

Many humans were killed. The survivors endured cataclysm upon cataclysm until only a few remained. Those with the know—useful memories of humanity's once greatest—banded together. Those left over faced against the new beasts of an ancient time. Soon, many embraced the new magic that permeated the land. Some hid in isolation, fearful for the new world god let loose among them. Many embraced this new world, with creatures and desires few can imagine. Many formed alliances with new species: Elves, Dwarves, Halflings, and Gnomes. However, to those species that returned from the Gate, the world they left behind changed beyond their expectations. Traditions die-hard and many species started anew, rebuilding their empire, studying the ways of the past. Some insisted in returning Earth to its old enchanted glory. Others embraced new ways, adapting to the ever-changing Earth. Soon, two divisions of society arose in the world: Those who embraced the new way of technology ("Techa"), and those who looked to the way of enchantment for guidance ("Echa"). Outside the walls of Bastions, one must understand the power magic, or expect an early grave...

It is fascinating the time machine I appear to pass through, walking into the village of Antissa. Barely two day's travel away, Angel stands the pinnacle of Man's once greatness. However, walking into this small town, not a shred of Techa's influence can be seen. Farmers lead goats to be milked. Weaponsmiths advertise their latest works in a shop window. Down an alley, a thief's guild takes a new applicant. Around the corner, I see my destination, a library of arcane magic. Then I look up...one fragment of technology. A Carrier from Angel attempts the long journey from Angel to York. I hope this one survives the journey. I heard the Black Dragons in the area are getting more restless. However, nothing would make scavengers happier than snagging some piece of prohibited techa. They should be careful. Last month, some goblins found a crashed Blade, presumably from the Saints. They vaporized themselves and the craft. After taking a few hours at the library, I promised Raven I would meet her at the Tavern of Makoto--hopeful to find some allies to join us through the Goblin controlled lands around Angel. She should be careful. Antissa is xenophobic. Most of the humans here don't take kindly to other species, even if its an elf...

LOCATIONS OF MAGIC

<Referring to the Maps>

WESTERN CANAM

Antissa: Antissa is a *small town* offering wizard academies, rogue guilds, and trading shops for anyone who enters...as long as they are human. Most of the residents of Antissa believe that anything non-human is responsible for man's fall from grace. Many in Antissa wish to enter and live in Angel, but their lack of useful knowledge prevents it. Therefore, they remain outside, waiting for the chance to break in. Humans who enter Antissa are welcomed with open arms. Non-humans are usually ignored if they only pass through or remain for a short time. If they dare spend the night or try to mingle with the locals, a mob may eventually form. Usually not lethal, the intruder usually is stripped and sent out, a handful of bruises and a humiliation being the worst of the damage. However, more radical forces engage in more dangerous activity. The leader, Renan Torquill (5th level Fighter, Lawful Neutral), only shows himself

occasionally. He is kind to humans who enter but can be mean to others. He is the town's mayor and the guard captain.

The Finer Fire Pits: The Dwarves call this gargantuan underground Metropolis home. More live here than any other place on Earth. Huge deposits of Mithril and Adamantine await the deep miners. Eventually, a huge cavern formed under the ground, kilometers across, with only a massive staircase leading to the surface. Unless a traveler knew exactly where this staircase was, it would be very difficult to find. However, the massive construct is more than 100 meters wide and scales down for more than a kilometer before finally reaching the Fire Pits. There, massive ovens work overtime, constructing materials, smelting precious ores, while all along; tens of thousands of Dwarves dig further. Many live out their whole lives without ever seeing the sun. Some put the last population count to more than a million Dwarves and comprise more than %96 of the total population here. Although not a huge hub of magic, the Fire Pits house the largest repository of weapons and armor around. Anyone looking for mastercraft materials look no



further than here. The ruler here is Garach Glim (20th level Dwarven Fighter). Even to this day, the dwarves of the Finer Fire Pits refuse to adopt new techniques, insisting on embracing old ways of digging and mining.

Foolish Humans. The best route is down, never up. I read their history—always building up. Up...why? What is up there? Clouds...Clouds... 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 construct. However, I don't know how they could have missed Mithril. Such a wondrous element, bestowed from God himself. The almost mystical properties of it lead me to believe that Mithril, before the saturation of magic, looked ordinary, containing no special properties...useless. When enchanted energies passed through it, Mithril 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 dwarf. The humans have no idea what they were missing. Oh well...more for us...

Garacch Glim
Finer Fire Pits
1225 AE

HardStone Sig: Hardstone resides in Fargon, high in the North. They export primarily Mithril. This large city's (Population: 22 000) ruler, Sig Tagh (9th level Cleric / 4th level Fighter) maintains one of the few Dwarven ports, where they export materials down the west coast. Dwarves occupy more than %79 of the total population.

"Laudina" Grey Elf City: The Grey Elvish arrogance refused to die when they lacked corporeal forms. It only amplified now. The Grey utilized their greatest magic and built a mighty

city atop a tall mountain in the West. Away from almost every other culture and guarded many concealment spells, Laudina exists as a dream to many that have sworn to have seen it. The location is rough. It could exist in any but a hundred different mountains in the "Range of Rock." Laudina looks on the surface, as a city of technology, but underneath the shine of the walls exists pure magic. Refer to the Echa chapter for information.

The city floats on air and connects only partially the mountain. Many believe (and its true) that Laudina could break free from its moorings and float to another peak...which probably explains the lack of success for the missions that to try to locate it. Massive amounts of magic (levitations and permanence) continually support the great buildings. Even the Alkanost, the great Elven Barge, floats atop a river of air enchanted as it soars from location to location. Mostly the Alkanost carries the few Grey Elves who wish to leave for the purposes of trade. Greys seldom deal with any other cultures save for a few other Elves. They don't get along with the Dwarves to the North and don't get them started on their opinions of humans...

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 domination. The Earth requires penance from man, for he committed mortal sins against the land that gave him birth. Nature offered man renewable resources, friendly denizens, and land uncontested by evil. Man abolished this unwritten rule to care for the world he emerged from. Man committed unforgivable sins against nature. Technology offered man growth beyond what could be accomplished by magic. Instead, Man turned his back on life, and fell



into darkness.

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

Renar Alkanost
Grey Council Leader
785 AE

Grey elves commonly turn back those who do find their land without allowing entrance. Their land is rich and use these riches to trade with few other nations they find agreeable...High Elves mostly. Those who do enter must be of Good alignment. The gray detect this from far away and often cloud the minds of those who approach who do not fit this requirement. Either they can throw up an opaque cloud as a shell over the city, or they warp the minds of the travelers themselves. Those Lawful must be good. No evil acts are ever allowed within realm of Laudina. Those who enter must adhere to strict code of respect for the inhabitants. Make fewer waves and your presence may go unnoticed to those who don't want you there. Those looking for rare items both magical and

not seek out Laudina. They contain hundreds of rare items of magic, from simple enchanted weapons to the many tomes and manuals of magical aptitude

Lilecrog: Population: 1500. This is another Bugbear town. The ruler of Lilecrog is Numak Lilecrog, a 7th level Fighter. Even though the population is a decent size, the town only counts as a Hamlet if a group manages to conduct successful trade with them.

<Loosely translated from a Halfling rhyme. It flowed much better in their language>

*Grant me the serenity of the Valley.
Accept events I cannot change.
The courage to face dangers I fear.
Accept the wisdom to hide.
Look back always.
Insult those who pissed me off
Help me be cautious...
Watch the toes I step on today,
as they may be connected
to the ass that I may
have to kiss
tomorrow.*

Unknown
585AE

Lone Tree Ridge: The Lone Tree perched around the shrub stands tall, guarding like a statute centurion for the opening to land of Halflings. Beyond that lays a huge expanse of



spreading homes and mini-villages. Everyone lies in eyesight of another. One seemingly continuous expanse of civilization spreads to the corners of the massive valley of the Halflings. Mountains line the perimeter, keeping the entrance of the Lone Tree the only safe passage to the inner fields. The population of the entire valley pushes more than 150 000 even though the houses spread themselves thin along a flat ground 200 kilometers across. There is no centralized government, leaving each 10 square kilometer area under control of a Chief. Population shifts so much in the valley, naming the individual clans and their townships proved

pointless. The average Chief is a Rogue around level 5. The most powerful is Cora Longfellow (17th level Rogue, Chaotic Good) who peacefully runs the area closest to the Lone Tree and whose rules represent the norm followed in the rest of the valley. She commands a force of more than 1 000 Halfling troops. Dwarves comprise the majority of the visiting populace but that still only comprises of only 5 percent.

Mag-Farg: Another underground Dwarven City, Mag-Farg's primary export remains modest, only silver and gold. However, the deposits are so massive that the 15 000 dwarves living there secured a foothold for another five thousand years. Its predominant ruler, Mygelti Farquand, a 10th level Fighter (Lawful Neutral), makes sure the world knows Mag-Farg exists, as many others, including most Dwarves don't.

Mine of Jareg Devonen: The smallest of the major mines in Fargon, Jareg Devonen's personally oversees every facet of his small operation. The 3 500 exclusively Dwarven miners export mostly minor-precious materials: Nickel, Iron, and Copper. Jareg Devonen (6th level Fighter, Lawful Good) seldom entertains non-Dwarven traders, usually trading often with Mag-Farg.

Mount Muunch: One of the few mountains untouched over the thousands of years, Muunch dares climbers to scale its sheer side. On all sides roams many dire beasts. Few have survived the

approach. Fewer still have survived the climb to the top. The climb carries a DC of 25. At the top sits the home of the peaceful, Lauro the Wise, one of the few Lammasu known to exist. There, he dispatches wisdom and may even be talked into a trade from his stash, especially if it can help a noble cause. Those who reach his peak and make a good impression usually have a safe journey out of the forest. Lauro is the source of much valuable information, including the location of one of the Artifacts of Amethyst.

Rahmqvist: Journey outside the Dianaso Pass, through the Kobold lands, towards the

Ocean Pacific. Over heavy terrain, tall rocks, and deep chasms, weary travelers battle the elements to reach Rahmqvist, one of the most perplexing locations on Earth. Over still air and quiet land, dozens of floating heads hover. Not settling still, they often tumble and float around never more than 100 meters from another head. Because of the continuous movement, no formal count ever settled on their population. Popular belief holds their numbers at under thirty. These heads look of stone, animated with an unknown intelligence. They appear to contain independent thoughts, but onlookers have noticed some ending sentences others have started. They don't look the same and their voice, although all male, do differ. However, "Rahmqvist" is the given name to all of them since no individual names have ever been found. Not that they respond to the name. Until attacked or until someone properly gets their attention, Rahmqvist completely ignores anyone who enters or passes through their land. Only when attacked in any way (magical or otherwise), does every single head form a single unified front and attack at once. Anything that disrupts their wandering can be interpreted to an attack but their response is reflective to their attack (they will not be lethal unless lethal damage is inflicted).

They contain no treasure beyond the knowledge they keep, and that is a treasure upon itself. They know virtually everything about everything in Western Canam and most about Eastern Canam. They speak cryptically and often take pleasure in making their answers vague and metaphoric. However, acquiring their attention remains the challenge. Defeating one will only spurge an attack. They are immune to all spells so the information cannot be acquired that way. They may respond (25%) to those possessing high levels (level 15 and above). However, the most surefire way of acquiring the knowledge of Rahmqvist is to retrieve the Staff of KeRif. The Staff looks plain, with a normal oak staff topped with a seemingly ordinary darkstone. However this stone fell from a head of Rahmqvist, some say during a fight between Rahmqvist and a Black Dragon. The shard fell to the Sorcerer Kereptis Rifts who constructed the staff. The Staff fell into history, some say, into the depths of a dungeon Far East from Rahmqvist. Presenting the Staff to Rahmqvist would attract their attention and retrieve whatever knowledge they possess. They know ALL...and often supply all answers, including ones totally useless to those asking, making interpreting the correct answer difficult.

Armaageddon is, in the West, symbolic of the

war that ends all wars, a terrible battle, and a nuclear holocaust. The hill is the place described in the Bible as Armageddon. To touch with light and spirit the dark specter of Armageddon. Armageddon went by a different ancient name long ago. That name equates a force, which equates a great evil. The valley or plain was part of Esdraelon, the great battlefield of Palestine. It was here Barak gained a notable victory over Jabin, the king of Hazor, whose general, Sisera, led on the hostile army. Barak rallied the warriors of the northern tribes, and under the encouragement of Deborah, the prophetess, attacked the Canaanites in the great plain. The army of Sisera was thrown into complete confusion, and was engulfed in the waters of the Kishon, which had risen and overflowed its banks Many years after this, Pharaohnecho II., on his march against the king of Assyria, passed through the plains of Philistia and Sharon; and King Josiah, attempting to bar his progress in the plain of this place, was defeated by the Egyptians. He was wounded in battle, and died as they bore him away in his chariot towards Jerusalem, and all Israel mourned for him. So general and bitter was this mourning that it became a proverb, to which alludes. This force has been identified with the modern el-Lejjun, at the head of the Kishon, under the northeastern brow of Carmel, on the southwestern edge of the plain of Esdraelon, and 9 miles west of Jezreel. Others identify it with Mujedd'a, 4 miles southwest of Bethshean, but the question of its site is still undetermined. It is unsure how this name survived or how a force foreign to this land could use it... but they do... and they are coming...

When I asked Rahmqvist about the greatest threat to the world...

Silcroge: The other large Bugbear colony rests at the entrance of a large dungeon where many of their treasures lie. Most of the 2300 Bugbears that live there reside in the Caves. The Ruler of Silcroge is Omerog Silcroge, a 10th level Fighter (Lawful Evil)

Thos Thalagos: The first Dwarven mine after the portal re-opened, Thos Thalagos pushes deeper into the Earth than any other mine. Ginsette Thalagod (18th level Wizard, Neutral Good) maintains an obsession with digging deeper and deeper. The network of tunnels in Thos almost topples the Finer Fire pits in their confusion and complexity...and length. Thos, however is the deepest mine. The deep miners of Thos keep many secrets on how they are able to maintain tunnel integrity in mine shafts that push more than 15 kilometers into the rock. The



obsession arises from the continued lack of success of the mine. At first, Mithril and Gold flowed like water, but after 2000 years, the mine's exports dropped by half. Now, with the Mithril gone, Ginsette orders new tunnels dug every day, knowing that the flow of Gold, Silver, and other precious metals will eventually run out. Even with a population of 115 000 people, mostly Dwarves, Thos grows slower than any other Fargon mine. Many of the roaming Dwarves of the Canam looking for adventure left Thos to start a new life. For purchasing, Thos only accounts as a Small Town for purchasing items.

Towers of Wood / "Dawnamoak": Few know the true name of the Sylvan home forest. Wood elves (or Sylvan) don't often leave the forest that surrounds these three towers. The trees here stand tall, obviously mutated by Elvin magic. Many stretch more than twenty meters across at their base and tower more than a kilometer up, but this dwarfs the towers themselves. What once started as a tree, grew unnaturally, mutated by Elvin enchantment. These trees grew wide and tall. Eventually, three small castle keeps graced their peaks, grown right from the wood. They are Strongwood (the largest but shortest), Corelstar (the smallest but tallest), and Laren oak (the middle). Corelstar supports the Sylvan's religion, with their highest priest, Sylvie Amascus (18th level Ranger, Chaotic Good), governing the tower and its inhabitants. Laren oak holds the Sylvan wizard library with manuals and tombs for up to 5th level spells.

Raman Elegran (15th level Wizard, Chaotic Good) maintains order here. Finally, Strongwood controls the military and governing body of the great forest around the Towers. Here, the highest Sylvan and leader of "Dawnamoak" is Valentia Uerankerr (20th level Ranger, Chaotic Good). No one is entirely sure how many Sylvan live in the forest but numbers guess between 25 000 and 50 000 elves. They seldom accept outsiders unless they speak elvish since Sylvan in Dawnamoak refuse to speak common in the woods. Those who speak it are welcomed...

