	Dwarven
Gnome	Gnomes	Dwarven
Goblin	Goblins, hobgoblins, bugbears, Gnolls	Dwarven
Halfling	Halflings	Common
Ignan	Fire-based creatures	Draconic
Indic	(Hindi, Punjabi, Urdu) Matinal, Estremoz	Indic
Orc	Orcs	Dwarven
Romance	(French, Italian, Portuguese, Romanian, Spanish) Porto, Hibernia, Harrapa, Bannitio	Romance
Scholar Speak	(Ancient Hebrew, Latin, Sanskrit, Ancient Greek) Wizards, Scholars	Scholar Speak
Semittic	(Acadian, Arabic, Aramaic, Hebrew) Marisandra, Samba	Semittic
Slavic	(Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatia, Slovak, Ukrainian) Cantis, Krebet, Svendalino Khay, Gohurk, Ulaid	Slavic
Sylvan	Dryads, brownies, leprechauns	Elven
Tibeto	(Burmese, Sherpa, Tibetan) Matinal, Svendalino Khay	Tibeto
Turkic	(Azerbaijani, Turkish, Uzbek) Syomka, Dudak, El Situu	Turkic

Ancient Draconic falls separately from any other language. It must be purchased like a normal skill:

ANCIENT DRACONIC

(INT; TRAINED ONLY)

Special: The skill is trained only by dragons to others to learn the ancient language known to be the words spoken before time was time.

Dragons can only speak the language of Ancient Draconic and no spell can simulate it (PERIOD). The written word of Ancient Draconic is also unique but thankfully, others can learn it when taught. However, the language when written down exhibits magical properties. Letters of Ancient Draconic seem to wave and float on pages. A single letter on a page can exhibit magical properties (see later). Ancient Draconic cannot be

translated by any spell (PERIOD). It must be taught and deciphered the hard way.

Ancient Draconic Task DC

15	Decipher or write a proper name
20	Write or text contains simple text*
25	Write or text contains complex words**
30	Magical Text***

* Nothing more than three syllables. Includes phrases and color text, and short sentences.

** Complex Text: Scrolls, Books,

*** Magical Text: Artifact Books

Action: Any Ancient Draconic sentence requires a full minute to read. A Scroll takes more than an hour just to decipher. A book can take several days. An attempt may take 10 and 20. Taking 20 doubles the read time.

Try Again: Not immediately. The Player must advance the rank in the skill (at least one point) to try again.

Synergy: If you speak Draconic, you get a +2 bonus to Decipher Ancient Draconic.

Untrained: No. The skill must be taught

THE HUMAN RACE...

After two thousand years of living on they're 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 outside the walls. Techa-folk often fear magic; some claiming it steals their souls. It flows through your body and out and changes you...that last part is right. The use of magic does change a human. He stops being a creation of science and falls into the same classification as Elves, Dwarves, and Halflings. Techa-Folk claims 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.

The point is until a human is infused with magic, either by embracing it as a wizard or sorcerer, or wearing it as armor, or slaying with it using a sword, a human has a choice whether or not to let the enchanted into his spirit. If he does that, he loses a portion of his own spirit, in favor of this infusion...this of course, is only a fluff description to accommodate a simple rule.

If the GM so wishes, he can allow a Player to create a PC that totally avoids magic. A true poster-child of the Bastion mentality. He offsets this with an array of useful skills of science and technology. To offer character classes from this unique venue, this conversion borrows influence

from the d20 Modern rule system. However, even though the two systems are almost identical, there are two major standouts.

1...Action Points – The classes offered in the Techa section contain no mention of d20's Actions Points...so just forget them.

2...Inherent Defense Bonus – To offset the major hit bonuses of high-level characters, PCs are given a defense bonus dependant on their level that is stacked onto existing bonuses. This is a bonus to AC that is not offered in D&D. These bonuses remain as long as the PC does not multi-class in magic, hold magic, use magic, wield magic, or protect himself with magic. If this happens, the PC will lose this bonus forever (unless the GM is feeling generous). If the PC is forced magic on his person or if the GM wants to be kind, the PC can try to avoid magic at all costs and gain 1 point of his original Class bonus every day until filled again.

Even though the classes offered later in the World of Techa are really the Advanced Classes in the d20 Modern system, here, in Amethyst, there are no requirements, and the PC can choose this class initially. They have been modified slightly.

3...EDF: Enchantment Disruption Field –

Unlike other games that blend fantasy and science fiction, Amethyst keeps these worlds very separate. Above, we know the inherent defense bonus is removed if the character utilizes magic. This works in reverse as well.

Magic emanates power that runs anthesis to the energy systems of technology. Technology, from any source, failed to develop a process to harness Magic energy to use in their machines. Magic, a partial unexplained source, runs chaotically in comparison to the organized energies of Techa. Magic leaks from batteries and never allows itself to be bottled up by science. More so, magic pushes itself into every crevice, including every circuit techa attempts to seal off.

This results in technological devices of any kind failing to work when nearby magical forces of substantial intensity. ED Fields radiate from any magic item or spell cast. EDF radiate from the caster and the target hit if the spell is ranged.

Spell Caster: Radiates 1 foot from the caster per spell level. Usually 2nd and 3rd level spells only effect technology the caster is carrying. 0 and 1st level spells radiate no EDF.

Spell Target: If the spell expands in a blast radius (eg: Fireball), the EDF expands equally. If the spell strikes a specific target attack, the target's equipment must check for the EDF. Only spells 2nd level and above radiate enough energy to consider rolling for EDF.

Magic Items: Magic wands and scrolls that are imbued with spells operate the same as the

Spell level being cast. Magic Weapons and armor radiates EDF at 1ft per point of enchantment.

Wondrous Items: Minor – 1ft, Medium – 5ft, Major – 10ft

Artifacts – It has been established that only artifacts in this book exist in this game but if the GM makes an exception, then Artifacts radiate at 10 feet.

<Exception: Because of circumstances unique to this setting, the Amethyst artifacts do not radiate EDFs>

Magical Beasts – Magical beasts radiate EDFs at 1 foot per two Challenge Ratings.

If a techa item activates or operates within one of these fields, the item must make a percentage roll based on its Tech Level of origin. The saving throw is %10 per Tech Level. If under, the battery shorts out. The battery pack loses the 1d4 charges and cannot fire again for 24 hours. Another roll is required if the first fails. Another failure results in the battery being rendered useless and must be replaced. Another roll is required with the same difficulty if the previous fails. Another failure results in the items shorting out and fizzling into nonfunction, resulting either a repair job or a total replacement (GM's decision). Another roll can then be made with the same difficulty. Another failure results in the item power surging and exploding and everyone within a certain range (depending on the battery) must make a Ref save (DC15) or take the damage depending on the battery. The Ref rolls for half damage.

Battery Type	Blast Range	Damage
B	5 feet	1d4 +1/5*
M	10 feet	1d6 +1/2*
H	20 feet	1d8 +1/1*

* The "/" indicates an increase of damage dependant on how many charges are remaining, divided by the number given above. (Eg: B5 battery with 25 charges left blows. The damage in the range is 1d4+5).