The actions of the past simply are 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 icons. But man refuses to hear the song of the wood...even now. Man walks 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 forgave man for his past transgressions. The Hammer was an act of God, not nature, as they seldom got along anyway. The Mother Earth created life, God gave them ambition. God punished them...nature simply gave life another chance...forcing the Earth 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 the trees would, welcome them into

*open arms...and they shall never fear again.
...ambition...it should be a sin...*

Sylvan Dawnamoak
1956 AE

EASTERN CANAM

Blue Mountain /

Enigwik-Secret-TwinDome-Littleopolis:

Blue Mountain. For many, it's just another peak, albeit a large one. Some know of ruins leading into an expansive dungeon, ruins resting on the side of the mountain, halfway up, upon a jutting section of rock. Of course, this distracts most from the real interest: The two cities of Enigwik-secret-Twin—oh forget it.

Its simple...Enigwik-Secret-Twindome-Littleopolis. Why is it so difficult? I swear the next time someone gets that wrong, I am going to tie their shoelaces together. It's the reason we rooted ourselves as far from the elves as possible. I don't think they laugh. As for humans, I am not entirely sure we would have done any better if we had total dominance over the globe for millions of years. Well, maybe the buildings would be shorter, and maybe we would be traveling into space sooner than they did.

The problem with humans is that they are too political. I have read about some of their achievements. Humans had so many luxuries at one point. Anyone could throw together their own "Pounding-Multiple-Oscillating-Automatic-Tri-Lateral-Hammer" in the comfort of their own domicile, but they would be bogged down in procedures and politics. Life need not be so complicated. That is why Gnomes don't embrace high technology. Inventing should not require a manual the size of a Wizard Academy library. When it comes down to the world, everyone would like it simple...

...Except for the Gimfalk Gnomes...those guys creep me out...

Kurd Richfellow Nipper-Lipintuck
1220 AE

Outsiders name the two domes "Enig" and "Wik". They appeared seemingly out of nowhere when first reported. Few can actually find the cities. More than a thousand years old, the twin domes protect the inhabitants from harsh environments outside. Ssen Strongdome-Nofall Raidrover designed and helped build the domes utilizing known gnomish construction methods reinforced with knowledge acquired from Bastion humans, although that last part is not publicly acknowledged. Each city is identical with an average of 25 000 Gnomes each. "Enig" is run by Gaalen Bighead Endako-Hodge (15th level Illusionist, Neutral Good) and "Wik" is run Elian Stonecutter Mirrorfalk Smallnose Goldenthall (10th level Illusionist / 8th level Rogue, Neutral Good).

Both cities welcome all kinds of outsiders... for those who can find their cities. Both domes are covered by a permanent Mirage Arcana spell (as cast by a 15th level Wizard) to make the domes virtually vanish under a pile of snow in a never-ending blizzard. The majority of the gnomes are not private...they just think its funny as hell.

Gather Market: The market sprouted from fleeing pilgrims from Southam when the Drow ravaged the mountains and the Ogres spread from the East. Few survived the trek through the Gloam. Others sailed from Eastern ports where they reached the southern tip of Eastern Canam. Many spread through the continent to find new lives, but many, possessing knowledge and materials unknown to the rest of the continent, made roots. After a thousand years, the Gather Market remains. Now it blossomed into a massive open market where anyone can come to buy, sell, or barter what they have. Descendants of the original pilgrims operate the laws of Gather:

1. Defrauders will be punished.
2. All Sellers must allow lie checks.
3. No violence is permitted in the market.
4. No "Techa"
5. Faulty merchandise must be returned.

Gather security comprise a unique sort, most being 10th level Paladins which all can cast *Discern Lies* up to 4 times a day. They keep the business honest and easily spot transgressions since many flim-flam artists tried numerous times to con foolhardily buyers. At any time, there are more than 100 shops of various types in the market spread out over 10 kilometers of valleys and paths. Even though the resident population of the market numbers less than 1 000, the market rates as a metropolis for finding items.

Kaqueren: The most dangerous Kuo-Toan village is Kaqueren, which is also the largest. The Evil Tuol (10th level Rogue / 3rd level Fighter) rules over 85 000 subjects and often attack passing ships when available. In addition, because they are the closest to Atlantis, Kaquerens often send offerings and sacrifices to the island.

Limshau: High elves exist everywhere but most of them live in Europe. In Canam, few High Elvish cities stand. However, Eastern Canam accommodates the oddest branch of High Elves on the planet, the Limshau Elves. Biologically identical to regular elves, Limshau assembled less than 500 years ago, when Ravenar Limshau and his followers built a walled city atop the great mountain range of Lanchia. There they built great academies and training facilities and then

did something no one expected: They invited people in...Humans, Dwarves, Halflings—anyone willing to teach their ways. This knowledge falls into the hands of Limshau Librarians, keen on the knowledge of the largest library of Earth.

"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, either side resides past and present while one walks the center to the future. 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 time compression doomed their species. Oh 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 species so short lived. Most elves, including those reprehensible Greys, don't appreciate the small victories in other species. However, 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. If the portal closes again, the elves will flee as they did before, afraid of a world without magic. I will not...Limshau will remain and guide those left over to a peaceful future. Earth is a shared planet. Only uniting together and merging our knowledge with those of humans, gnomes, dwarves, and halflings, can we build a future when the magic leaves again."

I didn't read this in some lost tome. Ravenar actually spoke to me once during the year I studied at Limshau...its where I met Limshau's female namesake, Raven, a Custodian, who would eventually accompany me out of Limshau to the West.

More books rest on shelves in Limshau libraries than anywhere else on Earth, including the Hall of Beginnings. However, there are few books on casting arcane magic. A wizard cannot study here any more efficiently than at any other wizard school across a dozen towns around this half of the continent. However, Limshau texts contain history, science, medicine (both scientific and herbal), technology and geography. The difficulty to find information on a specific subject depends on GMs discretion. Anyone who withdraws a book, must also make an entry in a book...a truthful account of something that person has learned. Discern lies determines the entry to be valid. The entry is

then examined. If useful, it is filed appropriately and eventually published in a corresponding tome. One can learn literally any mental skill here. Obviously, those who enter must be of a good alignment.

History—Almost every major event that occurred after the portal opened is recorded here. If the search is extensive, one might even find reports that predate this, from the time before. The Limshau library will be the only area that may possess any knowledge of the time of man. Some of the tomes are actually human printed from before the second hammer.

Science—Many of the technical journals from the Canam Bastions have been smuggled here but the knowledge is hard to understand, being written in a speak few can understand. Many escapees from the bastions, embracing the life outside often smuggle forbidden manuals from their home to barter into Limshau and get a head start on a new life. Limshau considers these books virtually priceless and would pay a steep price to the acquisition of rare works.

Arcana—Limshau would prefer if most did not rely on magic because he believes eventually, the knowledge will be useless. He does respect wizardry as it involves study. There are hundreds of books on the history of spellcraft, famous casters and even contains the names of the original designs of the 1st spells still used today. This knowledge actually predates the Hammer, from the 1st era. All known Wizard spells can be found.

Medicine—Almost every book written on the various practices, both proven and disproven, herbal and scientific.

Technology—Very few tomes of technology have escaped the bastions. Most of the volumes here talk about gnomish inventions and their progress. However, these books are so vague and confusing, usually only gnomes can decipher them.

Geographical—Often the most used resource, maps here not only include priceless maps made before nature awoke and mutated the globe, but also detailed maps of roads and villages for almost every part of the world. Most white areas of the global maps are indicated (save for the numbered ones). The red ones are more vague. One can acquire an Amethyst Artifact location here.

Limshau Librarians, comprise mostly of elves, keeping a diligent eye on all affairs inside the rumored 200 000 books. They are average 4th level Wizards using their magic to keep the library operating at peak efficiency. As for defense, the duty falls upon the Limshau Custodians, the most trained fighters in the world.

Mostly elves, these fighters dress in a unique leather mastercraft armor, capable of supreme maneuverability. In the narrow, crisscrossing streets of Limshau, these fighters are virtually unmatched. They are extremely agile and possess sword-fighting skills unmatched.

However, few to none use magic. In fact, few people at Limshau use magic. Sorcerers are virtually non-existent. The only magic used here come from Wizards, whom Limshau respects more than others because they stem from a study of books rather than a worship or inner power channeling.

Ravenar Limshau himself is a 20th level Custodian (see later) / 10th level Cleric (Lawful Good) and often can be found reading volumes himself. More than 3 000 years old, he still only has absorbed half the material in the library.

Mundi: A small elvish hamlet, Mundi is located high in the Lanchia Mountains in East Canam. The Lanchia Mountains are renown for their dungeons. The inhabitants of Mundi relish in escaping to the high mountains and crawling into the dark. They soon developed a canny sense of the darkness and often prefer it to the light.

Tuqua: Quan-Fuqua, a 12th level Whip (Water cleric) gathered more than 1 600 Neutral Kuo-Toans to form a more peaceful, less aggressive community. Trade is possible with this village if one is lucky enough to find it. However, most of their items are Kuo-Toan related. Their magic is all Water based and anything written is scribed in Aquan. Luckily, a few Tuquans speak Common. They have no weapons other than their own, including Pincer Staffs that they are often willing to trade but only for items they can use. If presented with items they can use, Tuquans can be quite civil. Otherwise, they might not be.

EURASIA

Castle of Myre: Wilhelm Myre fell into history as the first human Paladin of any decent power. He believed that magic was too dangerous for most men and that evil dominance of the environment meant that most men should not be permitted to use it because the chance of corruption remained too high. Myre formed a band of followers who, in turn, constructed a mighty castle. There, followers arrived and took up the flame. After Myre's death, the order continued and every month, a new Paladin leaves the castle to enforce the laws of good.

However, Myre Paladins are renown for their stubbornness and their arrogance. They believe to protect people, the access to dangerous knowledge must be limited. They do

not believe in freedom of speech and don't believe in freedom of information if any of these subjects promote or deal with evil activity. The other fault of Myre fell with his inert racism. The Myre order accepts only humans within its ranks, believing that God intended this planet for men only. They have no hatred for species, but have a superiority complex reserved usually for Grey Elves. For that reason, Myre refuses contact with Damask Rose. However, the biggest danger to the Myre Paladins remains the Hall of the Beginnings. Its open-door policy to all Wizards, regardless of alignment, contradicts Myres policy and Myre continually threatens the Hall with censure and closure if the practice continues.

Further than that, Myre acquires what they consider forbidden magic, items and weapons they consider too powerful or evil to be allowed to exist in the outside world—items almost certain to corrupt those who use them. Myre Paladins often quest to acquire these items, returning them to the Castle, fortifying them in the depth of the keep, away from those who would desire them. Myre considers the artifacts of Amethyst, even though spurned from a malign creature, too powerful to be used by any mortal. Their acquisition remains paramount and rumors indicate they already acquired one.

Castle Bannitio: Micheria Bannitio, a 18th level Sorcerer, commissioned a castle built to his own design. After completion, Bannitio created a great rock pedestal underneath. Growing upwards, the Castle pedestal escalated to the sky, cutting it from any possible attack from ground forces. The outgrowth the castle sits on towers more than 1000 feet upward and is a difficult climb to the top (DC 20 to 30 depending on facing and GMs discretion). Only flight is the safest way, unless Micheria prefers solitude, then one may be the subject of one of many unfortunate spells. Bannitio keeps to himself and has never left the keep. No one else lives there—the castle maintains itself with a variety of animated constructs. Bannitio (Chaotic Neutral) has a very unpredictable personality, friendly one moment, and viscous the next. Many rumors indicate odd and interesting treasures inside the twisted fortress, and that magic makes the keep a virtual maze of doors and corridors leading nowhere and doing nothing...only Bannitio himself knows the layout.

Damask Rose: Ellenthos Tellurian, a 4 000 year old Elvish Protection Cleric (20th level, Chaotic Good / 5th level Ranger) walked to a land the moment she emerged from the gate and established the first elvish city. Damask Rose grew fast and soon became the largest elvish metropolis on Earth. Green and beautiful,



Damask Rose fails to fall into the technological corruption many claim befell the Bastions. No buildings tower more than four stories. Even Tellurian's keep, Castle Thorpe (named after a human mate she took a thousand years ago), barely exposes itself over the landscape of peaks. In fact the local temple of Corellon Larethian stands a tad taller. Damask Rose's 150 000 elves and humans (%75 Elvish, %15 Human, %9 Half-Elves, %1 Other) mingle seldom and even though the city prides itself for not encouraging racism, it does exist. Half-Elves don't often stay long, finding it difficult to consign themselves to one side or the other. Still, Damask Rose encourages peace and violent outbreaks barely register. Like all massive populations on the planet, every type of market and church can be found as long as it's good. However, some

rumors indicate something living underneath the city, evil, gaining in strength, and that this force desires an Amethyst artifact Ellenthos keeps a centurion guard over. With an army massive over 10 000, it stands to doubt anyone can challenge this defense.

The single greatest problem with the Earth is that no one respects each other. Evil exists, or else good fades away. Evil carries the capacity to do good if that path carries personal gain. Law controls, Chaos breaks free. Left alone, they hold the potential to prosper.

However, many people refuse to accept the values and opinions of others. Even our snooty brethren to the far West believe themselves superior and thus dictate rules to others. Most do not wish to see evil done onto others but it will happen. If the realms of Darkness and Chaos to the East refuse to leave the safety of their malevolent territory, we will not attempt interdiction. If our own Drow can learn to live alone and form a rudimentary relationship with their neighbors, why can't humans, elves, orcs, goblins, and Dwarves. No one respects each other. I created a civilization...It works.

1224 AE

Ellenthos Tellurian

Gohurk: To view true evil is to look upon Gohurk. Where a pristine church once stood a thousand years ago, now a symbol of death and decay remains, the lasting legacy of a once noble priest. Maxamillion Gohurk lived a selfless life of worship until corrupted. Perhaps he peered into heaven and saw the universe for what it was. Some say he peered into the Portal itself—a realm never meant for human eyes—and went insane. Gohurk witnessed the arrival of nearly immortal humanoids, mostly powered by an energy he considered blasphemous. Gohurk believed Earth belonged to man, God's creation. He prayed to God to deliver Humans back the throne of the Earth under God's grace, where they belonged. When God didn't answer, Gohurk snapped...and decided to attempt other means.

Being offered immortality and the power to crush the outsiders, Gohurk slayed his brothers at the church, then soon resurrected their corpses to serve him. Sometime, during this twisted phase of existence, Gohurk satisfied an unscripted agreement. Soon after, Gohurk stopped aging. His power increased...but he also began to hunger for the energy of living.

Maxamillion Gohurk is a 15th level Chaotic Evil Vampire Death Cleric. Not only does he command the night creatures around Gohurk, but also the land itself always falls under the cover of darkness—draped by a low, dark cloud that never lifts. He is flanked always by 2d6



Vampire Spawn. Gohurk will seek out and attack any non-human humanoids entering his land.

Amazingly enough, if a human approaches Gohurk with open arms with no magic and no equipment built by hands of non-humans, The master himself will not only permit passage through the land, but may even offer accommodation in the church, safely. However, those who accept such an offer risk the chance to become a minion of Gohurk forever.

Haja O Que:

"The world cannot end until the lights of Haja go out!"

"That makes a much sense as seeing a virgin in Haja"

"That place gets more business than a confessional in Haja."

"That's dumber than a barbarian in Haja."

"It's as common as thieves in Haja."

"That's as worthless as copper in Haja."