Obviously, Porto and the Saints are especially vulnerable to resident magical energy. Furthermore, ambient magic that covers the whole planet may affect certain items. Most bastions simply forbid all magic within their walls, protecting their interests. Porto and Motego's main reactors are shielded and cannot be affected. However, since Saints evolved outside the range of the Gate, they carry no such defenses. Huge reactors, especially Porto's Phantom Drives and Saints Warp

Reactors, cannot shield their devices fully, and when in the open (outside of Porto or when Saints enter the Atmosphere), they constantly suffer a low yield drain. However, the extent and the details are up to the GM. Usually, Porto vessels will go dead after a month in the open. Saints vessels fair less, drying up after usually only a week, requiring a return to homeport to recharge.

Obviously, Tech items not utilizing batteries are immune.

Examples of moments to roll:

Placing Batteries in Bags of Holding.

Casting True Strike on yourself before firing a battery weapon.

Getting caught in a Fireball

Wielding a magic sword in combat.

Touching a magic sword against a battery-powered item.

Someone casting featherfall or fly on someone holding batteries.

Resurrecting a subject who has Batteries on his person.

Someone carrying batteries casting a healing spell on another.

Teleporting (the spell) someone with batteries.

Please note that only the cell and items that generate power are affected. A gunpowder rifle does not roll for disruption (gunpowder is a rarity in itself). In addition, items that have had their cells removed are unaffected but the cells themselves are. So if someone wants to protect his or her weapon. They can remove their energy clips. They may lose their cells but the weapons may avoid destruction. Of course, it takes a round to remove, replace, or slap in a cell.

All rolls must be made for each individual cell. However, if one cell explodes, it has a %50 of destroying each cell in its Blast range. That is destroying, and not causing the other cells to explode themselves.

After a roll is made, another roll cannot be made for that device for another 24 hours. Therefore, if one battery survives an EDF, it is safe for a full day.

The Techa chapter does list ways to shield batteries from Magical interference. Both weapons and Armor may be modified to protect themselves and some Bastions have invented packs for carrying batteries safely.

I look over the edge of the Feng-Fu, watching the Earth slide underneath. I observe the changing terrain, knowing the world men once dominated looked far different. Paved cement criss-crossed the globe. The scars of industry cut huge swaths across the landscape. The sky would turn odd colors as the sun's energy cast through clouds of pollution. Towers of pipe and steel scraped the heavens in a vain attempt to touch God. Could the use of great weapons of science destroy it all? I researched the energies of old man, energies that some Bastions still employ. They would leave a lasting impression of the Earth and those who survived. There is no trace of old man anywhere...no old methods of transport, no artificial craters caused by the ravaging mechanical mining machines, no radiation from a past madness. Nothing. However, the great crater of God remains, a massive graveyard where the hammer struck. Scientists, men of Techa I talked to about this subject, had no explanation. Perhaps because they are unwilling to see beyond the equation. I believe, as many other scholars of Echa do, that Gaia herself is a living spirit, the spirit that Rangers look to for guidance. This spirit witnessed the sins of man and decided to remove his impression on the globe. I wish I could see a map of old Earth. Fragments of our past are harder to find than a Staff of Magi. Not that it would do any good. I imagine the old Earth would have fewer mountains, more valleys, and far less dungeons.



It may be Earth, but few people today would recognize it. The Earth awoke when humanity fell from grace. The world changed. From high up, the continents still look the same, but the terrain itself stands an example of extremes. Rivers are longer, mountains are taller, and cliffs are steeper. Huge holes opened up to the underworld. When looking up at the night

sky, the Star of Magi shines down upon them. Beyond that, several examples exist why this Earth feels foreign to most wanderers.

THE NIGHT SKY

When inhabitants in the future look up, they see the moon, always present, always dominating

the night sky. What they do not know, what few are aware of, is its size comparing to what it once was. Often behind it, the Great Portal resides, seldom emerging from behind its lunar curtain.

When Attricana opened, the tremendous energy pushed the Moon closer to Earth. As long as the gate sits on the dark side, the Moon will never resume its current orbit (If left alone, the Moon will actually drift away from the Earth...given enough time). This cataclysmic event likely led to many of the geographical calamities on Earth.

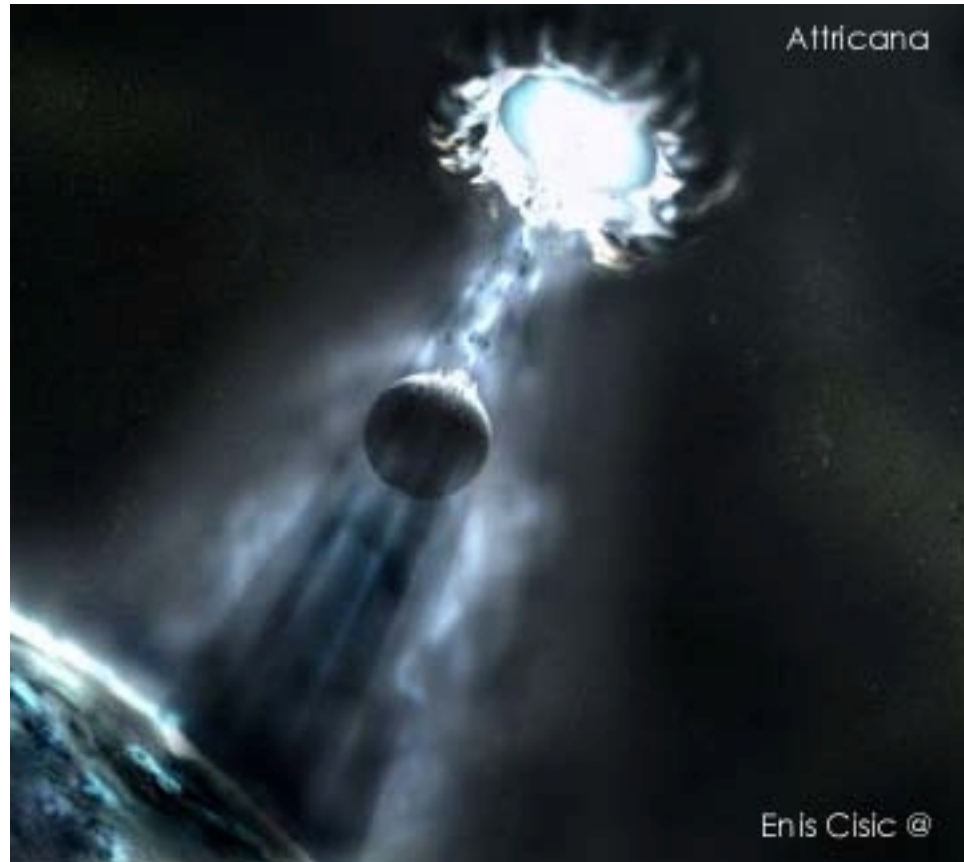
Many scientists of Techa believe this caused all of them...but most understand that a lunar shift could not explain them all.

The moon still stands as a cultural icon in many villages and towns across the world. Many worship it. The fact that it floats %40 larger than it used to helps support that belief. It dominates the night sky when rising, and seldom it is not seen even upon the rise and fall of the sun. Unfortunately, when raised, the moon totally overpowers the constellations, making their worship lessen in comparison.

Today, most do not even notice the changes in the Earth due to the Moon's increased influence. The ocean tides sweep the shores larger and more pronounced than before. Many cultures like the Bastion City of Porto have created solutions to that problem (see later). Beyond that, the moon sits as another reminder why Man sometimes considers himself a stranger in a strange land...