"...yeah, maybe when Haja goes quiet."

Common phrases regarding Haja O Que in Eurasia.

Haja O Que welcomes all, the first three mortal sins free of charge. Developed and built over 400 years ago, this town soon sprouted one of the largest Rogue guilds around, the Wenzel Crawlers (Membership: 500). From there,

increasingly gambling establishments followed. Brothels developed alongside trailed by shops selling any product imaginable (legal or not) and arcane academies conforming to every alignment. The difficulty remains on the traveler determining the fair shops and the ones populated by flim-flam artists. Haja O Que prides itself the Eurasia equivalent the Gather Market. It is not. Unlike Gather, which is regulated and enforced, Haja O Que is virtually lawless. No curfew exists and often fights break out in taverns. Spilling out into the street. Bloodshed soon follows. A few guards (4th or 5th level fighters) try to maintain control but the law in Haja falls to the Mob. If enough people witness an act, the mass of numbers increases the backbone of those willing to take initiative. Small wars seem to develop over a night, causing death and destruction across an evening, leaving the morning crews to clean up the mess...and life continues.

With a heavy travel population, Haja O Que seems never in danger of loosing business. Every day, one business closes and one opens. Finding a fair and even sales clerk, however, is becoming harder and harder. Further, the proportion of crooked, selfish, and just plain evil inhabitants in town increases every year and what little control the town instigates soon will fall apart. However, Haja still stands the best location for a thousand miles to purchase rare and items, magical or not. Costs can vary to %100 to %500 of the original listed value.

As stated, one can find Academies of every alignment and churches for every spirit here. The town population is modest (1 800 people) but it counts as Large City for location items of high value.

Hall of the Beginnings: The bane of Myre Paladins and the envy of all Wizards, the Hall of Beginnings towers alone upon rock barely big enough to fit its foundation. No bridge exists connecting the Hall to the mainland, mocking normal travelers trying to delve into its secrets. The Hall of Beginnings, the brainchild of the late Torfinn Gendron (30th level Human Wizard, Neutral), gathered all the knowledge of arcane magic that existed in the world, and maybe even beyond it. It holds more information on arcana than even the Limshau Library. Here, wizards from all over embark on pilgrimages to HOB to renew their faith in the tomes of magic. At times, the best wizards in the world walk the aisles designed by the greatest human Wizard in history—a wizard struck down in his prime by the leader and founder of the Hall's only enemy, Castle Myre.

Magic. Such a small word to describe a

wondrous thing. Through perseverance, dedication, and talent we harness and channel the power it bestows. Those possessing magical abilities in their nature will never understand or appreciate magic the way we do. For them, it simply materializes, flowing from within, part of their nature requiring little effort, virtue, or comprehension. For us, it is a vocation. We choose to dedicate our lives to study and grasp the threads of magic. We must actually comprehend what transpires before casting the smallest cantrip. A giant throws stones. An engineer builds a catapult. The engineer progresses to build a bridge, a house, or a castle. The giant...throws stones.

The eyes of many observe vanishing points in the expanse of magic. Our vision spans no horizons. Knowledge flows endlessly through history—never dying, it simply grows larger with every experience of sentience. It cultivates, regardless an individual records it. Knowledge beckons us to grasp it. Unshackled by bloodgifts or bound by the whims of some capricious being, our limitations remain at our whim, unbounded by another's will. Some think us attached to books and libraries. Such is not the case. Our studies offer us windows to worlds of possibilities few others ever witness...

My initial entry at Limshau
2000 AE

The most prominent feature of the Hall of Beginnings continues to be its open-door policy to wizards. All wizards, of any level and every alignment are permitted entry. The only requirement to the wizard is that he must cross the Chasm of Gendron to reach the doors that beckon. Once inside, all wizards must preserve an inner need of inaction, for any assault of one wizard to another or on the premise itself is met by fierce retaliation from the 200+ 20th level wizards that maintain the library but also from the other visiting wizards as well, as the library is simply too valuable for any petty conflicts to risk. The Hall is the closest comparison to holy ground to Wizards, a place they strive to enter. For many higher-level wizards, they conduct pilgrimage often to renew their belief in the system. It can often be seen a good and evil wizard quietly studying together in the Halls of Beginnings. To those who enter, the only price is to respect Gendron, the wizard possessing a vision, which



centuries later, remains strong. Countless attempts by the Myre Paladins to break the Hall proved fruitless. Some Myre followers even took to camping outside HOB, preventing those from entering. The Wizards still manage to pass through those doors every day, finding new and more humorous ways to evade retaliation from the fanatical order.

The Hall contains knowledge for every arcane spell that requires the reading of a book plus the complete history of spellcraft in Earth including the location and power of many magical items including a few of the Amethyst Artifacts.

Harrapa: Surviving through decades of warfare, Harrapa refuses to fall. It sits upon a dungeon containing not only a rare Amethyst artifact, but also one of the only truly evil Artifacts known to exist, the Dogurasu--the blade that slaved Amethyst. These great treasures prevent any living soul to leave Harrapa. Many forces of evil and even a few good ones have tried to lay siege to Harrapa many times, without success. An army of 10 000 Gnolls lost half their numbers before turning back. Even Paladins from Myre attempted a more diplomatic course to retrieve the forbidden items for themselves. When that failed, a larger group attempted the same goal with force, only to fail after three months of continued fighting. Currently, half a dozen different armies of Orcs controlled by Baatezu Commanders surround Harrapa, attacking all who enter and leave, bombarding the town continually with fire and stone. The great obstacles of invaders are Harrapa's three walls; five meters separates them, each inner wall three meters taller than the first. Ballistas and Catapults continually batter the walls but sorcery not only repairs the damage quickly, but also keeps the population alive. Harrapa's great secret is its population of Sorcerers. Rumors indicate Harrapa was founded by married sorcerers, Jessica and Veville Bianca (22th level and 21th level respectively). They, and followers, rose the earth and made Harrapa in a day, a colossal fortress built overtop of a dungeon they may or may not have also constructed. Obviously, with the immense magic the population possesses, they fear no starvation, disease, or beasts. The outer wall is surrounded by a moat of acid 15 meters across. After that, a line of arcane archers easily pinpoint dangerous targets and eliminate them. If this still refuses to deter opponents, lines of fireball casters dot the second wall. A variety of automated traps like boiling oil and trip-wire ballistas attack anyone passing between walls without being granted entry. Behind the third wall, animated Ballistas take care of any aerials that may attempt an attack or landing.

Wizards know no true magic. Call them scientists, a term sacrilegious to those enchanted. Wizards study books, markings. They remember and retain passages from ancient tomes, forcing themselves to study crude symbols of magic, allowing them to reproduce the energy flowing

through our veins naturally. Magic rises within precious few, a selected minority. They truly understand the way of Attricana, none of this 'alternate quantum vibrational states' flim-flam the 'blindness' of Techa call it.

We tap the true magic; sorcery channels pure energy through our vessels. Everyone else simply employs magic. We are magic. Most Wizards express curiosity with the forbidden sciences of old man. We simply care nothing for them. Books fade with time. Paper crumbles. Magic lives on.

We look to the great eye in the sky...

...and it blinks...

Veville Bianca

...from his chronicle

However, the Orcs are refusing to leave and every day, they attempt new ways to get anti-magic fields nearer to the wall, to negate their primary obstacle and penetrate the defenses. They even employed Beholders but remain unsuccessful to use their antimagic ray with substantial success. Many fear it is only a matter of time before Harrapa falls.

Hibernia – Keep of the Silver Dragon:

Hibernia's walls cover more than just one castle, but several. The tallest, Couronne holds the oldest Silver Dragon alive, Lynissa the Essence (Wym, 625 hp, 75 000 years old). She lives in peace with the Hibernia royal family, the lineage of Lamontae, whom Lynissa chose from the families around to rule the land and lead the people. Soon, the people built great keeps around Hibernia and eventually constructed a wall to keep roaming gnolls in the area out. The current Lord of Hibernia, Paul (18th level Aristocrat, Lawful Good), lives in the second highest peak, Dromon, with his wife, Elisa (10th level Aristocrat, Neutral Good). They lead with nobility and truth.

Lynissa watches all through her keep, keeping often in human form. Unlike many Silver Dragons, Lynissa won't abandon the family she safeguarded for twenty-five generations. Many believe that Lynissa took the first Lamontae as a mate. After many generations, a tinge of the Silver Dragon's influence remains—all Lamontae's brandish silver hair. Lynissa continued to watch over her "children" from then on. She often takes Dragon form only at night every few weeks to spread her wings.

Whenever anything evil approaches the walls, however, she acts fast to defend the city along with the 15 000 inhabitants. Lynissa prefers human contact to dragons and even her scaly friends that visit her remain in human form for the duration, making inhabitants wonder if her visitors are human or dragon. Lynissa permits audiences with any good creature with good reason. She



even often leaves her keep and wanders the town. Many recognize her and follow, comparing her to a mortal god. Lynissa is surprisingly humble and does not permit any sacrifices of any kind by anyone for her. No one has seen her take another mate in a 1000 years

Lepcis//Magna: Technically two cities, Lepcis Magna control the largest "Echa" port. A massive magically supported steel bridge wide and strong enough to carry an elephant convoy across spreads between them. The bridge only has two supporting towers at either side and the air around it remains perfectly still in a tunnel of calm air even though a hurricane may rage around the bridge. Of course, the journey is long (from five to ten days) and a few creatures including dragons and krakens have attempted to bring down the bridge to no avail. The Bridge is the proud achievement of the Eurasia Gnomes, who designed the bridge and town, and comprise the majority of the 22 000 souls living at either side of the bridge. The remaining percentage (%20) is comprised of Dwarves, who helped build the colossal structure and provided the construction materials. The leader of the Dwarves at the time coined the city's name. To cross the bridge, one must of course, pay a toll.

10 sp / 1st person. 5sp for every additional person
5 gp / cart for 1st cart. 2 gp for every additional cart

10 gp / wagon. 5 gp for every additional wagon

Amazingly enough, huts and even small hotels hang suspended under the bridges for those unwilling to sleep on the side of the bridge. However, besides the guard positions at either tower or the outposts every two kilometers, many illegal activities still exist on the bridge. The Bridge of Lepcis//Magna exists as a culture on itself as many people born and eventually died on the bridge without ever setting foot on solid land.

Rural of Carefree: Lawless but peaceful, houses scatter across a hundred kilometers with no paved roads, determined paths, or centralized government. With few substantial enemies plus regular flyby protection from a rather unsociable and displaced Young Adult Bronze Dragon, Borenos the Lone, the people of Rural fear few attacks. They trade commonly with each other utilizing little money, relying on barter to make their way. The Rural, if the population was accumulated,

amounts to just over 3 000 people.

Moskee: The temple of Moskee is, for lack of a better word, alive.

"You will have purpose. You will have direction. You might be happy with the role you were handed to fill, or with the condition of your world or species. You might be happy with the constant fear you must live with...but probably not. The time of awakening has arrived.

"I speak without speaking, hear without hearing. I will care for you more intimately than any mother or lover. You are all special to me. Even the quietest voice will be heard. Man is the pinnacle of everything. The Almighty of all life. It was the plan set forth by evolution.

"The only comfort I can offer comes from that it will all be over soon. The birth pains--the screams last only a moment-- followed by an eternity of a child wonder, seeing the universe through uncovered eyes

"I will rescue you from the pain. I will deliver you into a new existence, an existence unbound by muscle or bone, where your capacity is only limited to how far you are willing to let me into your mind.

You will never be as complete, as content, or as perfect as you can be with me. Evolution

hurts the most to those who fight it. Those stubborn few that never let themselves in are left forgotten on the dying embers of a forgotten land. You are seeking a way to change your life. You do not believe you can do it alone.

"I am in all and I will fill you with purpose when you are alone.

You will never be scared. You will never be lonely, and most of all...you will be noticed"

Another damn dream...

I wake from my books
to write her words.
I should have never have
gone into that damn temple...

Built by hands centuries ago, evidence indicates that the clerics of Moskee existed with very few fears of the outside world. They worshipped in peace on a distant island, until a great evil washed over it. A force of demons attacked it, attempting to retrieve a priceless artifact from within its walls. The temple fought back the force but at the cost of the population's existence. All but one died, the leader, Veville Toru (20th level Cleric, Lawful Neutral). Mortally wounded, her soul fell into the building itself...at least that's the rumor. Not simply haunted as ghosts don't roam the halls, Moskee is the largest and oddest mutation of Mimic known to exist. Moskee retains its corridors, doors, rooms, and closets. It even still has a few monsters roaming the halls (all of them Neutral). Moskee resembles a Mimic in many abilities. It can move slowly, is immune to acid, and alters itself at will. It seldom alternates its outside form, but the corridors often move. Doors appear and disappear and rooms collapse and enlarge making maps fruitless. Moskee retains its admirable intelligence from its previous life and wishes not to kill good or lawful creatures or those who wish it no harm. However, its still a creature and it does require food eventually. Moskee, however, will strike out to anyone causing it harm or to anyone trying to find its artifact, still somewhere inside its body, the Sanctosactus. Some wanderers knowingly enter the temple, hoping the 500-year-old Moskee will impart some wisdom.

AFRI & SAUDI

Isfahan: Just over 2 000 human slaves live in fear under Sole Giros, a powerful Mind Flayer. He heads the inquisition of a dozen Mind Flayers, controlling the population with an iron will. It remains unclear why such a barren location was chosen as Isfahan sports no major wealth. The Flayer hierarchy exists underground while the slaves live above. Rumors tell the dungeon underneath Isfahan stretches further

than city limits overtop. More than 1 000 goblins dig night and day here, pushing deeper in the rock. Sole Giros seeks something under Isfahan. He allows his minions to torture the subjects to whatever extent suits their interest. Any treasure they pillage they keep. Giros lacks interest in those rewards. Something under Isfahan beckon Giros and this obsession overpowers him, making him care for little else.

God is not evil...He is not good...He simply is... He cares not for what we do. He simply watches his creations...waiting for who will gain dominance. Which species will rule the rest. We are the answer. We live in the soil. We command, and others follow. No other species organizes together to subjugate others to the extent we shall. Under Isfahan lies the key to rule all others through our will. Those resisting will feel a rape of the mind none can describe. We are the devourer of souls.

Sole Giros

1552 AE

In the Tome of Giros

Transcribed by Adam Emery

El Sitiu: On the Southern tip of Africa, thousands of miles away from any shred of population. A band of humans live outcast. Descended from the minds that helped destroy mankind, they now carry out a self-imposed penance. El Sitiu entertain few visitors...now lodging, few shops. They operate a moderate port that finds activity for those sailors attempting to sail around the southern tip. They manage a very successful fishing industry. However, under lock and key and heavily guarded are the lost tomes of man. These are precious manuals that even Bastion's don't possess. They talk about theories postulated by geniuses choosing insignificance over legend to protect man from what they know. No one is entirely sure how far man progressed before he fell from grace. Some say he embraced more than just the power of the atom. Some say he pushed further and further, peering into realms even God seldom gazes into. Some disclose each of the Bastion's unique directions only grace the edge of man's once greatness. These include not only the knowledge to create all TL5 Techa but perhaps even knowledge beyond that, maybe even knowledge the Saints don't even know. Alas, no Bastion has been able to find El Sitiu since it seems to mysteriously shift locations among 500 kilometers of coastline without anyone's knowledge...including the 1 500 population. Most Bastions aware of its existence have placed hefty bounties for those who steal the Manuals held within its walls.

Monmouthis / "Scarecrow": The name "Monmouthis" is visible on tablets inside and on

signs posted by previous visitors, harkening to a time when intelligent life once walked the streets. However, those aware of its existence know the city by only one name, "Scarecrow." To look at the city, is to experience simultaneously wonder and fear. Many refuse to approach. Some consider it bad luck even looking at it. Scarecrow succeeds in its title, frightening curious eyes. Those daring to approach the city feel an almost overwhelming level on anxiety. Even most monsters refuse to approach the abandoned buildings, breaking off pursuits of their prey that risk entry. What could possibly be so scary...perhaps just the unknown--the conundrum surrounding the dominating characteristic of Scarecrow.

The buildings all stand unremarkable. Few differences between them, they sit empty in unkempt stone streets. Roads spread out straight from the center of town. Approaching the center, they run uphill before finally reaching the object of all attention...The Scarecrow itself.

A gargantuan figure stands in a horrific pose of pain over the miniscule town. Hobbled together by stone with casts of long dark fabric draped across, possibly keeping part of the construct from falling apart, it looms hundreds of feet tall. No one is sure why a civilization would build such a colossus considering it visibly bares no resemblance to any known deity. Fueling the fire of mystery is the state of the town itself. As long as anyone has remembered, the town has always been empty. A recent examination indicated the buildings at more than 5 000 years old, impossible considering the gate only reappeared 2 000 years ago and virtually no remnants of old man survived the "awakening". Further augmenting the mystery, many who enter



the Scarecrow (hollowed out, corridors run for miles inside), feel an uneasy sense of dread and fear. Some have run screaming, unable to recall why (As per Doom spell cast by a 20th level Wizard). Since no shred of evidence exists of the builders of Monmouthis, the town and Scarecrow continue to be a dark reminder how unknown and terrifying this new world can be.

Tower of Syomka: A huge spire towers taller than any other Echan Building save for the Tower of Ezura. Falrick Piner (15th level Elemental mage) built the tower to continue his pursuit of mastering the skies. Syomka human engineers built the enchanted tower to withstand any wind—an impressive achievement considering how thin the construct is. Syomka's great donation to the world is the Feng Fu Flyer—



Enchanted flying machines seen across the planet.

Feng-Fu Flyers: Crew 1, Passengers 10, Cargo 1000 lbs, Maneuverability -4, Initiative -4, Speed 100 (10), Defense 14, Hardness 4, 30 Hit Points, Gargantuan Construct, Enchanted power, Perfect maneuverability. Cost 18 000. Will not work in Anti-Magic Fields.

We endure. You can blow up our houses and we will live in the cellars. Destroy our houses and we will dig a hole in the jungle and sleep in it. Burn the forest; we will hide in the swamp. All the while, we do but one thing -- clean the blood off our swords. We are noble -- Fighting with our guts, like animals. And for an idea! They fight with ingenious machines and fire, like Gods, and for nothing. In the middle of this carnival of a world, we have grown into something... a light in this hopeless, hopeless darkness. I feel like howling like those animals in the fog. Look into the darkness. You cannot - it is too terrible. You have to smear yourself with warpaint to look at it -- you have to be a cannibal. That's why warpaint was invented. Then it becomes your darkness. For years, millions of years, savages with pathetic painted faces were scared that fire would rain down from the sky. And goddamn, it happened. God bless this town!

General Maxam Alatheus
Amanha High Guard
2001 AE

Town of Amanha: The oldest human town, Amanha suffers calamity after calamity but

refuses to fall. On more than one occasion, Amanha suffered brutal attacks from Orcs, inflicting a massive loss of life. A flotilla of Red Dragons blew Amanha to pieces more than a thousand years ago, killing 95% of the population. The survivors rebuilt. Amanha operates one of the largest Echa ports and also sits on generous gold deposits. However, these few riches still don't explain why Amanha falls under such viscous attacks. The natives of Amanha welcome outsiders but are weary of them until they prove their worth. Amanha carries a good trading relationship with the markets down the River High. The most prominent quality about the natives of Amanha are their tenaciousness. Amanha's army is slightly larger for a population base its size (17 500 population, 1200 fighters). However, the fighters are known for their durability. Their resolve for success stands so firm, "retreat" is not a term in their vocabulary. Many of the fighters in Amanha develop the Barbarians rage in combat.

SOUTHAM

Greylich: High in the Drow Mountain, hidden deep in the rock, resides the largest Drow city. "Greylich" (pop: 25 000) falls under the rule of the evil Chaos Cleric (20th level) "Lilan Killrunner." Anyone trying to reach Greylich must traverse more than ten miles of underground caverns and dungeons to reach the nearest entrance. There is no easy shortcut. The Drow here do not permit any outsiders under penalty of death. All slaves under their control work outside the city limits. The Drow consider Greylich almost holy ground and will defend it to the death.

Shogak: Amazingly enough, there are a few Ogres that decided to take a more laid back approach, forming a permanent community. Considering themselves more civilized than their less intelligent brothers, the Ogres of "Shogak" can often be approached with open arms for trade. Although not entirely good, these Lawful Neutral Village Ogres seldom attack without provocation... unless you catch them in a bad mood. They are smarter (Avg Int = 10) but most talk Giant even though some know Common. Their leader is the Ogre Mage (10th level Sorcerer), "Ragon Grik."

Stockbury South: An almost mobile Lowtech town. The Leviathan caravans roam across the land, escaping from raiders and

foraging the land for food. These are the only known humans to exist in Southam.

Tikal: Another holdover from an ancient time, the humans of Tikal speak a language foreign to any outsider. It bares no resemblance to any of the languages of man and is not distinctly familiar to any Echa languages as well. Not even a basic grammatical relation can be established between this language and others commonly spoken.

INDA

Estremoz: Beyond known reality exists Estremoz...the only land unchanged from the last time the gate existed. This is accomplished because Estremoz survives in a portal to the time when it flourished. Under most conditions, the city appears dead. A group of ruins near a major body of water. However, under the right conditions (If any Amethyst artifacts or any other major magic is nearby), the town comes alive, returning to its formal glory. The city remains in limbo. The population of elves there see themselves separated from reality. They entertain anyone anytime but offer little other than an expansive knowledge base of history. Many think Estremoz is a myth, being unable to recreate the circumstances to make it appear.

Marisandra: Predating the great awakening, a great city stood the test of time, one of the oldest on Earth. When the Hammer Fell, and the bombs followed, the old city fell like the others. But when man emerged from the ashes of his previous sins, many in this area flocked towards the ruins of this old metropolis. Unlike Bastions, also built on the ruins of old Earth cities, the people of Marisandra refused not technological ineptitude, but religious blasphemy. Marisandra insists its inhabits worship only the one God, and not the spirits and idols under him. All religions that worship the one god are welcome to practice their beliefs, but no churches exist that condone the worship of anything else. As a result, the majority of Marisandra are humans (155 000) with a few half-elves comprising the rest. Marisandra stood first after the fall of man, **but** grew the slowest. Not classified as a bastion, Marisandra is the largest Echa City and the oldest human center. Magic exists plentiful but all clerical enchantment stems from enlightenment from the greatest power of all. The church, the highest clerics, dictates Marisandra's laws. Stephen Khondji (24th level Cleric, Lawful Good) insists in enforcing his religious law and even though good, has often banished those he considered heretics.

I believe in one God the Father Almighty, maker of Attricana, Earth, and of all things visible and invisible. I believe in one God and all

Spirits born of the Father before all ages. God of God, Light of Light, true God of true God. Begotten, not made, of one substance with the Father. By whom all things were made. Who for us men and for our salvation came down from Attricana. God will come to Earth to judge the living and the dead. And of his kingdom there will be no end. And I believe in the Great Spirits of Echa, the Lords and Givers of life, who proceed from the Father. Who together with the Father are adored and glorified, and who speak through prophets. And one holy Church. I confess one baptism for the forgiveness of sins. And I await the resurrection of the dead. And the life of the world to come. Amen.

The New Lords Creed

Rewritten by Father Stephen Khondji 1988 AE

Matinal: The town refusing to deal with the outside world, Matinal beckons many, but few survive. No one is sure how long Matinal stood or even how its human inhabitants managed to build a city so high in the mountains. With the exception of trading seldom with the Gnomes to the North, Matinal is Xenophobic, refusing entry to anyone not birthed there. Only one safe route leads to Matinal and it's also treacherous. Matinal was built originally (as many believe) to protect a sacred land. Although not Techan, Matinal is said to sit atop an ancient Techan storehouse not devoured by the waking Earth. Matinal's extensive force developed a totally independent culture that soon saw all outsiders as a threat. Of course, many would like to climb the tall walls of Matinal, to uncover its secrets, but the Humans of the city are more isolated than the Gray Elves far West. Usually only under the umbrella of a Matinal resident can anyone enter. The current ruler of Matinal is Tejada Masao (19th level Ranger), the most hardlined ruler in generations, obsessed with keeping Matinal isolated from the world.

The lack of information causes rumors to run rampant. The most popular is that old mankind reached a pinnacle of technological supremacy and under the fortress of Matinal holds the last great achievement of man, something so advanced and so powerful, it would bring about the end of the world if released.

Mount Nara: To climb Mount Nara is a daunting task. To cross it is pure suicide. When Earth awoke, a massive section of rock rose, dwarfing old mountains by hundreds of meters. If one can survive the low oxygen atmosphere of this barren landscape, one might even make it to Matinal. However, few would dare attempt such a risky crossing as the trek across the flat peak stretches for more than 500 kilometers.

The land also hosts a variety of unique creatures. Many say the wind itself is alive on Mount Nara. Aerohawks, Ravids, Belkers and Rasts as well as other strange oddities of air call Nara home. No known communities exist atop this peak but a few travelers that have crossed this peak tell stories of actually seeing buildings erected. Whoever erected them and why is currently unknown.

Mountain of One Hand: Yes, the five peaks of One Hand do resemble a human hand from up high, however, the peak earns a mention because of its five identical dungeons underneath. Each holding something of value but the pattern to these items' locations seems to hold no set path. Each dungeon seems designed to protect its said item but if someone were to go there to find a specific item, they may have to go through every dungeon to find it as the location of one item one week may change the next.

WESTERN SLAV

Cantis: Proud and always teetering on extinction, the Rangers of Cantis feel they are the world's only hope against the forces of darkness. Sitting between Necrosea and the Darklands, for a hundred generations, the Rangers of Cantis catalogued the denizens of evil around the sole ray of good for thousands of miles. Unable to form a formidable force against evil, the Rangers watched...analyzing weaknesses, studying movements... strategies. Necrosea remains relatively calm. Evil never tries to reach beyond its land. For a hundred years, the Darklands seemed to reach an impasse. Pit Fiends stopped emerging. Soon, the Rangers filed and catalogued dozens of different fiends. For a thousand years, hundreds came through the black gate. However, no more than the first few Pit Fiends ever emerged. This spread further and further...finally reaching the borders of Cantis. Then, about a hundred years ago...they stopped. The Darklands ceased their progression. No more rulers emerged. No more fiends at all. The gate went quiet...inert...for a century. Cantus sits and waits for a fight that may never occur. Refer later for information on the Cantis Ranger. The leader of Cantis is Marko Koslovich (20th level Cantis Ranger, Chaotic Good).

Ulaid: As isolated as the Cantis Rangers, Ulaid also prides itself strong and resilient. Forever covered in snow and ice, the inhabitants erected walls of enchanted ice (only magical fire could melt) to protect them. Their magic users dedicate themselves strictly to elemental magic, converting many spells dedicated to fire towards the realm of cold. The Fighters of Ulaid possess

minor magical abilities themselves; every strike bringing bitter cold. Ulaid is not evil, but don't ally themselves with any outside force. Surprisingly enough, however, a group of White Dragons nearby never attack. Lead by Arct of Kalt, these White Dragons seldom attack anybody, simply living off the off land, ignored by all including other dragons. Arct, a wyrm himself, tires of continuous conflict and him and his half dozen followers try to remove themselves from the temptation of destruction. Its this belief with Ulaid also follows. Ulaid Fighters rarely leave their land, preferring to stay to protect their home from those willing to take away what they have built. Ulaid grants solace to any passers by, as they are usually lost and/or dying. The only opponent foolish enough to attack Ulaid are Fiends and none have ever succeeded. The leader of Ulaid is Miguel Gorrara (10th level Fighter, 5th level Sorcerer, Lawful Neutral).

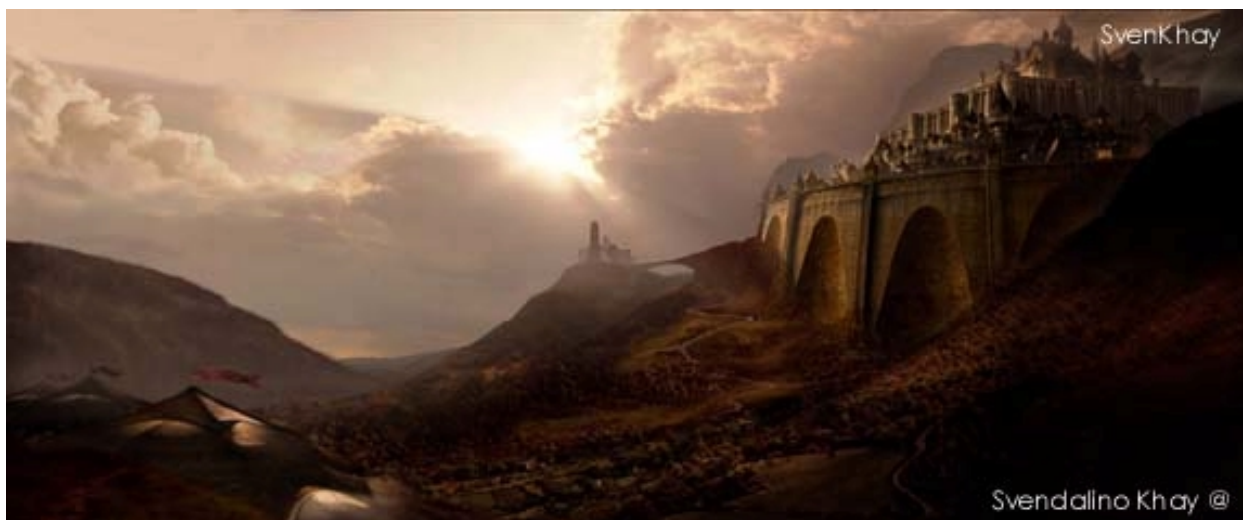
Necropolis: This gargantuan castle sprouts several peaks and still evades a definite location. Six individual keeps sit safely beyond the walls of the Necropolis. Outside, a leafless forest withers. Hiding among these trees are various servants to the Necromancers inside (Skeletons, Ghouls, Mohrgs, Zombies). The five surrounding keeps hold a Necromancer in training (average level 10) and they change yearly. Many die under tutelage under their master, Stanislav Donatas (20th level Necromancer). Donatas's General is a 17th level Death Cleric, Yulien Goran. The evil emanating from the Necropolis is unreal. Outside this kingdom, the land is mostly lawless with roaming Bodaks, Devourers, Ghouls, and Mohrgs. If there is a dominating force in the NecroSea, it's from the Nightshades

EASTERN SLAV

Chonlima: The smallest of Svendalino Khay's communities. Mostly comprised of elves and Humans, Chonlima continually suffers attacks from the Darklands. The 15 000 inhabitants fear the supplies they receive from SvenKhay will eventually cease, dooming the population. Stationed over a mine, the city bears the searing sun, incapable of decent garden growth. Chonlima is lead by the 15th level Aristocrat Herman Radomski (Neutral Good)

Cloud Temple: The highest peak on the island, a temple stands worshiping and holding the famous Oriental Wyrm Dragon Sato. The 500 people living in the temple reserve themselves totally for Sato. And Sato himself pledges his life to protect the people in the clouds.