RESOURCES

Before man fell from the seat of power on Earth, he did manage to strip Earth of almost all unrenewable resources. Virtually all fossil fuels have been extinguished. Even the Bastions



faced the need to develop alternate fuels. Gasoline is a distant memory.

The biggest hurdle for Bastions or any other formed authority is location. Many centers of Techa position 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 are located within reasonable distances to mines. This leaves most resources available in the hands of Echa Cultures. Of Course, the Dwarves run the majority of them but some Echa Human settlements appeared around mines as their only source of income. Few human villages sprouted up on their own. Other races erected communities based on their own personal needs. Most elves live near or in large wooded areas.

The remaining resources are the common elements most took for granted years ago: Copper, Silver, Gold, Platinum, Iron, Coal, etc. The Bastions often badly need resources and secretly developed trade with outside sources (often with other races). Many have developed plastics and other synthetic materials and some even build entirely with stone.

Enemies in the last war of man targeted many of the old storehouses kept in the past to hoard his treasures. The ones that remained fell into the Earth, swallowed by the woken Earth.

Some have been discovered as rich mining sources...others remain to be found...

WHEN ENCHANTMENTS ATTACK...

Then the door opened, and a sweep of magic washed across the planet. Millions upon millions of sentient forms found physicality again. They rose from soil; they fell from heaven. Many knew of the great time that passed. Others continued their existences if nothing occurred. Almost all realized though...they were back, but the world had changed. Oceans grew, lands divided. Flora and Fauna changed, but evil and good remained and the unsung war for dominance resumed.

Even though the portal emerged and brought back everything enchanted back from a long slumber, the Earth was not as it was 65 million years ago. Tectonic plates aside, many truly intelligent species discovered deserts where forests once grew. The southern continent lay covered totally in ice. Great mountains rose where fields once spread to the horizon. Many cultures adapted...all had to rebuild. Huge holes emerged in the Earth. Caves, caverns and dungeons sprung up over the globe as Gaia shifted and twisted with a waking spirit. Man might have had a head start, but many species contain tenacious spirits with a singular purpose. Communities sprouted instantly. Cities soon followed. Dwarves dug into the Earth and found riches again. Elves wandered into the forest and reconnected with nature. Dragons perched atop of mountains and watched.

In under a millennia, every major species, Evil (Orcs, Goblins, Kobolds, Kuo-Toa, Yuan-Ti, Gnolls) and Good (Elves, Dwarves, Halflings, Gnomes) formed major municipalities across the planet. Mankind fled the encroaching magic initially, which gave birth to many of the Bastions. Others stayed and remain today, constantly in a fight for survival. Others found a symbiotic relationship with their new neighbors...either for good or evil.

Other new nations simply wished to be left alone (Lizardfolk, Centaurs, Merfolk). Either way, they all discovered themselves crammed into a new tiny world familiar, yet unknown to all.

THE CLASH OF MAGIC AND SCIENCE

More often than not, the realms of Techa and Echa seldom clash. Everyone terrified one will corrupt the other; they often slide past each

other like oil on water, never mixing. However, they often impede each other. Magic currently holds the upper hand.

The magical field from the portal rains down on earth and covers every nick and cranny. It blocks all transmissions emanating from Techa after only a few kilometers. This prevents the Bastions from allying with each other. It prevents the development of many smaller communities. It keeps technology at bay. Energy transmissions (radio, microwave, etc) cannot transmit more 50 kilometers from their source. Techa called it the Enchantment Disruption Field and often refer to it as a percentage of saturation. Saints are especially vulnerable to its power.

However, one remnant of man survived in the wilderness of magic and soon found a home with even the enchanted realms. Sure, many civilized cultures adopted the names of the new Oceans and seas that exists in the new, but the surprising feature is the adoption of the metric system. All Bastions and almost all human cultures maintain the use of this age-old measuring system. Its perfection was so absolute in comparison to the previous systems that many cultures that traded with man soon found them adopting the system as well. In less than a millennia, the metric system found it used exclusively used in almost all Elvish and Halfling cultures. Dwarves all but abandoned previous measuring systems. Some deep miners still use their own system but all surface dwarves utilize the newer one because of heavy trade. Certain prominent cultures refuse to adapt however (Grey Elves for example).

THE NEW EARTH

There exist so many treasures and dangers across this new planet; not even the dragons know them all. Alas...neither will those who explore this world seeking adventure. Whoever runs this world must decide where the story of our heroes will begin. Those heroes should have knowledge of that area...and none else. The rest of the world is an unknown. Even common knowledge of an area does not mean that great dangers will be expected. Some areas are mysterious to all.

The maps contained in this book show the largest areas of Earth. Some smaller areas are missing, the most obvious example being Antarctica. A GM is welcome to explore these areas however he/she sees fit. The Map is based on the current state of Earth. From the scale the map is given, the extreme nature of the Earth cannot be properly shown anyway, so using a

detailed topographical map of old Earth seemed the best choice.

The White: The Areas labeled in white are specific locations punctuated with a dot. The size of text is only a factor of fitting it into the map. These are the largest cities and the few empires that have sprouted. The bastions are also labeled. These are explained in the sections on Echa and Techa. Most players know of the white areas only if the GM wishes it or if in the immediate area.

The Red: The Red labels indicate areas of control or areas of expanse of a single geographical or specific feature. This does not exclude the possibilities that the species listed for an area will not be found elsewhere. This simply states where they are most concentrated. These areas are explained below. Most players know of the red areas of the continent they are in but may not have visited them personally.

The Numbers: These are areas meant for the eyes of the Games Master...

WESTERN CAN-AM

Alpine Fields: Not controlled by any species, the Alpine Fields forbid travelers from making roots. The immense wind washes the landscape clean. The force equals a "windstorm" as found in DMG. The only safe haven resides atop the mountains around the immense field. Many ariel creatures perch nests at the peaks. The dangerous ones watch the field below for hapless victims fallen prey to the winds. Almost all the winged beasts start huge, as smaller ones cannot overcome the elements.

Arctic Bugbears: Even though Hobgoblins and Trolls have been spotted here and Ice Monsters rampage the landscape, the land's dominant forms are the Bugbears... thousands upon thousands of Bugbears. Many have congregated in so high numbers, they have emerged from their dungeon lairs and created small communities on the surface, many by the entrances to their underground lairs.

Up North, White Dragons control and rule over the Bugbear population. The largest known White Dragon, a "Very Old" creature known only as "The Snow Devil" (350hp), lives here.

"Fargon" Dwarven Territory: Dwarves dug far and deep into the rock. They fortified themselves and created a nation of stone. Almost every type of Dwarf can find a capitol here. Dwarves' sworn enemies, Orcs and Goblins, do not dare approach these lands unless they arrive in the thousands in preparation for war. The only Dwarven location larger than the cities of the North is the Finer Fire Pits.

"Larenau" Aquatic Elves: Around heavily volcanic series of islands, the xenophobic

Aquatic elves found a home. They seldom travel beyond this rich land and few ever dared to travel that far from a mainland to reach it. They are not hostile to outsiders but do not often welcome anyone. Their villages sit at the various beaches across the islands.

They are mostly Clerics and Rangers and their leaders average Level 5.

Deep Pass at Dianaso: In the center of the Range of Rock resides a huge valley surrounded by massive peaks stretching for almost 800 kilometers. It remains the only safe way to cross to the Dwarven Territory to the North from the South. Any other route brings numerous dangers from the variety of monsters around the mountains. However, new dangers encroach upon the once safe journey. The Kobold civilizations reach spreads closer to the pass every month, making the trek to the pass more dangerous. To the North, a variety of snow dwellers wait for the unsuspecting travelers to venture clear of the mountains. It is unclear why the pass remained safe for so long. Some believe a great river of evil-repelling magic flows through, created by the elves of Laudina. No one is entirely sure...but most evil creatures break off pursuit when prey escapes to the pass.

Goblin Raiders: The greatest threat to the city of Angel besides the encroaching Black Dragon population are the rampaging Goblin forces. Thankfully, unlike the Kobolds to the North, the Goblins show no signs of amalgamating their forces. They do prove a nuisance to most travelers around Angel. Sporadic attacks also reach toward the Wood Elves. Most caravans join to unify their power, as most Goblin raiding parties are not large enough to attack groups larger than 30 or attack fortified opponents. A demand arose recently in the villages outside the major towns for bodyguards for these smaller caravans traveling to and from Angel. Some consider this task extremely dangerous. Others consider it easy money.

Some meant to give orders, some meant to take them. Others, we hit with an axe. Don't think it as dying. That's what it is, try not to think about it. Goblins need supplies. We don't know enough to make our own, so we take...

...Yours...

Illicrax Totrad
Goblin Commander

Kobold Controlled Land: Kobolds are amazing machines. All they do is kill, eat, and make more Kobolds. Moreover, they make a lot of them. They are the fastest growing species to emerge from the Gates. Few managed to escape through the portal. Those that returned took on the mission to repopulate the species at

an alarming rate. Kobolds spread across the globe quickly but the highest concentration remains where they first landed. At least a dozen surface and subterranean cities sprouted within the first 500 years in this area. Their growing armies encroach upon the Bastion of Selkirk and the Pass of Dianaso with each year. With the Bastions' standard policy of non-involvement in the realms of magic, it is left up to the remaining species to keep the Kobold population down. Dwarves and Elves had taken on the task of clearing out the large concentration of those evil little lizards when they occur. However, the major cities (none of which have ever been located by the forces of good) remain intact. The leaders of these communities are actually substantial fighters. One, Nomak Seelee, is a 10th level Fighter.

Sana Marsh: A perpetual and permanent fog spreads for hundreds of kilometers in the land of Sana. Few intelligent life forms call this area home, reserving the landscape for roaming evil. The Marsh is clearly the single most dangerous area of the continent. Monstrous beasts can shuffle into the black woods and vanish, waiting for an unsuspecting foe. Rumors hold that some terrible evil has built a castle in hope of gathering the power of the marsh towards it. No one of any common sense

enters the Marsh. Shortcuts be damned...its simply too dangerous. The Black Dragons call the Marsh home and often return here to mate. Many of the Dragons' enemies attempted to form an army to enter the Marsh and exterminate the mating grounds. A substantial size has yet to form.

The king dragon here "Crudag the Monster", a huge "Old" female Black Dragon (325hp) rules over all over species and even the Black Dragons in the Marsh. She is the most powerful known Black Dragon on Earth.

EASTERN CAN-AM

Dunya Forest: There exists a balance in the universe. Every Yin has a Yang. Good and evil seems always equal, with one no greater than the other. Dunya Forest and Trendane exist on either sides of a single coin. A clash of how much evil nature can create and how much good it can create. To the elves, Dunya is holy land...possibly the land they once emerged from. Many arrive here when the portal opened two thousand years ago. The trees sway and whistle with a constant, soothing humm...but they are not intelligent. All good creatures heal 1 additional point a day per character level as long as they exist in the forest. Surprisingly few Elves call Dunya home, preferring to live outside.

The more religious folk commit to pilgrimages to Dunya to renew their faith. Their greatest fear is that the balance of the Universe will fail and Dunya will fall to the cursed woods of Trendane.

Dunya is beautiful and tall and all sorts of benign creatures call it home. The trees grow to unbelievable heights. Suffice to popular opinion, few communities form inside the woods. After long stretches of time, even the most cultural based life forms find a need to become nomadic—one with the trees. They vanish into the vegetation and seldom seen again. Adventure parties often avoid Dunya as much as Trendane; fearful they will lose their minds to the songs of the trees.

Kuo-Toa Islands: On and around these old human controlled volcanic islands now lives the viscous race of the Kuo-Toan. They exist only



to attack wandering ships and feed on anything that happens into their waters. They have formed into a substantial civilization with major cities on the shores of every island here.

Land of Orcs: Along with the Kobolds, the Orcs are slowly coalescing into a larger force. Currently, more than a dozen armies have formed. Most follow the commands of the evil Dragons to the North, blindly obeying all commands of their superiors. Orcs live in every environment: dungeons, mountains, valleys, and forests. Orcs refuse to venture east into Dunya. They have yet to push south to attack the Human Bastions of York and Mann but many believe it is only a matter of time.

The most well known Tribe leaders are:

Craz the insane: 5th level Barbarian / 3rd level Fighter (Chaotic Evil)

Nerok the Gatherer: 4th level Fighter / 5th level Strength / War Cleric (Lawful Neutral)

Grum-rac: 11th level Barbarian (Neutral Evil)

Rummash the Wise: 15th level Chaos / Death Cleric. (Lawful Evil)

Blood Scent: 15th level Barbarian. (Chaotic Evil)

Gamash the Monster: 10th level Barbarian / 9th level War / Death Cleric (Chaotic Evil)

"Humans - You can't live with them, and their little bones get stuck in your teeth."

Blood Scent the Barbarian
No idea how I know that quote

"Laurama" Wild Elves: The Wild Elves occupy a great forest and mountain range that stretches as far north of Trendane. Their greatest fear is the encroaching evil in those woods. With little magical power, the Wild Elves feel helpless, resulting in aggressive tendencies to other life forms. They often raid travelers going to and from the Gather Market. Their preferred targets of choice are human parties, whom the Elves blame for infringing Trendane. Trendane didn't exist in the time before...the only wild cards are the humans. Besides that, the Wild Elves keep to themselves and wish no alliance with outsiders.

Their primary leader is Evan Oaksheild, a Chaotic Good 18th level Sorcerer who lives, seemingly, in random points in their forest and could be surrounded by 10 – 1000 other Wild Elves of varying classes and level.

Living Landscape of Atlantis: There exists an island between the two major continents. However, the majority of its landmass is occupied by a growing mass of living tissue. Hardened and black, this growth

forms mountains, valleys, and even pockets where lakes have appeared. No vegetation grows. All boats traveling the Atlantic Ocean refuse to venture near Atlantis, fearing the mass would come alive and devour them. Rumors hold that boats landing there appeared later, floating in the waters, missing its crewmembers. Some say that those walking across its surface could suddenly be devoured with no warning. These stories may be accurate but in truth, the formless mass has intelligence even though few have encountered it directly. It has full control of all its faculties and could modify the terrain as it sees fit. It has no desire to live beyond its land and can easily sustain itself indefinitely on the land it lives on and the creatures that swim around it

The Kuo-Toans worship this Island, calling it Kous-Techoas and sail sacrifices there often. Other animals call Atlantis home. Some have formed communities. The landscape obviously tolerates this, finding their activity curious and even appealing, just as long as they don't stain the surface with actions it may find offensive like attempting to destroy part of its body for



whatever reason or shedding bloodshed it may disagree with. Any alignment act may not create a response, the Landscape always finds observing the acts of smaller forms intriguing, whether the acts are good or evil.