Irodori: The 35 000 Orcs, Dwarves, Humans, and Gnomes of Irodori embarked on one of the greatest building ventures ever, more



than 500 years ago. Based on designs thousands of years old, Svendalino Khay believes the concept of erecting a giant walls around the Northern portions of the state will ensure a secure nation from the encroaching forces of evil. The massive mines of Irodoni and Chonlima supply the materials but the hardened workers of Irodoni commit much of the work. Since the project began, Chonlima barely built more than 100 kilometers of wall. Meanwhile, Irodoni's wall more that passed the midpoint to them and has almost completely finished the journey to Kuniaka, who have yet to finish more than 100 kilometers of their wall.

The Irodoni wall also is the only wall currently manned. The population of Irodoni is somewhat erroneous since the 35 000 people stated are those living in the city. It is believed the numbers guarding and building wall could reach higher than 50 000, making Irodoni the largest population of Svendalino Khay, even though the extra people often never see their home city. Fighters and Sorcerers populate the city. Even the wall is magically enhanced to reinforce its structure. It towers more than 50 feet tall at its highest point with towers capable of spotting opponents from hundred of kilometers away. Powerful mages at stations can teleport the majority of the defensive forces to ward off any attack. Irodoni is led by the gruff but fair Half-Orc Mirok Toothburdan (15th level Fighter, Lawful Neutral)

Kuniaka: Mostly comprised of Gnomes, Halflings, and Elves, the 23 000 souls of Kuniaka pride themselves artisans and poets, finding new and interesting ways to combine the adverse cultures living together in the kingdom. However, many others, including the people of Irodoni, consider Kuniaka lazy and unproductive. Their wall is short and unmanned, waiting for the day when Irodoni will rendezvous, relinquishing their

duty to build. Kuniaka is led by the Ranger Elf Ryuzo Lightbow (16th level, Lawful Good)

SvenKhay: The seat of power resides in SvenKhay, named after its ruler who still lives. More than 85 000 people call it home. Guarded by a gargantuan wall and backed next to a colossal mountain, SvenKhay has yet to be attacked by any force of any power. Only one road and bridge rise up to meet the massive walls, and anyone trying to cross the bridge into SvenKhay must pass a heavily guarded gate tower first. The bridge itself, is high and open, with no option for cover. Any ground force attempting a siege would be hard pressed to inflict even the slightest fear from its population since even most catapults can't even make it over the walls themselves.

Inside the city, almost every vice can be indulged. However, any threats of violence is strictly put down. If Sven succeeds at his great wall, his kingdom may face no serious opposition. It's already the largest Echa civilization on Earth. Sven himself, rules this city.

The single greatest problem with the Earth is that no one respects each other. Evil exists, or else good fades away. Evil carries the capacity to do good if that path carries personal gain. Law controls, Chaos breaks free. Left alone, they hold the potential to prosper. However, many people refuse to accept the values and opinions of others.

Even our snooty Techa brethren to the far West and East believe themselves superior and thus dictate rules to others. Most do not wish to see evil done onto others but it will happen. If the realms of Darkness and Chaos to the North refuse to leave the safety of their malevolent territory, we will not attempt interdiction. If the Drow can learn to live alone and form a rudimentary relationship with their neighbors, why can't humans, elves, orcs, goblins, and

Dwarves. No one respects each other. I created a civilization where all can live peacefully. It works. Many say Orcs and Elves cannot live in peace. My wife is Elvish, our guards are Orcs...they would die to protect us both. In a world gone mad, we stand sane...

1775 AE
From "Selected Voices of Svendalino Khay"

Tomita: Svendalino will not let Tomita separate like Wyrmsorakeep did. The blossoming 45 000 Halflings, Orcs, and Humans live under the heaviest guard. Tomita's resources are the most profitable, as they have no plans to build a wall as the northern cities do. There is a fear that Wyrmsorakeep or even the Yuan-Ti to the south may make a move to the North...but that's unlikely. The tallest Echa tower ever built graces Tomita. The "Spire of Ezura" stretches for more than 2 kilometers into the sky, surrounded by buildings not even a hundredth that height. The tower was built by command of its first ruler, the Elf Baku Ridgefell (24th level Ranger) who constructed it as a tribute of love to his first and only wife, the human Ezura Tomita. She lived for more than 120 years, 100 of them with Baku. Pure of body, she barely aged until the end. Baku never shows himself in public. After Ezura's death, he was shattered and fell out of sight after the tower was built. Ezura's body lies hidden under the foundation and Baku is said to live on the top floor. The remaining levels are various points for meditation along with a Wizard academy and Monastery, as Ezura was once a powerful Monk. It is said that many couples wishing a longing life and marriage seal their bonds in the walls, a service Baku feels honors Ezura's memory. It seems to work as anyone married within the walls of the Spire never separate other than from death. The Spire took more than 100 years to build. It still stands, undamaged and pristine from the day the first stone set into place, a symbol of love in a time often devoid of hope.

Immortality is a curse. How I wish I could have died with her. Guards surround my symbol of hope, a symbol the people embrace. I don't wish to let these troops curtail the freedom I promised my subjects. I lack the drive to fight. My personal guards volunteer. My allies at Wyrms want endorsement. All they need is the word, and I could free my people. A word...a gesture, and the rebellion would start.

Svendalino's hidden darkness beckons to rise to breaking—he will strike with furious rage. He will send an Armada and target the vulnerabilities of my town, its innocence. The slaughter of the innocents prevents my action. I wish not to let fathers and husbands go to war

for the shred of hope of freedom, a freedom most never tasted and few can fathom. I don't mind the guards. From this high up, one can hardly pay them any mind. My thoughts wander from my town often, to my loss... I widowed her when I married her...

Baku Ridgefell
Ruler of Tomita
From his Personal Diary 1945 AE

Wyrmsorakeep: Once part of Khay, the 55 000 elves and humans of Wyrmsorakeep detached and followed their own path. They believe Svendalino to be corrupt and seceded more than a 100 years ago. Lack of manpower prevented a proper retaliation from SvenKhay. When Tomita was ordered to retake Wyrmsorakeep, Baku Ridgefell refused, which resulted in SvenKhay's forces occupying Tomita from then on. Wyrmsorakeep has no plans to attack the fortress of SvenKhay but feels a loyalty to Tomita and many thoughts flow towards releasing the pure city from the grasp of the corrupt Khay. Wyrmsorakeep's ace was its Dragons, the Tuscans. More than 400 years ago, soon after the city was formed and the population quickly rising, a pregnant female Brass adult fell from the sky, mortally wounded. Its ruler, a Half Elf, Gama Mamoru, then barely 40 kept the dragon, Miran of Tuscan hidden from Svendalino Khay. Then the city was called Soarakeep. Miran gave birth soon to a male, Duguay, who remained with the city. However, the biggest surprise happened later when Miran took Gama as a mate, less than five years after she fell from the sky. The city was renamed and barely a year later, Wyrmsorakeep declared its independence. Obviously the Dragon's influence assisted this decision. Miran and Gamma still live although Miran has not taken Dragon form for more than 150 years. Duguay still flies around the city every day, insisting its protection is his responsibility. Miran and Gamma produced more than half dozen offspring, easily identified in the city by their Half-Dragon features. These respected and honored few run the cities higher functions and operate as a voice for the various factions of the city. Miran supports a move to free Tomita from SvenKhay but understands such an action would cost hundreds of lives. Gama believes such a cost is worth the risk for an ally he considers to be subjugated. Today, Miran and Gama (now a 20th level Ranger, Chaotic Good) still live, loyally married, oddly contradictory to the stereotype of most dragons that leave their humanoid mates to fly the sky again. Miran now is a Mature Adult (325 Hp).



INDOAUS

Acheiropoietos: Wood elves admit even they are not aware of the builders of this odd keep. Acheiropoietos, named by the small band of Wood elves nearby, sits abandoned, more than 400 meters above the ground. Like the towers of wood, this keep seems grown straight from the trees above but it seems unfinished since there is no way to enter without a flight or magical assistance. The entrance hangs in the air. Those able enter are treated to a gargantuan castle of open areas, massive rooms, and huge towers. The keep seems made for a giant, yet the doors are human-sized. Everything seems grown or built from wood. The keep looks like it never was lived in. Whoever built it either died or left before ever sleeping for a single day inside. By the time the Elves found it, surrounded by a lasting fog that never lifts, various creatures like Harpys, Spider Eaters, and Wyverns already called it home. Giant birds and even magical creatures like Roc, Hippogriffs, and Griffons have created nests within its outside walls. The Wood elves fear the keep curses as it seems to have been built to keep something within rather keep people out. There are no forces large enough to attack such a fortress effectively for thousands of miles, so no one sure why Acheiropoietos was built in the first place.

SemunGa: The 56 000 Lizards of SemunGa stands the real oddity. The Lizard folk here, rest safely by the richest body of water (food-wise) that calmed their disposition substantially. Even though their culture is still close to their cousins in Gechansmythe, their personalities could be no further from the truth. The Lizards of SemunGa, under the careful rule of Salan Salazar (20th level Druid), live in peace and

welcome non-lizard outsiders, which they often entertain through a gargantuan port they built on the southern coast. Their explorers know more about IndoAus than any other species. They know of dungeons and treasures and have a large cache of resources at their disposal. If given enough time, and with the hopeful destruction of their enemies, the

people of SemunGa may one day be a great society able to establish contact with the rest of the planet.

Gechansmythe: The 75 000 lizard folk of Gechansmythe prefer to follow the traditional values of their ancient heritage. They prefer trading with their own kind and feel loyalty and compassion to their kindred and them alone. Their indifference to other cultures and races is legendary. They maintain a working relationship with SemunGa but most feel jealous of the more established and wealthy cousins to the south. Their loyalties remain within the borders of their city. Some worry that if large enough bait is dangled in front of the lizards of Gechansmythe, they may ally with Gilganhall in effort to take over the countryside and make a move against the peaceful people of SemunGa.

Fish don't war. Birds don't revenge. Mammals don't destroy out of malice. Our blood may be cold, but we are not. Peace slows progress but avoids destruction. We learned from our past. We hold more history than any species. Our ancestors walked these earth eons before and after magic. For hundreds of millions of years, savage lizards roamed this world without evolving or developing beyond their means. Their primitive animalistic behavior proves that for our species to flourish, we must learn to think. We are not savages, terrible lizards, or viscous carnivores. Dinosaurs are relics. We live on, to better ourselves. Mankind evolved to rule this world in a heartbeat of the time we lived, proving that lizard folk are fallible. If we follow the path set by our kinfolk to the north, we might as well dive into the tar pits and fossilize, for we would curse ourselves to be as obsolete. Even though magically induced, lizards finally gained the intelligence forbidden to the "saurus."

Let's make the most of it.

Salan Salazar

From "The Tome Of Saurus"

Gilganhall: Troglodytes barely form large groups. But one ruler formed an empire. Zedlis Pung (18th level Destruction / Death Cleric) brought 125 000 of his kin in the only rich area in the north. These lands pale in comparison to SemunGa. They often envy the rich lands ruled by Salan Salazar and his lizards. They attack many non-lizards attempting to travel even close to Gilganhall.

Eat Fish. Kill Birds. Mammals evolve to man. The greatest sin. We ruled this planet for hundreds millions of year. Man gains his chance and destroys the planet in a heartbeat's time. We are the true inheritors of this globe. Our God, the true god blessed us with intelligence for it is necessary to wipe out the inferior "breast-drinkers". We must join and push from this land and take what is ours. We will dominate this planet again. We are intelligent. Let's make the most of it.

Zedis Pung
From a speech

VARIANT RACES OF GAIA

CLOUD FOLK

The few elves that live in the high mountains of the Clouds bare few differences from their high elf relatives, mostly due to the lack of Evolutionary progress with Enchanted creatures. However, two thousand years of living above clouds have permanently altered the native humans there.

Personality: Cloudwalkers as they are often sometimes known are peaceful, quiet, and often reserved. They seldom speak, and those found away from their homes often pass unnoticed in the world. It almost seems Cloud Folk were never meant for the world to know. Even those who try to make a difference seem to fall into obscurity. Most prefer it that way. Cloud Folk, even those classified as heroes, are seldom remembered, often known to be a cloaked hero with an identity concealed. Like a ghost, Cloud Folk drift into shadows, vanishing into fog.

Physical Descriptions: In this regard, Cloudwalkers are identical to humans even though %98 of them are of Asian decent. They often dress in loose cloth bound by various belts. They hardly adorn themselves with jewelry but commonly show various tattoos. Oddly enough, Cloudwalkers tend to live longer than normal humans, not showing any signs of aging until at

least 50 and being to live to 150 before finally succumbing to the ravages of time.

Relations: The common peaceful folk mix with humans successfully but often sit in the corner of rooms, never noticed. Most other races find them an oddity for their privacy, Gnomes most all. Most Elves, especially Wood elves, consider Cloudwalkers the rightful evolution of Mankind and the one variation that deserves to live among side them. Cloud Folk seldom hold positions of influence or power in any outside culture. They are most found living outside their native land within Elvish domains more than human. They are so sparsed throughout the world that finding two within 500 kilometers is somewhat of a rarity.

Alignment: Mostly Good, many exhibit Neutral behavior. They are rarely evil.

Cloudlands: Refer to the Cloud Folk section above. Cloud folk are mostly independent and don't often form large communities. They do root themselves however, and the head of a household often dictates whatever rules others follow. But Mountain peaks seldom form together in a unified government. They have never fought each other or gone to war with anyone.

Religion: Cloudwalkers seldom worship God or any one Spirit. They maintain a faith in one thing, Oriental Dragons. Some Cloudfolk somehow made it across the continent to Genai where they take vigil in Genai hoping the Dragon that is rumored to live there, makes an appearance.

Languages: Like normal Humans, they often speak Common, however, Asian stands the most fluent language among them. Many often speak Elvish as well and some even speak Draconic, especially the Clerics.

Names: Cloud Folk names are often long and very Asian influenced.

Adventures: Cloud folk often undertake tasks for motives known only to them. Their privacy and silence often offer little answers their rationale behind their actions. They seldom engage in actions for glory or prestige and rarely take quests for the purpose of monetary gain. They usually wander the land, doing whatever good they can do and dispatching wisdom when it seems fit.

Fate rests in the clouds, the armor on the breast, success relies with the legs. Go to the battlefield firmly confident of victory, and you will return home with no wounds. Engage in combat fully determined to die and you will be alive; wish to survive in the battle and you will surely meet death. When you leave the house determined not to see it again you will come



home safely; when you have any thought of returning you will not return. You may not be in the wrong to think that the world is always subject to change, but the warrior must not entertain this way of thinking, for his fate is always determined. Live in the clouds for a year, and all life's priorities change.

From an ancient text in a temple in the clouds.

CLOUD FOLK RACIAL TRAITS

*Medium-size: As Medium sized creatures, Cloudwalkers have no special bonuses or penalties due to size.

*Cloudwalker base speed is 30 feet.

*4 extra skill points at 1st level and 1 extra skill point at each additional level, since humans are versatile and capable. (The 4 skill points at first level are added on as a bonus and not multiplied in)

*Automatic Languages: Asian, Common. Bonus Languages: Any (other than secret languages). They often take Elvish and Draconic.

*+1 to Wisdom, -1 to Charisma

*+2 racial bonus to Climb, +5 to climb if the surface is natural rock. From birth, Cloud Folk needed to climb.

*+2 to Balance and Tumble Rolls.

Note: Cloud Folk do not receive the 1 extra feat at 1st level like other Humans

*Favored Class: Ranger, Monk, Paladin, and Clerics are most common even though Wizards are also popular as well. Any class where Wisdom is paramount is obviously a preference. They are seldom Rogues.