Realm of Malign Dragons:

The land northeast in Canam falls under the control of the evil Chromatic Dragons. Mostly only Red and Blue reside here however. Red Dragons sweep across the skies and their sight at night is not uncommon. Often, Orc followers capture food to give offerings. If they fail, they often are picked up as food themselves. The Blue Dragons more or less keep to themselves. The largest Blue Dragon doesn't live here, preferring to live in Africa. The largest here is "Reaver in Light," a very old male Blue (400 hp). However, the oldest Red, a female Wyrn, lives here, "Esgragon the Great Fire" (725 hp). Strangely enough, this almost dwarfs the truly old, Great Wyrn "Gelion of Decay" (760 hp), a reserved and shockingly shy male Green that barely leaves his vast cave kingdom.

"Selman" Nation of the Titans: Few believe this land even exists. Far north, beyond the reach of most creatures, rumors tell of a land, maybe even a city, of giant Titans. They exist in the ice, in the mountains, and underground. Maybe all. If someone were to venture over the hazardous terrain to reach Selman, they would encounter a green lush landscape, a side effect of the Titan's magic. The Arctic Bugbears fear the Titans and never venture north, but attack most travelers trying to reach the giants. The people of Selman are kind, arrogant, but good at heart. They contain much magic and are



willing to trade even though their prices can sometimes be extremely steep. A traveler reaching Selman can find lodging and safety free initially. Additional stays cost three times as much of lodging anywhere else. Magical items cost at least twice as much but most items can be found or made here.

Their leader is Selman the Wise (45 HD, 480 hp), a supremely powerful Wizard. He sees no mortals unless he wishes it. He converses usually with only other ancient Titans and has a personal conduit of communication with Lazarus the Gold far East. All Titans in Amethyst are good. The first indication someone is close to Titan ground is the monstrous sentinels the tower over the land.

Trendane: Twisted with evil, blackened with chaos, Trendane stands with the Sana Marsh as the most dangerous territory of Canam. The trees contain a curse and reach out to any good creature within 5 feet to suck the energy from them (+4 attack, equivalent to the Wight's Energy Drain – DC12 or receive one negative level). The trees beyond that are just trees. A good slash cuts them down. The energy spreads throughout the forest and feeds the whole.



Trendane is not intelligent...it is simply cursed with a heavy evil. Some believe enemies of the elves created the forest in hope the growing wood would suffocate them. Beyond the living growth, many beasts call Trendane home, none of them actual 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. Common knowledge indicates only one creature claims this title...Green Dragons. The largest and ruler of them all is the adult female, "Gorgan the Burn" (235 hp). Every year Trendane grows another 200 ft with no signs of retreating. The whole forest is covered in darkness, a side effect of the curse. Trendane trees have no leaves. They also do not burn. Their sap has the consistency, look, and feel of blood.

EURAISIA

Centaur Lands: In a vast growing landscape of forest, Centaurs live peacefully, unwilling to get involved in the events of the world. They commonly suffer attacks from the dark forces from the east but have never sought help from Western allies.

Shive: Holy land to the Centaurs, Shive falls with the Ice Forest as two of the only ways to the Realm of Lawful Dragons that doesn't pass through hazardous lands. The air is still and the waves are non-existent in the peaceful land. Centaurs believe this is where deities travel when they wish to partake in physical pleasures. There is no ambient sound in Shive. A whisper can be

heard miles away. All listening rolls adds +10 however locating the sound will be difficult as it could have originated miles away. Even clouds seem to sit still above the land or move peacefully around it. A battle, rare as they are, can be heard anywhere. The stillness of the lakes gives the water a silvery mirror shine to it. Travelers through Shive risk attacks from Centaurs who view this land forbidden to anyone not deified.

Never trust "Straight-backs"—those unpredictable and annoying bipeds, feeling so superior simply because they feel they mastered balance. Elves commonly maintain pure thoughts but their insistence on conversing with the ape-men corrupts them. They all poisoned Gaia with the first tree they cut. They will not be allowed to harm the land of Shive—The Mecca of nature. Our Satyr comrades wander occasionally, asking us why we distrust "Straight-Backs" so much. The answer is simple...

...They wield fire...

Saren-Terra

The Book of Wood

Ice Forest: Travel through the ice forest is long and difficult. Beyond that, many dangerous creatures walk through the sharp peaks. The forest contains no wood; rather the forest is comprised of massive stone spires, some hundreds of feet tall and sharp enough to impale a dragon. Most of the forest must be traversed via boat. Other areas require special footwear to avoid sinking in soft snow. Even with these hazards, traveling through the forest appears

easier to some rather than risking Centaur punishment for passing through Shive. The forest peaks are sheer, made of rock or ice and are extremely difficult to climb (DC20 every 50 feet). Several large winged predators fly overtop of the forest, the largest being a pair of mated White Dragons daring to hunt this close to Metallic Dragon land. They are the Adults "Flury of Hate" (189 hp, Male) and "Mara of Hate" (225 hp, Male).

Realm of Benign Dragons: Those who survive the journey here still face severe challenges, for many dragons here, even though many are benign, don't take kindly to strangers. Many keep to themselves, living peacefully in seclusion in massive mountain keeps. Some more powerful ones keep mortal staff. They serve the Dragons and are kept in a good life, treated with respect by their masters. Good Dragons barely associate themselves with anyone outside their lands. Further, they don't wish to get involved in the petty disputes of other races. The only time they can be compelled to act occurs when their sworn chromatic enemies act in numbers. However, the further away from their homeland, the less chance Metallic dragons will intervene. The realm by whole is beautiful with lush greenery and cloudless skies. Evil creatures dare not enter this land.

The most powerful living Dragon, the Great Wyrms "Lazarus the Gold" (900 hp) rules over this land but not with an iron...claw. He lets individual Dragons carry out their own lives. Lazarus only involves himself with issues that affect the land of the whole. Like Selman, Lazarus never associates himself with mortals. He flies with a cadre of a half-dozen adult females at all times. Most other dragons are a bit more socialable. The most powerful Copper dragon lives down south but the very tough Elder male "Rustic the Aged" (350 hp Very Old) nomadically wanders the land of the North. Most of the outlining lands here are guarded by the Bronze, the largest being the Ancient "Kelto of the Guard" (600 hp) – A stern and stout female warrior. The oldest Brass, "Adeimus of Dust" remembers a long time before the Hammer, one of the few dragons that do. This Great Wyrms (706 hp) seldom leaves her Castle but entertains anyone who finds and enters her realm.

AFRICA & SAUDI

Dudak: The seemingly never-ending sand dunes of Dudak rise and fall hourly like the coastal tides. Islands of rock rise from the ocean of quicksand. Beasts of varying sizes and temperaments swim in and over the dunes. The almost water-like texture of the dust prevents any normal travel by any legged life form. The

May god forgive me.

I wished not to die. Amethyst, my greatest ally and closest friend asked me to join him outside the portal when it closed. Only those immensely powerful enchantments survive outside the sealed portal, their powers substantially diminished. Amethyst informed me my age and power permitted my survival when the eye closed. He wished a friend accompanied him for the millions of ages alone in a world void of magic. Amethyst seldom chose mates, often developing lasting and loyal friendships with leaders of the greatest nations of Gaia. I felt fortunate to fall into that select group. Even more so when asked to stay with him, observing the evolution of a new landscape.

I declined.