LIMSHAU ELVES / HUMANS

Those elves born and raised in Limshau live a very different life from their outside brothers and sisters training next to them. They are placed in classes where they learn the values and traditions of this unique culture of librarians. By the time they reach adulthood, they often possess more knowledge than most other elves but often lack empathy with nature elves flaunt. Limshau Elves have been raised in the city longer than native Humans have so the local Human populace

has yet to be altered permanently by the influence of the city. However, the elves, especially the ones in training to be Custodians often exhibit minor trait differences from other Elves.

Personality: Lacking the empathy of Nature most elves, Limshau Humans and Elves exhibit shyness, often staying quiet during conversation. However, get them started on raw knowledge or ask them to recite some factual information, and they talk like uncorking a Champaign bottle. They talk when necessary but don't often try to be leaders or diplomats. 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 harms way to protect a book. Even those Limshauns not trained to be Custodians find this urge almost unavoidable.

Physical Description: Identical to their outsider brothers and sisters in every way when it comes to their physical stance and beauty, they differ when it comes to attire. Limshauns frequently wear new clothes, pressed and clean. They abhor getting dirty. These clothes often fit snugly and not worn loose like elves. Limshauns live the same as other Elves and Humans.

Relations: Limshau Humans and Elves live amongst each other without a care or trace of racism. They often welcome outsiders openly. It's the Barbarians they distrust. Their unrefined intellect and simple ways commonly rubs Limshauns the wrong way. Limshau Elves, however, do often dislike other Elves for their mistrust of other races, especially Grey Elves.

Alignment: Almost always Lawful, Limshauns often take on good but some take Neutral. Native Limshauns cannot be evil. Chaotic alignments are also a rarity.

Limshau lands: See Limshau, the city.

Religion: Limshau worship no deities.

Language: Limshauns all know Common and Elvish, no matter the race, and often can speak several other languages fluently. They often also know Scholar Speak.

Names: Same as their brother races.

Adventures: Limshauns that leave the city can partake in whatever adventure suits their fancy. As Custodians, they often still follow the creed of that class. Other classes still exhibit the common trait of all from Limshau and that is their love of knowledge. A Limshau would be much more interested in undertaking a quest to retrieve a scroll or book than a potion or a sword. Their shyness, however, often gives others the incorrect impression that they don't enjoy it...when they really do.

LIMSHAU RACIAL TRAITS:

ELVES:

*+2 Dexterity, -2 Constitution.

*+1 Intelligence, -1 Charisma

*Immunity to magic sleep spells and effects, and a +2 racial saving throw against Enchantment Spells or effects.

*Low Light Vision: Elves can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination.

*+2 Racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actually looking for the door.

HUMANS:

*4 extra skill points at 1st level and 1 extra skill point at each additional level, since humans are versatile and capable. (The 4 skill points at first level are added on as a bonus and not multiplied in)

*Like other Humans, Limshau Humans receive 1 extra feat at 1st level because Humans are quick to master specialized tasks and varied in their talents. (See Chapter 5 of the Player's Handbook)

BOTH HUMANS AND ELVES:

*Medium-size: As Medium-sized creatures, Limshau Elves and Humans have no special bonuses to or penalties due to their size.

*Elvish and Human base speed is 30feet.

*Automatic Languages: Common and Elven. Bonus Languages: Any

*Limshau Elves and Humans do not possess the difficulty of paying for Cross Culture Techa Skills. They can purchase them as regular

Cross Class Skills. They also gain access to all Knowledge skills as Class skills regardless of the Class they pick

*Favored Class: Limshau Custodian.

After that, they often try a stab at being a regular Fighter or Monk. Wizards and Clerics are a rarity. A Limshau has the capacity of pursuing one of the Techa-unique Classes. This includes the Elf.

MUNDI ELVES

A very close relation to High Elves, Mundi elves only developed an odd few differences. The average Mundi Elf would vanish, not seen for weeks on end...worrying her family to death she had been killed. On some expeditions, they would trek all the way to the Finer Fire Pits. Finding employment among the Dwarves, Some Mundi Elves became tasked to search out new dungeons when the diggers would break through a wall into one. Mundi Elves would enter and check for monsters and traps.

Personality: Same as normal Elves save for their natural curiosity of the underground. They hate being compared to Drow, whom they loathe. They often are compared to Halflings, whom the Mundi Elves share an unending level of curiosity with. They share Halflings' flare for fine food, good tobacco, and comfortable clothes. They often develop addicting personalities.

Physical Description: Same as Elves save that Mundi Elves are often dirtier.

Relations: Mundi Elves get along with anyone, save for most other elves. Elves often joke about Mundi, calling the inhabitants "Elflings". They form common bonds with Dwarves and work together peacefully.

Alignment: Often Chaotic, Mundi enjoy freedom but seldom engage in evil acts.

Mundi Land: The village of Mundi, see above.

Religion: Same as Elves, often worship Corellon Larethian.

Language: Same as Elves, Mundi know their native tongue well. They also often know Dwarven and Common.

Names: Same as other Elves.

Adventures: Mundi Elves often set out on their own to make their way in the world. Mundi Elf adventurers are typically looking for a way to use their skills to gain wealth and status. For them, adventuring is more of a career than an opportunity.

MUNDI ELF RACIAL TRAITS:

*+2 Dexterity, -2 Constitution.

*Immunity to magic sleep spells and effects, and a +2 racial saving throw against Enchantment Spells or effects.

*Darkvision: Mundi Elves can see in the dark up to 60 feet. Darkvision is Black and White only, but it is otherwise like normal sight.

*Blind – Fight: Every time she misses because of concealment, a Mundi Elf can re-roll her miss chance percentile roll one time to see if she actually hit. An invisible attacker gets no bonus to hit her (she maintains her Dex bonus and they don't receive +2 to hit). She suffers only half the usual penalty to speed when unable to see. Darkness and poor visibility in general reduces her speed to three quarters of normal instead of one half.

*+2 Racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actually looking for the door.

*Medium-size: As Medium-sized creatures, Mundi Elves and Humans have no special bonuses to or penalties due to their size.

*Elvish base speed is 30feet.

*Automatic

Languages: Common and Elven. Bonus

Languages: Dwarfish is almost as common as Elvish among Mundi.

*Favored Class:

Rogue

GIMFALK TECH-GNOMES

Gnomes embrace the machine. They love inventing and they love creating. However, many stumble into an impasse when encountering Human Techa Machinery. That is, except for the natives on Gimfalk. Their origins trace back to humans, surprisingly. When Gnomes first appeared, the first Bastions barely comprised of a few buildings. Many Bastions grew slowly. A few, under constant attack from monsters, needed to develop faster. Such was the case with the Eastern Canam cities of Mann and York, under barrage from the evil Dragons and Orcs. Needing faster

development and more defenses, the Bastion of York, inflicting the most from the attacks, turned to a nearby growing civilization of Gnomes for assistance. They were welcomed into the libraries to learn everything they could about human technology...Sciences of the body, machine, and atom. Soon, with the help of the resourceful and inventive gnomes, York grew to a size, making its validity of a target less tasty to predators. Of course, this agreement with a race from Echa existed purely under the table and the Gnomes were not allowed to live within the primary population nor enter through the main gates. Soon, after their usefulness expired, the gnomes were kicked out, leaving only a few behind to solve the extremely complicated problems with the new Gnomish machinery even normal Gnomes couldn't decipher. The neighboring Gnomish town to York accepted back its pilgrims and Gimfalk flourished. Soon, only the new technologically adept remained, in control and in power, over 1500 years, they



developed separately from their usual Kin.

Personality: Gimfalk Gnomes retained their sense of humor as well as their desire to possess shiny objects. However, their connection with nature fell by the wayside in favor of the new knowledge of man that they became blessed with. They carry an obsessive fascination with Human technology.

Physical Description: Gimfalk Gnomes are indistinguishable from normal Gnomes.

Relations: Gimfalks are the envy of many other Gnomes and Gimfalks love rubbing their noses about this. They still get along with Dwarves, especially the more advanced miners in the Finer Fire Pits whom utilize many new machines developed by Gimfalk. They still enjoy the company of Halflings but their relations with normal Elves have been strained, since many Elves believe Gimfalk turned away from their roots. The exception are the ones from Limshau that respect and admire the Gnomes. Gimfalk hold no ill will to the humans of York and still believe that Humans blesses them with precious knowledge. As a result, they often welcome humans, especially ones with a new toy.

Alignment: Gimfalk Gnomes are most often good. In this regard, they are still identical to their other kin.

Gimfalk Land: Gimfalk is almost totally subterranean. A few gargantuan towers of steel poke up to signify their presence in the world. These hold few people, reserving their purpose for defense and primarily coolant and heating for the city below. The Gimfalk towers are oddities and stand obviously a result of a mutated technology. They don't look human but stem from a technology derived from them. Gimfalk itself, is not an open-air city, but rather hundreds of levels stretching for more than a kilometer underground. The levels are a mixed lot of housings and factories and processing plants so jumbled and seemingly disorganized that any tourist is sure to get lose without a guide. A new level is dug every five years and is totally full of rooms and machinery by the sixth year. The current levels expand, causing the erection of a new tower every 10 years. Currently, there are six scattered over 300 square kilometers of green and forested land with apparent no pattern and no roads or paths connecting them. They are the only way in or out of the complex.

Religion: Most of Gimfalk still worship Garl Glittergold.

Language: Same as normal Gnomes but a resounding majority of them know at least one Human language (usually Common). Some know two.

Names: One of the biggest differences between Gimfalk and Regular Gnomes is there lack of big Gnome names. This could be a side effect of living alongside Techa Humans for so long. Nicknames are almost outdated.

Adventures: Like all Gnomes, Gimfalks are curious and inquisitive and extremely impulsive. Gimfalks love to see the world and often feel that other cultures should be blessed with the odd knowledge Gimfalk alone possesses. Other than that, they share common attributes with other Gnomes. One common task unique to them is to be the eyes and ears for Bastions like York in the land of Echa.

GIMFALK RACIAL TRAITS

*+2 Constitution, -2 Strength: Like Dwarves, Gnomes are tough, but they are small and therefore not as strong as larger Humanoids.

*Small: As Small creatures, gnomes gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than Humans use, and their lifting and carrying limits are three-quarters of those of Medium-sized creatures.

*Gimfalk Gnomes base speed is 20 feet.

*Low-Light Vision: Gnomes can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colors and detail under these conditions

*+1 racial bonus to attack rolls against Kobolds and Goblinoids (goblins, hobgoblins, bugbears): Gimfalk Gnomes hate these creatures as much as any other Gnomes.

*+2 racial bonus on Listen checks.

*+2 racial bonus on Alchemy checks : A Gimfalk gnome's sensitive nose remains.

*Unique Skill: Decipher Techa (Int).

Unlike any other Echa race, which play by dumb luck, Gimfalks possess a unique ability to understand any technology device from virtually any Bastion, even one they might not have visited. It is classified as a class skill regardless of the class the Gnome takes. The skill utilizes Int and difficulties for understanding an item depends on its Tech level.

TECH LEVEL	DC
1	10
2	15
3	20
4	25
5	30
Oddity	35+

Special: Each check takes on average of an hour each tech level. A failure results in %10 / each TL that something bad – catastrophic may occur (DM's discretion).

*Builder: A Gimfalk can pick two of the following skills: Craft (chemical), Craft (electronic), Craft (mechanical), and Craft (structural). The character gets a +2 bonus on all checks with these skills. Craft (chemical), Craft (electronic), and Craft (mechanical) cannot be used untrained.

*Gearhead: The Gimfalk Gnome character gets a +2 bonus on all Computer Use checks and Repair checks.

Special: Remember that the Computer Use skill and the Repair skill can only be used untrained in certain situations.

*Gimfalk Gnomes with an Intelligence of at least 10 or higher may cast the 0-level spells Mending, Open/Close, and Guidance, each once per day. These are arcane spells and are susceptible to Spell Failure. Treat the Gnome as a 1ST level caster when using this ability regardless of his actual level.

*Automatic Language: Common and Gnome. Bonus Languages: Other Human tongues, Draconic, Dwarven, Elven, Giant, Goblin, and Orc. Gimfalk gnomes DO NOT receive the speak with animals ability of other gnomes.

*Gimfalk Gnomes do not possess the difficulty of paying for Cross Culture Tcha Skills. They can purchase them as regular Cross Class Skills. They also gain access to all Knowledge skills as Class skills regardless of the Class they pick

*Favored Class: Unlike normal Gnomes, whom worship the Illusionist, Most Gimfalks pursue either the Echa routes of Fighter or Cleric or they pursue one of the Tcha-unique Classes. They, with the Limshau Elves, are the only non-Human races with this choice.

NOTE: Gimfalk Gnomes DO NOT receive +2 racial bonus on saving throws against illusions nor do they receive the +4 dodge bonus against Giants. They also do not receive the special 0-level spells *Dancing lights*, *Ghost Sound*, and *Prestidigitation*.

NEW CLASSES OF “ECHA”

Almost every type of class exists in this world. However, a few modifications require a few new classes. These are brand new classes and not prestige classes. They are unique to their setting but offer variety for those players willing to try something different. There are more unique classes available but they offer little in the form of improved game play. Creating a class like a Feng-Fu Pilot or a Greg-Gnome Engineer may prove exciting for a while but extensive playability reduces.

LIMSHAU CUSTODIAN

Guardians of truth and knowledge, Custodians of Limshau receive extensive training to battle opponents of wisdom within the walls of the great library. However, this knowledge proved effective for those sent on errands for the city. Designed for close combat and agility, the Custodian is a master of close fighting. Light armor frees agility, offset by impeccable training in martial weapons. Custodians are the planet's best sword fighters pound for pound. Custodians place one's priorities on the freedom of all. Speech, the written word, all worthy points for a custodian to die for. Of course, some have abandoned those beliefs to seek adventure on their own. Turning away from their great city, these rogues seek adventure for their own wills

“You talking to me?”

“What?”

“What?”

“Sorry--”

“You were talking to me.”

“...I apologize for interrupting sir. Continue your—”

“No...No...I enjoy the distraction. Eight hours reading anything gets boring, regardless its Arcana or not. What did you say?”

“I said I apologize for—”

“No...No...earlier...”

“...Sorry”

“Before that...”

“What?”

“Keep going...”

“Oh...I...was just...well...simply making an observation at the assemblage of books you've been reading in the past few weeks—”

“Weeks?”

“I didn't intend intrusion—”

“No...I apologize for interrupting—”

“No, sir its my fault—”

“Please...sorry—wait...no...Just....finish your thought.”

“Just commenting that your have lived within these walls longer than any other visitor and have yet to grow tired of the pages. You read tomes in Arcana, History, Science...your brain seems to hold no boundary...for...a...you know...human.”

“Well...When a man in the beginning of his life is

ignorant of everything, he has no scruples, finds no obstacles, no inhibitions. However, after a while he starts to learn, and becomes timid, cautious, and begins to feel something choking in his mind, which prevents him from going ahead as he used to before he had any learning. Learning is needed, but the point is not to become its slave. You must be its master, so that you can use it when you want it. “
 “...That’s remarkably intelligent...”
 “I didn’t think it...I read it. Yagyū Munemori, two thousand years ago...what’s depressing is that I am probably the only living human on this planet that took the time to read that passage.”
 “...Learning is to a man as the leaves and branches are to a tree, and it can be said that he should not be without it. Learning is not only reading books, however, but is rather something that we study to integrate with our own way of life.”
 “...”
 “It’s the next paragraph of the same book.”
 “...The name’s...Aiden”
 “...Raven...”

but no evil soul could survive the training process without being discovered, avoiding those to hunt down their own kind for evil actions.

Adventures: Loyal Custodians outside the walls stand ever vigilante to fight for the freedom and retrieval of information. Often being sent on fact-finding missions or quests to retrieve priceless tombs, a crusading Custodian climbs the tallest mountains and digs into the

deepest dungeons to seek their treasure. Those independent souls often still believe in the values of their training, but seek more adventure than the acquisition of knowledge for their people.

Characteristics: Often described as “city rangers”, Custodians rely on their agility for than their strength. Custodians are known for some amazing acts of agility and often wear little armor, relying on their speech to keep them from harm. As they develop, they only get faster and deadlier. Right from their training, custodians are trained to keep blades still and balance on ropes. Beyond regular fighters, Custodian training insists on paramount mental and physical control.

Alignment: If in service of Limshau, Custodians must be a good alignment. Those turned away by self imposed exile or banishment can migrate to Neutral alignments but evil thoughts seldom encroach. They are prohibited.

Religion: Limshau worship no gods.

Some

retain some faith in the “one god” but few pray

Background: Limshau often raises its own children to protect it. However, some outsiders do arrive, wishing training. This is very much a rarity. Those in training often start before puberty and train obsessively into adulthood, when they are given their uniforms and assigned a protection zone in the city or sent off on a quest. Outsiders must be a good alignment and be at least in puberty. Limshau seldom trains adults. Most starting Limshau fighters begin their journeys emerging into adulthood.

Races: Almost %70 of native Limshau are elves. The remaining %30 falls mostly to half-elves and humans, often mingling naturally in the city. Although they do not prohibit other races, they are a rarity. Halflings have been known to

Limshau Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Limshau Weapons, Equipment Issue, Two Weapon Fighting
2	+2	+3	+3	+0	Limshau Focus
3	+3	+3	+3	+1	Limshau Finesse
4	+4	+4	+4	+1	Evasion, Limshau Specialization
5	+5	+4	+4	+1	Gravity Shift 1/day
6	+6 / +1	+5	+5	+2	Improved Light Armor Proficiency
7	+7 / +2	+5	+5	+2	Uncanny dodge (Dex bonus to AC)
8	+8 / +3	+6	+6	+2	Greater Limshau Focus
9	+9 / +4	+6	+6	+3	Improved Two-Weapon Fighting
10	+10 / +5	+7	+7	+3	
11	+11 / +6 / +1	+7	+7	+3	Gravity Shift 2/day
12	+12 / +7 / +2	+8	+8	+4	Special Ability
13	+13 / +8 / +3	+8	+8	+4	Greater Limshau Specialization
14	+14 / +9 / +4	+9	+9	+4	Gravity Shift 3/day
15	+15 / +10 / +5	+9	+9	+5	Greater Two-Weapon Fighting
16	+16 / +11 / +6 / +1	+10	+10	+5	Greater Gravity Shift
17	+17 / +12 / +7 / +2	+10	+10	+5	Gravity Shift 4/day
18	+18 / +13 / +8 / +3	+11	+11	+6	
19	+19 / +14 / +9 / +4	+11	+11	+6	Special Ability
20	+20 / +15 / +10 / +5	+12	+12	+6	Gravity Shift 5/day, Supreme Two Weapon Fighting

appear but Half-Orcs and Gnomes are non-existent.

Classes: Custodians often develop bonds with Wizards, whom they consider kinfolk. Limshau get along with most Intelligent Fighters. They get along with Paladins for the most part as long as they are not from Myre. However, Any from Limshau seldom trust Sorcerers or Clerics and they often look down to Barbarians.

GAME RULE INFORMATION

Abilities: Unlike most fighters, Limshau Custodians require a high Dexterity (at least 15) Strength is import as well of course but not nearly as much as a Custodian's agility. Intelligence is also an important ability since most Custodians are quite smart and adept in combat (min 13)

Alignment: Any Good (if in Limshau service), Any Neutral for those independent.

Hit Dice: D10

CLASS SKILLS

The Custodians class skills (and the key ability for each skill) are Tumble (Dex), Balance (Dex), Jump (Str), Climb (Str), Ride (Dex), Craft (Int), Swim (Str) and Knowledge (Int). See Chapter 4 in the player handbook for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int Modifier}) \times 4$

Skill Points at Each Additional level: $2 + \text{Int Modifier}$.

CLASS FEATURES

All of the following are class features of the Limshau Custodian.

Weapon and Armor Proficiencies: The Custodian is proficient in all simple weapons, Short and Long Swords, as well as specific use of the Bastard sword 1 handed. Custodians are also skilled in the use of all Light Armor. Note that armor check penalties for armor heavier than leather apply to skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also Swim checks suffer a -1 penalty for every 5lbs of armor and equipment carried.

When wearing light armor or no armor and wielding Limshau weapons, a Limshau Custodian can fight with two weapons as if he or she had the Two-Weapon Fighting feat. The Limshau Custodian loses this special bonus when fighting in medium or heavy armor.

Limshau Weapons: Limshau weapons training focuses almost entirely on just a few weapons. They are as follows:

Limshau Katana (Masterwork Bastard Sword or Katana, used one-handed)

Limshau Wakizashi (Masterwork Short Sword or Wakizashi)

Limshau Crossbow (Repeating Crossbow)

Limshau Tanto (Masterwork Dagger)

A smith who has not been trained how to make Limshau weapons could duplicate one if he had one to work from. The craft DC to do so would be 5 higher than normal.

Equipment Issue: When a Limshau Custodian embarks on a quest they are issued their choice of two of the following items: Limshau Katana, Limshau Wakizashi, Limshau Crossbow Limshau Tanto or Limshau Leather (AC 3, Max Dex 6, Check Penalty 0, Arcane Failure 15%, 15 lbs, counts as Masterwork for enchantment purposes)

Limshau Focus (Ex): At second level, while fighting with Limshau weapons a Custodian gains the Weapon Focus feat with both Custodian Weapons.

Limshau Finesse (Ex): At third level, while fighting with Limshau weapons a Custodian gains the Weapon Finesse feat. This does include the Limshau Katana.

Evasion (Ex): At 4th level, a Custodian gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the custodian takes no damage with a successful saving throw. Evasion can only be used if the Custodian is wearing light armor or no armor. It is an extraordinary ability.

Weapon Specialization (Ex): Custodians gain a +2 bonus on all damage rolls using Limshau weapons at 4th level.

Improved Light Armor Proficiency (Ex): At 6th level, a Custodian's long experience with light armor reaps benefits. It becomes like a second skin. All Armor Check penalties while wearing light armor are reduced by -1 while the Max Dexterity bonus increases by +2.

Uncanny Dodge (Ex): At 7th level and above, she retains her Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

Greater Limshau Focus (Ex): Limshau Custodians at 8th level gain a +1 bonus on all attack rolls you make using Limshau Weapons. This bonus stacks with other bonuses on attack rolls, including the one from Limshau Weapon Focus.

Improved Two-Weapon Fighting (Ex): A Limshau Custodian at 9th level gains the Improved Two-Weapon Fighting feat even if they do not have the other prerequisites for the feat. The Custodian must be wearing light armor or no armor in order to use this benefit.

Greater Limshau Specialization (Ex): At 13th level Custodians gain a +2 bonus on all damage rolls using the Limshau weapons. This bonus stacks with other bonuses on damage rolls,

including the one from Weapon Specialization

Gravity Shift (Su): After a great deal of training and practice a Custodian learns to temporarily hold the laws of gravity and inertia in abeyance. Starting at level 5, a Custodian can enter a heightened state of motion as a free action. The effects of this state are:

Base speed doubles
+15 to Balance, Climb, Jump and Tumble checks

Jump distances are not limited by height
Using Tumble during movement is not limited to 20ft distance.

Movement can take place without penalties on any solid surface at any angle up to 90 degrees from horizontal

+2 Competency bonus to Dexterity.
The effect lasts as many rounds as the Custodian's Dex bonus, with a minimum of one round. A Custodian can end the effect as a free action before that time they so desire. Gravity Shift is a supernatural ability and grants *haste* bonuses.

Greater Gravity Shift (Su): At 16th level a Custodian's Gravity Shift ability improves as the Custodian learns how to control the magical energy to even greater effect. Gravity Shift bonuses become:

Base speed triples
+30 to Balance, Climb, Jump and Tumble checks

Jump distances are not limited by height
Using Tumble during movement is not limited to 20ft distance.

Movement can take place without penalties on any solid or liquid surface at any angle, even upside down.

+6 Competency bonus to Dexterity.

Special Abilities: On achieving 12th and 19th levels a Custodian chooses a special ability from among the following:

Defensive Roll: Once per day, when a Custodian would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), the Custodian can attempt to roll with the damage. They make a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. The Custodian must be aware of the attack and able to react to it in order to execute the defensive roll — if the Dexterity bonus to AC is denied, the Custodian can't roll. Since this effect would not normally allow a character to make a Reflex save for half damage, the Custodian's evasion ability does not apply to the defensive roll.

Improved Evasion: The Custodian takes only half damage on a failed Reflex save.

Uncanny Dodge (can't be flanked): The Custodian can no longer be flanked. A rogue at least four levels higher can still flank.

Feat: A Custodian may gain a feat in place of a special ability.

Greater Two-Weapon Fighting: The spinning blender of death, a Limshau Custodian at 15th level may make another attack when initiating a full attack. This adds on to the additional attack already received for two-weapon fighting. The third attack strikes with a -10 penalty to hit.

Supreme Two-Weapon Fighting: At 20th level, The Limshau Custodian gains an additional attack with her off-hand weapon. In addition to her three attacks she already has each round with her off hand weapon at penalties at 0, -5, and -10, respectively, she is also entitled to a fourth attack with her off-hand weapon at a -15 penalty.

CANTIS RANGERS

A town called Cantis resides between the Necrosea and the Darklands. For a hundred generations, the Rangers of Cantis catalogue the denizens of evil around the sole ray of good for thousands of miles. Unable to form a formidable force against evil, the Rangers watched... analyzing weaknesses, studying movements... strategies. The Necrosea remains relatively calm. Evil never tries to reach beyond its land. For a hundred years, the Darklands seemed to reach an impasse. Pit Fiends stopped emerging. Soon, Cantis filed and catalogued dozens of different fiends. For a thousand years, hundreds came through the black gate. However, no more than the first few Pit Fiends ever emerged. They spread further and further...finally reaching the borders of Cantis. Then, about a hundred years ago...they stopped. The Darklands ceased their progression. No more rulers emerged. No more fiends at all emerged. The gate went quiet... inert... for a century. Cantis Rangers venture into the Darklands a hundred times over a year and observe.

Adventures: Cantis Ranger abhor all things fiendish. Any item or intelligence touched by the underworld becomes a target for the Ranger's wrath. Almost reaching a Barbarian's level of rage, the Cantis ranger often jumps headstrong into combat against fiendish targets, but never foolhardily...as no one knows devils and demons like the people of Cantis. They often will embark and long distance quests halfway across the globe to eliminate a creature from the dark. They believe the black gate of Ixindar can be closed without closing off Attricana as well.

Cantis Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	-----SPELLS PER DAY----			
						1	2	3	4
1	+1	+2	+0	+0	Track, Fiendish Frenzy, Baneblade, Wild Empathy	--	--	--	--
2	+2	+3	+0	+0		--	--	--	--
3	+3	+3	+1	+1	Endurance	--	--	--	--
4	+4	+4	+1	+1	Fiend-Slayer level 1(1/day), Animal Companion	0	--	--	--
5	+5	+4	+1	+1	+1 Baneblade	0	--	--	--
6	+6 / +1	+5	+2	+2	Fiend-Slayer level 2 (2/day)	1	--	--	--
7	+7 / +2	+5	+2	+2	2nd Favored Enemy, Woodland Stride	1	--	--	--
8	+8 / +3	+6	+2	+2	Fiend-Slayer level 3 (3/day)	1	0	--	--
9	+9 / +4	+6	+3	+3	Evasion	1	0	--	--
10	+10 / +5	+7	+3	+3	+2 Baneblade (Good)	1	1	--	--
11	+11 / +6 / +1	+7	+3	+3	Fiend-Awareness, Detect Fiendish Weakness (+1d6)	1	1	0	--
12	+12 / +7 / +2	+8	+4	+4	Fiend-Slayer level 4 (4/day)	1	1	1	--
13	+13 / +8 / +3	+8	+4	+4	3rd Favored Enemy, Camouflage	1	1	1	--
14	+14 / +9 / +4	+9	+4	+4	Detect Fiendish Weakness (+2d6)	2	1	1	0
15	+15 / +10 / +5	+9	+5	+5	+3 Baneblade (Keen)	2	1	1	1
16	+16 / +11 / +6 / +1	+10	+5	+5		2	2	1	1
17	+17 / +12 / +7 / +2	+10	+5	+5	Detect Fiendish Weakness (+3d6), Hide in plain sight	2	2	2	1
18	+18 / +13 / +8 / +3	+11	+6	+6	+4 Baneblade (Increased Dam)	3	2	2	1
19	+19 / +14 / +9 / +4	+11	+6	+6		3	3	3	2
20	+20 / +15 / +10 / +5	+12	+6	+6	4th Favored Enemy Fiend-Slayer level 5 (5/day) Detect Fiendish Weakness (+4d6) +5 Baneblade (Speed)	3	3	3	3

Characteristics: Although a symbiotic relationship exists with nature, Cantis Warriors

often bare little resembles to their more traditional cousins on the rest of the planet. They



hardly ever cover themselves with anything less than medium armor, thus have grown away from the more agile fighting techniques known to Rangers. Instead, Cantis Rangers often resemble full-bore fighters with longswords and Banded or Plate mail. What distinguishes them are the trophies they have acquired from slain fiendish creatures, usually horns, and on occasion pelts from animals from the dark. Cantis prides themselves sympathetic to nature, thus their obsessive drive to fight back the corruption and pestilence of the encroaching hell. They still insist on a connection to Gaia even though they often adorn themselves with metal.

Alignment: Always good but often Chaotic, Cantis Rangers occasionally clash with more traditional values of other classes, especially Paladins, whom the Cantis Rangers believe to be uptight and somewhat narrow-minded. Cantis Ranger, however, have been known to exhibit and almost equal level of pride and arrogance.

Religion: You can never believe

in a good more than when you stare into the pits of hell. Cantis Rangers invest in faith almost as much as Paladins even though their visual display is virtually nonexistent. From this regard, they are not they far derived from regular Rangers.

Background: Nearly all Cantis Rangers are born to this life. Rarely do outsiders join their fight but exceptions do occur. Cantis children quickly encounter trauma early in life, witnessing the hordes of hell. They often mature early and go on quests when other youngster elsewhere still cannot even pick up a sword. This life has been attractive to some, that travel from afar to join the Cantis in their fight against the dark. Cantis folk are civilized but few ever know who is in charge. Seemingly, the Ranger with the best kill to his credit or the biggest trophy to flaunt runs with respect, flaunting his strength, until another bigger trophy comes way. Cantis folk, as a result, especially the Rangers, flaunt their victories and love showing trophies and spinning tales.

Races: Mostly, the only outsiders attempting to join the Cantis training are non-humans. Commonly Dwarves and Gnomes often pursue the path. Gnomes often migrate from Gregg because of their joy of spinning tales of amazing courage. Humans are almost always native. The races most seldom seen are Halflings and Elves.

Classes: Druids and others Rangers obviously get along with those from Cantis. They often seek friendships with Bards since they often lend music to the Cantis Ranger's exaggerating exploits. They often mistrust Wizards or any other classes that avoid direct melee combat.