I feared a world without magic. A world I considered hopeless, I preferred living formless in Attricana then wander a barren landscape containing no miracles. I feared losing myself to the new world, reduced to the level of dim-witted lizards already roaming the planet. I entered the portal. Before the door closed, I looked back and saw the realms of the underworld open. Genai told me I could not have helped Amethyst; that I could not have passed through the portal in time. I don't believe him. The Underworld betrayed Amethyst. My treachery feels worse. I know Amethyst's spirit lives immortal, and only his body fell slain. However, I fear death before seeing his greatness rise again.

I experience few pleasures in existence. I am old...worn out. Mates attempt to enrich my life, often failing. I committed a sin. God forgave me. I will never.

Amethyst is dead...

Long live Amethyst...

Lazarus

The Gospel of Gold

From "The Bible of Drasago"

nomadic people of Dudak (mostly Lotek humans and Orcs) have created a variety of machines to aid in their travels (See Sand Ships of Dudak in "Techa"). Given the expanse that is Dudak, few travelers encounter each other on the "open dust." When one ship encounters the other, the chance one is a raider is quite high. Few stable civilizations exist. The only real civility lives in the Sand Ships. Each vehicle contains one group / one family and they hold very little loyalties outside the walls of their craft. Somewhere in this land, the oldest Blue Dragon, an Ancient male named "Ender the Scorched" (550 hp) rules a small empire of Orc raiders.

The River of High: The only stable population outside of Syomka and the Bastion of Samba are the villages along the River of High. A



market along the water stretches for many kilometers along the coast. All roads follow the curvature of the river. Although not advanced by any means, the people of the river keep themselves away from danger by never attempting any travel from the river. Their lives remain content living by the water. Raids are kept at a minimum since few can survive the trek across Dunya and no one dares attack through Amanha to the North, leaving only a few openings available to possible attack. The final ray of safety comes securely from "Greka of Babel," a beautiful and EXTREMELY talkative female Wyrms Brass Dragon (980 hp). She commonly assumes human form and walks among the towns of High, often going unrecognized until her self-imposed duties of protector comes into play. No substantial force has tried. The people have maintained a successful trade business and can easily sustain themselves through the river and trade indefinitely.

INDIA

"Behemah" Land of Abominations: What once was a growing civilization of man long ago turned quickly into a mass of death and madness. Scholars named this once great land, "Behemah"—The land where all the grotesque monstrosities of nature exist. Behemah contains the largest concentrations of Dungeons and Aberrations—A land of pure chaos. Massive grotesque forms wander the landscape, looking for meals. Behemah is not for the faint of heart.

Few normal minds leave unaffected. Many that do escape, depart insane. Unfortunately, travelers must skim the other veil of Behemah to reach the Pass of Matinal.

Pass to Matinal: Matinal prides itself hard to reach. High in the mountains of the same name, few dare to make the trek to this magical city. However, to make this journey even a fraction safer, many travelers detour around to take the Pass. The Pass stretches for miles and is really only a large series of mountains lower than the rest. Still a hazardous climb, many adventures died on the rocks far before they even reach the outer rim. However, the safest route to the pass takes most journeys near the veil of Behemah, making it that much more dangerous. Not taking the pass is pantomime to suicide. The rocks are sheer and tower above the clouds. No one has successfully traveled over the hard peaks of Matinal that didn't take the pass that did not have wings.

SOUTHAM

Delecoure – Land of the Giants: Above the deep jungles and under them live the malevolent and benign giants. Many keep to themselves and some rival forces are known to clash. However, the land, as a whole, remains totally under their dominance. They often employ dire creatures, also often seen in the jungles of the South. The Giants often consider themselves isolated, even though many of them do travel north, wandering for a kingdom to

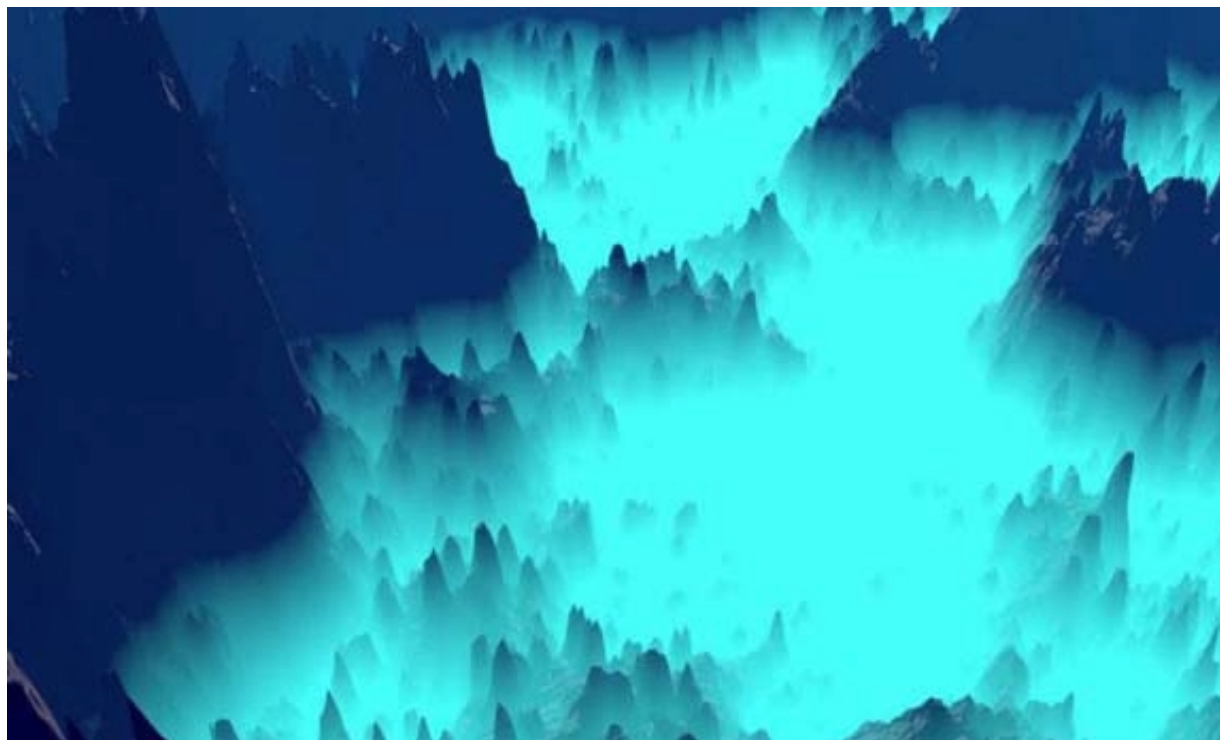
dominate. However, few travel through the gloom,

The most powerful Giant is "Conn Stormshadow", a 17th level Storm Giant Cleric, who rules a substantial population of fellow benign Giants. The Hill Giant's most ruthless member is Grange Thumpfoot (10th Barbarian). In the Mountains, "Jadda StoneArrow" (12th level Fighter) rules a small band of raiders. Further south, on the other side of Skogra, "Rokert Snowfellow" (12th level Chaos / War Cleric Frost Giant) lives alone atop a great peak. Under another mountain in the same area, "Mavin Magmar" (10th level War Cleric Fire Giant) plans attacks on the Drow with this small army of loyal Ogres. Somewhere in Delecoure, the mighty kingdom of the Sky is ruled by the Cloud Giant, "Romag Soarspin" (15th level Strength / Good Cleric, Neutral).

Drow Mountains: In the deep mountains, where few dare to tread, the Drow slowly grow. Amassing power daily, they dig deeper into the ground--deeper, and further. Some estimate they have webbed through the entire range, eventually reaching The Gloom to the North. Perhaps millions of Drow flourish under the mountains, sprouting underground communities monthly. Since no opposition exists on the majority of the entire continent, their expansion continues unhindered. They don't move east so Giants and Ogres care little. If the Drow decide

to push north through the Gloom into the North, they may be a force to be reckoned with.

The average underground village of Drow stands between 50 and 100 elves. They seldom take survivors and those who enter the multiple cave entrances along the mountain rarely escape. Some fall to the Drow but many simply get lost in the labyrinth under the mountains, a cave network seldom Drow understand completely. Every dungeon and cave entrance sits an entry point to a huge network of caverns...some tiny, some enormous, but all connected. No entrance leads to a dead end. Many snake around, splitting a hundred times, rarely leading back into the surface. The Drow utilize this advantage to ensure any enemy must deal with them on their own turf. For adventurers entering the caves, they face more dangers than just dark elves. The Drow employ many beasts including the varying requisite number of spiders to protect against foes. Of course, the temptation of great treasures in the Drow mountains have tempted many seekers willing to risk their lives. Few succeed. Maps of even the smallest portion of the Dungeons fetch a steep price and are a rarity indeed plus most purchases come the risk that the acquisition is a fake, dooming the party to the hands of the Drow. As always, they worship Lolth, although her presence is not corporealized. The most noticed of the communities are the "Haishal,"



brutal raiders led by the maniacal 10th level Cleric / 5th level Rogue, "Sharaj Lamaclypse."

Kill all surface dwellers... No flesh smeared with light shall be spared...

Sharaj Lamaclypse
Only known quote...

The Gloom: Isolating Southam from Canam is The Gloom, a dark, depressing landscape of blackness and fog. A hazardous trek, the Gloom's dominating features resides with its forest of rock. Similar to the Ice Forest of Eurasia, The Gloom, however, is shorter and more tightly packed. Further, a permanent bluish-green fog covers the expanse. Many beasts sit in stillness, waiting for the unlucky traveler to venture into their trap. The fog itself is a magical creation. Semi-intelligent, it attracts to all living things, clouding around them, making sight considerably hampered. It blocks all normal and darkvision. Only creatures with blindsight avoid this hampering. Creatures beyond five feet have one half concealment (%20 chance an attack will miss). Standard for fog but additionally, every 6 hours, the fog transforms itself depending on who is in the group.

+1 to the roll for every 5 levels of the group's total levels. (Eg: 4th level Wizard, 3rd level Fighter, 2nd level Ranger = 9 total levels = +1 to the roll.)

1d10	Result
1-2:	Cloud Kill = 5th level Wizard.
3-4:	Enervation = 5th level Wizard.
5-6:	Acid Fog = 5th level Wizard.
7-8:	Fear = 5th level Wizard.
9-10:	Solid Fog = 5th level Wizard.
Above 10:	Nothing Happens

Once an event has occurred, it does not repeat. Re-rolls are counted as nothing happening. In addition, there is also a %1 chance the Gloom will create exact duplicates of the group over the evening. These Neutral Evil duplicates attempt to slay their mirrors, stealing their identities and leaving the fog in their place to wreak havoc on their home. The duplicates cannot leave the fog until their mirrors are slain. If slain themselves, they vanish into the fog and never return. There is no way to dispel the fog although resistance to its effects still occurs.

"Skogra" Ogre Territory: Ogres seldom care about what occurs outside their land. They only care about hunting, killing, mating, and eating. Occasionally, some join giants north for some great mission for evil. Most Ogre villages are run by an Ogre Mage and live near the river, where they wait for unlikely travelers to venture by.

Most Ogres feel threatened by the Drow even though none of them has ever formed an

offensive front to the Dark Elves. The Village Ogres live near the east coast but have expressed their hatred for the Drow and would engage them in full war if the Drow pushed that far east.

WESTERN SLAV

"Gregonliandra-Deepstone-

Apogalotalopilis" / Gnomes: The least technologically advanced Gnomes are the ones from the land of Greg...yes, Greg. The sparse towns and villages are so perfectly hidden in the mountains that few enemies from up North can ever locate them. The Gnomes of Greg live peacefully, just as long as you don't say the shortened name of their home in front of them. They have established a good trading relationship with Matinal and have dug a secret underground highway from their network of towns to the rear gate of the isolated city. They travel through the hundreds of miles of cavework on guard for roaming beasts. The Gnomes stand ever vigilante against the forces of darkness of the North. Trading with the Gnomes can be quite profitable. They don't trade very high technology items, preferring to sell more traditional Gnomish devices.

Ixindar - Land of Darkness: Around the point of impact, the door of the underworld opened up and the lawful and chaotic forces of evil swept up to take a foothold. Near the lands of the Gnomes sits the cursed lands of darkness, controlled by the rulers themselves, devils. The whole landscape mutated into a twisted image of the underworld: Lakes of death, trees of blood and armies and armies of evil. They've erected castles, dungeons, and vast kingdoms that seem to change monthly as the terrain mutates. River s of lava sink mountains and create valleys. The sun never pushes through the opaque layer of clouds overtop. Those who enter take their chances. Most needing to travel through would rather go north, through the Pass of Nothingness.

The most powerful Devils rule from their own keeps. These include "Kosgool" and "Shiragoas," both Large (18HD: 204hp / 156hp) Gelegons, and "Laugclaos" (21HD: 233hp), a gargantuan Pit Fiend. The largest known, another Pit Fiend, is "Bahalman" (39HD: 377hp). Bahalman rules from a towering mountain keep surrounded by magma and guarded by thousands of underlings including his general, "Minorg", a Geleguon (25HD: 260hp) sworn to service.

"NecroSea" Realm of Death: Beware; few mortals enter the Realm of Death unless they wish to join the immortal damned or train in the arts of the Undead. When the dark energy from the portals of the underworld opened up, some



force under the soil of this land awoke and the restless spirits for a thousand kilometers rose. More than just zombies and ghosts, some large Vampires hold several keeps in this land. The most well known is Grissom Thalusva (15th level Sorcerer). However, the greatest danger comes from the Necropolis.

Pass of Nothingness: The Pass is a dangerous and a tactically unsound route for any wary traveler. However, the only other options rely with traveling through the cursed lands populated by devils or demons. The Pass formed after the great hammer fell--a huge crack in the Earth that stretched for miles. This narrow canyon keeps itself out of sight to the lands of Darkness. However, the Pass is by no means safe. It often falls victim to underground beasts.

River of Lira: Lira is a massive stretch of water that appears to wander with few branches as it flows towards the North. In truth, Lira water originates from deep underground reservoirs and snakes underground for hundreds of miles before emerging to the surface. Many of these branches originate this way. In these underground rivers, many civilizations have sprouted, using the water for transport and food, some benign but most not. Besides Behemah, Lira contains the largest number of dungeons, however, most of these are accessible only through the underground river entrances.

EASTERN SLAV

Cloud Folk: Where a great technological civilization once stood, now only mountains rise. This tragic landscape suffered under tsunamis and massive earthquakes, swallowing whole cities. Mountains rose, leaving no valley behind. Many survivors abandoned and fled, many to the Bastion of Shang. The few that refused to leave quickly learned to adapt to their new environment. Since beasts of varying shapes covered the low canyons (mostly Trolls, Ettins, and Athachs), the remaining humans built over them, creating small towns and keeps atop very narrow peaks. Using a combination of ingenuity and magic, the people stretched massive bridges across these peaks, some fifty kilometers across. Protection from the hundreds of peaks prevents harsh winds from battering the sometimes-fragile constructs with some permanent magic keeping others still. Within a thousand years, more than a five thousand kilometers of bridgework crisscrosses the small landscape, most above the protecting layer of low clouds below. The highest peak is reserved for the Cloud Temple, where the people of the Clouds worship one thing, Dragons. Specifically Oriental Dragons, the ones last to awake, number the fewest. These rare creatures seldom travel and few people other than the Cloud Folk ever see them. The Oriental Dragons keep a

watchful eye on their worshipers, keeping them from harm from beasts that learn how to climb.

Most of the people of the Clouds are mechanics, keeping and building the many bridges of their land. Others hunt through a series of lifts that shuttle people below. Many others hunt via the air. Wizardry is common here and many peaks contain their own academies of study. For Clerical temples, all Cloud folk worship Obad-Hai or Pelor and study the Air Domain. Cloud folk are mostly human with a small number of Elves mixed in. The Cloud Temple's leader is Kodo Tikal (15th level Air Cleric, Chaotic Good).

Demon Lands: Lawless and very chaotic, the Demon lands are no longer really part of the Natural Earth. More like the lands here became swallowed into the eternally damned abyss. Most of the Demons, however, live underground, in vast domains. The Tanar'ri exert the only form of any control in this area, but mostly, this land is pure chaos, a hell on earth to encourage the cliché. The most powerful is "Karak'Tore," an immense Balor Demon (20HD, 212 hp) who rules his portion of the landscape through two generals, "Evanec" and "Madrog," two Marilith (13HD, 149 hp).

Kingdom of Svendalino Khay: The largest land controlled by a single force is Svendalino Khay. The self-appointed ruler of the same name, Sven's army quickly took control of lawless land and expanded an area larger than almost

any other species. Surprisingly enough, Khay himself prides not being an evil man (Lawful Neutral). Rumors indicate he trained under the Paladins of Myre and held promise to be a great warrior, but the strict code of conduct and their morale view of what to and not to interfere in deviated from Sven's own belief system. Eventually divorcing himself from the Paladin order, Sven continued his personal training and began a new order, rebuilding civilization anew with new hopes. Sven's belief holds that all of peaceful races should be able to coexist together under a single body of law. Many followers have come to his aid. Soon, Sven gathered a sizable force and built a city away from many other kingdoms. Many species flocked towards this expanding city. Soon more communities formed and now Svendalino Khay covers for more than 50 000 square kilometers.

Khay holds the distinction of being the most integrated civilization on Earth. Humans only hold a slightly larger proportion and occupy the brunt of the military force. Elves rise a close second with Dwarves, Halflings, and Gnomes falling behind. Amazingly enough, even usually violent and aggressive species have been found taking root in town and keeps in Sven-Khay. The most notable examples are Lizardfolk, some Giants, Satyrs, and shockingly enough, Orcs. They all must follow the strict laws of tolerance put forth by Khay. However, outbursts of past

prejudices often emerge and quickly dealt with swiftly. A trader holds the potential of great profit in SvenKhay. To gain admittance to any of the fortified cities of SvenKhay, one must:

- Speak Common.
- Not be evil.
- Pay a 50gp Entrance

Tax

- Not possess any Bastion technology.

The latter is important, as Khay believes man fell because of his dependence on technology and considers their presence forbidden. Monitors maintain order...

(See Echa chapter for the prestige class "SvenKhay Monitor")

Their primary enemy is the Yuan-Ti to the south. Surprisingly enough, the Kingdom of Svendalino Khay suffers no attacks from the



Demon and Devils to the North and West. Sven himself keeps a watchful eye on the town he lost, Wyrmsoarkeep, in case their expansion proves dangerous to his future.

Magic is common in SvenKhay and most items can be found for whatever the price here. Almost every service can be found and Churches from almost every god sit in every city. In many ways, SvenKhay is the future of civilization on Earth...except for the conundrum of Svendalino Khay himself. People still swear they see him and his directives come down often. However, Myre only allows humans in their ranks, and the kingdom of SvenKhay is almost a thousand years old. Obviously there is something wrong with this picture...

Woods of Blood: Unlike Trendane which is a living evil forest, the Woods of Blood is simply cursed—A stretch of land where once a great battle occurred. No one knows when or who fought but now the ground gained the permanent pigment of blood. Most of the trees have died. The land has become the spawning ground of many magical beasts including Chimeras, Cockatrices, Gorgons, and Manticores. Rumors hold that the last time a Tarrasque was reported, it walked through these Woods. On the other side of these woods, in the far east of Slav, a pure forest was spared the curse of the rest. Here, an island of good survives, populated by Unicorns, Pegasi, Coutles, and Lamashus. No one has survived the trek through the Blood Woods to make it there...

Yu-La-Renn / Yuan-Ti Forest: Some are unsure if the Yuan-Ti arrived here from the gate...or that they were created from the native populace. Either way, the numbers grew at an alarming rate until they gained total control of the southern part of the continent. They thrived in their environment with no natural enemies. They continued north, pillaging, and killing until finally the armies of Svendalino Khay stopped and pushed them back into the forest from whence they came. However, since an attack waits, many fear the Yuan-Ti, without a natural predator in their home habitat; continue to reproduce in great numbers. More than a decade has passed without an attack and many fear for the worst. However, the Kingdom to the North refuses to falter. Even the bastion of Shang recently bolstered their defenses to make sure the pending siege would be short lived. Once a great force of Orcs landed on Yu-La-Renn's Eastern shore, looking for a fight. The army barely reached a mile into the woods before the hundreds of traps the Yuan-Ti constructed cut them down. The traps dot the landscape and all built to be lethal. Only the Yuan-Ti knows them

all. However, every group creates dissidents and the Yuan-Ti is no different. Some members (mostly Purebloods mostly) left the forest and went nomadic, wandering the lands. Some are evil, but some embraced a more positive outlook on life. These repenters stand steadfast against all since most would rather attack than listen to an explanation why this opponent would be the exception rather than the rule. Most of these Nomads contain vital maps to the traps in Yu-La-Renn and use this knowledge for monetary gain since the Yuan-Ti are rumored to hold many riches in the deep forest. However, it is so difficult to determine which maps are legitimate and which ones are not.

INDOAUS

"Reptilica" Kingdom of Reptiles: A broad term for a huge area. Some nicknamed the land "Reptilica" but that would denote some form of authority here, which there is not. The land falls mostly under the reign of the Lizardfolk but not even one of their cities maintains good relations with the others. In between these large communities reside the lawless lands where many other reptiles have found home. The whole country is a tiny world on its own, since many creatures here don't exist anywhere else and seldom do any species leave this land for any others. Basilisks, Chuuls, and Ravids are all unique to this land. However, more common creatures like Kobolds and Salamanders can often be seen as well. However, the two dominant species are Troglodytes and Lizardfolk. Even though both reptilian, they could not be any further from the truth. Both species remain to this day engaged in a bitter war that result in thousands dying every year. The Kobolds survive by developing scavenging and carrion duties.