It was glorious. The Hydra reared its heads, my elfling servant--more like my ablative meat shield--ran behind me as always. I still left my loyal Bard over the edge of the bridge behind us, testing for Trolls. I was alone in this fight like I always am. Comrades often just offer distractions to the enemy, so I can get the kill cleave. I have a rogue to open doors, and I thought we needed a Bard to sing about my exploits 'cause I am a bloody hero! Plus I save their bitch asses daily. Anyway...it turned out the Hydra was fiendish...all eleven heads. AND it breathed fire! I'm so @#\$%&! good! I took three heads off in a single cleave. He had me in his jaws, trying to tear me apart. I drove my punching-pain into one of his jaws and twisted. Blood poured over my body. I smelt so good. I still stunk from my fight with the twelve goblins the day before. I killed ten then. My underlings were tied for "ass" place. Anyway, the Hydra had me in his jaws. I brought up my Orc-sized greatsword and came down upon the beast. I embedded the blade into the ground a good foot. I had gutted the creature from the necks to the

pits. It had more than a 500 gp in hiding. I bought me a Heavy Warhorse...that leaves us with my elfling's ass ...then we bought another Donkey for the bard...that left 85 gold to buy ME more stuff! It was such a good fight. It was a honor to skin that animal...Anyways...

After Misha's third bottle of vodka, his drunken rants at a Tavern became more distorted. I do remember the Hydra only having six heads and it certainly wasn't fiendish. Later, it grew four more heads and had a mother.

GAME RULE INFORMATION

Abilities: Like normal Rangers, people of Cantus require a decent Dexterity but Strength is more important to Cantus Rangers than their mirrors everywhere else as they often wear heavier armor. Like Rangers, several skills are based on Wisdom, and a Wisdom score of 14 or higher is required to get access to the most powerful Ranger spells. A Wisdom score of 11 or higher is required to cast any Ranger spells at all.

Alignment: Any Good.

Hit Dice: d10

CLASS SKILLS

The Cantus Ranger's class skills (and the key ability for each skill are Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Rise (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex) and Wilderness Lore (Wis). See Chapter 4 in the player handbook for skill descriptions.
Skill Points at 1st Level: (4 + Int Modifier) x 4
Skill Points at Each Additional level: 4 +Int Modifier.

CLASS FEATURES

All of the following are class features of the Cantus Ranger.

Weapon and Armor Proficiencies: A Cantus Ranger is proficient with all simple and Martial weapons and all armor and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also Swim checks suffer -1 penalty for every 5 lbs of armor and equipment carried. Unlike normal Rangers, Cantus Rangers do not receive the Combat Style ability.

Spells (Sp): Beginning at 4th level, a Cantus Ranger gains the ability to cast a small number of divine spells. To cast a spell, the ranger must have a Wisdom score of at least 10+ the spell's level, so a ranger with a Wisdom of 10

or lower cannot cast these spells. Ranger bonus spells are Wisdom based, and saving throws against these spells have a Difficulty Class of 10+ spell level + Wisdom Modifier. When the Ranger gets 0 spells for a level given, the ranger gets only bonus spells. A ranger without a bonus spell for that level cannot yet cast a spell for that level. Refer to page 167 of the Player's Handbook for the Ranger Spell list. A Ranger prepares and casts spells as a cleric does. Through 3rd level, a ranger has no caster level. Starting at 4th level, a ranger's caster level is one half his class level.

Track (Ex): A ranger gains Track (Page 85 of the Player's Handbook) as a bonus feat.

Wild Empathy (Ex): A Cantis ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The Cantis ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Endurance (Ex): A ranger gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Fiendish Frenzy (Ex): Fiends are automatically a Cantis Ranger's favored enemy, thus giving her a +1 bonus to all spot, listen, bluff, sense motive, and Wilderness Lore checks when using the skill against fiends. She also receives +1 damage in melee and ranged (up to 30ft) fighting. However, beyond the favored enemy, the Cantis Ranger's extensive knowledge of the creatures of darkness allows her to develop an additional +1 Bonus to attack and damage. This gives a starting Cantis Ranger a +2 to attack and damage all fiendish creatures. This bonus does not apply to damage against creatures that are immune to critical hits. Additionally, Cantis Rangers receive an additional +4 to hide and track against all Demons and Devils above and beyond the bonus along with being a favored enemy.

Because of a Cantis's obsessive drive to destroy the darkness, they do not receive their second favored enemy until 7th level compared to regular ranger who receive it at 4th level. A 3rd choice doesn't occur again until 13th level and then again at 20th. They do not receive a fifth favored enemy like normal rangers. Note that all previous favored enemies increase by +1 as well, this includes the Fiendish Frenzy ability, which is based on the Favored Enemy Feat. At 20th level, a Cantis Ranger can strike a Fiend with +6 bonus.

What are Fiendish (Per Monster Manual): Barghests, all Demons, all Devils, Fiendish Creature Templates, Half-Fiendish Templates, Hellhounds, Howlers, Nightmares, Tiedlings, Shadow Mastiff, and Vargouilles.

Baneblade (Su): A bonus given to proven Cantis Warriors—a symbol of their strength. After they have embarked on their first fiendish hunt, they are awarded the Baneblade, a double-bladed mastercraft-punching dagger. Being Mastercraft, it gains a +1 to hit and deals 1d6 damage plus the ranger's strength bonus. As levels progress, the weapon becomes naturally enchanted finally +5 at 20th level. This enchantment does not stack if the weapon is enchanted separately. When it becomes +1 at 5th level, it counts as magical, and at 10th level, it counts as good and the weapon permits the use of the Two Weapon fighting feat but only if using the Baneblade in the off hand. At 15th, its Critical rating increases to 19-20/x3 (from 20/x3). At 18th level, it increases to 16-20/x3. Finally, at 20th level, it gains the speed bonus, allowing for an additional strike per round.

Fiend-slayer (Su): At 4th, 6th, 8th, 12th, and 20th level, any arrow a Cantis Ranger uses becomes enchanted by her will to slay the creatures of the underworld (the same list

above). Thus, once a day for each Fiend-slayer level (five in all), she can launch a +1 Slaying arrow, forcing any denizens of the underworld to make a fort save (DC20) or die instantly. It is the arrow that becomes enchanted and not the bow. The arrow could also then be used as a single use hand weapon if emergencies arise.

Fiendish Awareness (Su): Cantis Rangers, at 11th level, no longer need to stand guard against the minions of the underworld, as these forces can no longer ambush this soldier against evil. At this point, the Ranger cannot be flanked nor ambushed by any fiendish creatures. She can never be caught flat-footed. Additionally, she can detect automatically, any fiendish creature in a 10 foot / level radius. In just detects the presence and does not offer details of what or how many there are unless they come from different directions.

Detect Fiendish Weakness (Su): Extensive training and discipline and years of studying creates a deadly hunter of evil. Cantus Ranger, after years of fighting the forces of darkness, now know exactly where to strike Fiendish creatures where it hurts the most. Therefore, at 11th level, Cantus Rangers develops a sneak attack ability similar to the Rogue natural ability. If the Ranger attacks a fiendish creature unable to defend itself effectively from the attack, the ranger can attack a vital spot for extra damage. Basically, any time a fiendish opponent is denied his Dexterity bonus to AC or when the Ranger flanks her Fiendish opponent, she can strike for extra damage. The extra damage is +1d6 at 11th level and increases +1d6 at 14th, 17th and 20th level to a maximum of +4d6. If the Ranger scores a critical strike, this damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30feet.

Woodland Stride (Ex): Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Swift Tracker (Ex): Beginning at 8th level, a Cantis ranger can move at his normal speed while following tracks without taking the normal – 5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Evasion (Ex): At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally

deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

Camouflage (Ex): A ranger of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a ranger of 17th level or higher can use the Hide skill even while being observed.

PRESTIGE CLASSES OF ECHA

MYRE PALADIN

As stated above, Paladins are paladins are paladins...unless you are trained at Castle Myre, a fanatical sect. They push the hard line envelope of Lawfulness but often seem to stray from the lines of pure good. They are still Paladins but their idea of right often feels abrasive to others. Myre believes it protects the unfortunate by keeping them uninformed and ignorant. They often believe knowledge to be dangerous and those possessing it and flaunting it carelessly to be a danger to themselves and others even if their intentions are pure. Many neighbors refer to Myre Paladins as Grey Knights. Grey Knights are known to indulge in acts seemingly prohibited by other Paladins and some excommunicated Paladins from other faiths and joined the Myre order to reinstate their powers without having to reconfirm their faith.

Myre Paladins often work alone and are seldom seen outside Eurass. They embark on many treks to retrieve forbidden knowledge and act in obsessive aggression to succeed at that mission.

Hit Die: d10

REQUIREMENTS

To qualify to become a Myre Paladin, a character must fulfill all of the following criteria.

Alignment: Any Lawful.

Base Attack Bonus: +6

Knowledge (Religion): 2 ranks.

Intimidate: 3 ranks

Diplomacy: 6 ranks

Feats: Cleave

CLASS SKILLS

The Myre Paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Religion)

(Int), Profession (Wis), Ride (Dex), Bluff (Cha), Intimidate (Cha), and Knowledge (Artifacts) (Int). See Chapter 4 in the Player's Handbook for skill descriptions.

Skill Points at Each Level: (2 + Int Modifier)

CLASS FEATURES

All of the following are class features of the Myre Paladin.

Weapon and Armor Proficiency: Myre Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. In addition, Swim checks suffer –1 penalty for every 5 lbs of armor and equipment carried.

Blind Eye: A Myre Paladin's obtuse personality often clouds judgment and allows, even subconsciously, for them to act in ways alien to good creatures. At second level and higher, a Myre Paladin may attempt to smite a target he believes to be acting evil-like or being possessed by evil spirits. How do they justify this act?

Are they practicing or encouraging any freedom of speech or magic?

Do they possess knowledge dangerous if in the hands of normal people?

Is the target an Arcane spell caster?

If the Myre Paladin believes the target to be dangerous to the world by exposing knowledge with the capacity of destruction or can answer yes to the three questions above, the Myre Paladin may attempt to smite the target. She adds her Charisma modifier (if positive) to her attack roll and deals 1 extra damage per level. If the GM decided after the fact that The Myre was not totally convinced that act was valid, the smite has no effect, but is still used up for that day. Blind Eye is a supernatural ability. It can be done only once a day.

Pompous Ignorance: Myre Paladins' self-important and arrogant personalities are legendary. Paladins lose the Detect Evil ability in

exchange for Blind Eye. They receive their Charisma modifier (if possible) as a bonus to all and WIS saving throws.

Divine Health: Myre Paladins receive a Pompous belief they are immune to all, and mind is greater than body as it enables the Myre Paladin, divinely graced or not, to be immune to all disease, but NOT magical disease such as Mummy Rot and Lycanthropy.

Aura of Courage: Beginning of second level, a Myre Paladin is immune to fear (magical or otherwise). However, unlike normal Paladins, Allies within 10 feet of the Paladin do not receive the +4 morale bonus.

Code of Myre: Myre believes that knowledge is dangerous and any magical items should be controlled and regulated by Myre. Therefore, a Myre's usual code of honor and kindness often gets thrown out the window when faced with the opportunity to dispatch the code of Myre on the unwilling. This is amplified if the magical item is powerful or the knowledge is especially dangerous like high level Arcane magic. They often leave good Clerics alone. However, they don't get along with other Paladins whom consider the Myre Order populated by blasphemists. Because of this obtuse and ostentatious personality, Myre gain an automatic +4 to all Intimidation rolls when faced with such an opportunity. If such an occurrence results in combat, the Myre Paladin receives a +1 discipline bonus to all hit rolls.

Associates: While she may adventure with characters of any alignment, a server of Myre will never associate with high level Wizards or any person possessing more than +1 magical items or devices worth more than 10 000. Ex-Myre Paladins have no such problems.

Intolerant Rage: Myre Paladins are known to get carried away with their crusades. Their obsessions often reach insane levels and they go off the edge in a blinding fury. The Paladin swings into a frenzy, boosting strength and durability. He temporarily gains +4 to Strength, +4 to Constitution, and a +1 to Charisma, but suffers a –2 penalty to AC. The

Myre CLASS LEVEL	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	SPELLS PER DAY			
						1	2	3	4
1st	+1	+2	0	0	Pompous Ignorance, Divine Health, Code of Myre, Intolerant Rage (1/day)	0	--	--	--
2nd	+2	+3	0	0	Blind Eye, Aura of Courage,	1	--	--	--
3rd	+3	+3	+1	+1		1	0	--	--
4th	+4	+4	+1	+1	Intolerant Rage (2/day)	1	1	--	--
5th	+5	+4	+1	+1		1	1	0	--
6th	+6	+5	+2	+2	Greater Rage	1	1	1	--
7th	+7	+5	+2	+2		2	1	1	0
8th	+8	+6	+2	+2	Intolerant Rage (3/day)	2	1	1	1
9th	+9	+6	+3	+3		2	2	1	1
10th	+10	+7	+3	+3	Mighty Rage	2	2	2	1

increase in Constitution increases the Knight's hit points by 2 points per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal. While in a frenzy, the Myre Paladin cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells. She can use any feat except for Expertise, Item Creation Feats, Metamagic Feats, and Skill Focus. A fit of rage lasts for a number of rounds equal to 3+ the character's (newly improved) Constitution modifier. The Paladin can end the rage prematurely. At the end of the rage, the Paladin is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter. The Paladin can only fly into this frenzy once per encounter and only a certain number of times per day determined by the class level. Entering the rage takes no time itself but the Paladin has to do it during his turn, not in response to somebody else's action.

Spells: Similar to Paladins, Myre Paladins are slightly modified but are still divinely appointed...

Greater Rage (Ex): At 6th level, a Myre Paladin bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

Mighty Rage (Ex): At 10th level, a Myre Paladin's bonuses to Strength and Constitution during his rage each increase to +8, and his morale bonus on Will saves increases to +4. The penalty to AC remains at -2.

SPECIAL

Ex-Paladins are often the most common demographic in Myre, as they can regain their abilities without reaffirming their faith. Since any class could technically join the Myre order and pick up abilities normal Paladins already possess, true Paladins joining up pick up additional abilities (but they have to remain Paladins):

PALADIN LEVEL	EXTRA ABILITY
1-3	Smite Evil: Paladin's smite evil ability / day increases per his total Paladin + Myre Class per the Paladin class in PHB.
4-7	Extra Turning. The Myre Paladin still in a divine favor may turn undead up to four more times a day. Also gains the Leadership feat.
8-10	Power Intimidation: The Paladin receives a +1 to Charisma.
11+	Detect thoughts as per the spell to a Sorcerer equal to the Paladin level divided by two (rounded down). This is a supernatural ability the Paladin can use once per day.

PLAYING MYRE PALADINS:

Lawful Good: Control your anger. Limit your resolve. Many of your comrades fall into a void, caste away from their deities. You take pride in your religious upbringing and embrace few Myre abilities. You believe in the order but not in many of its member's tactics.

Lawful Neutral: Commonly ex-paladins, the most common demographic of the order, you join Myre mostly out of necessity, to gain back the power without having to repent. You believe in the ways and coda of Myre but seldom let your rage get to you. However, you may still believe in the hard line approach.

Lawful Evil: Absolute power corrupts absolutely. You believe that everyone else needs shepherding. You believe in the hard line approach in Myre and will resort to anything to reach success in your quests. People using magic commit sins and should be dealt with accordingly.

KWAN KUNG – THE HOLY WARRIORS OF THE CLOUDS

A dying art, the fighting style known as Kwan Kung passes down through father to son. However, as the Cloud Folk lesson in number every year, fewer inhabitants demonstrate the unique fighting style of the Kwan Kung. For one, elders only teach it to their young when they have reached a certain level of skill, after they have mastered several other fighting styles. Sometimes, the apprentice must undergo a great quest or even several before earning the privilege of being taught. Rumors speak of several warriors not passing until well past their prime. The greatest warriors of Kwan Kung are young at 60 years of age.

Eventually, less than a dozen grand masters remained. Finally, a few allowed to train other children, but only after many years of training in other fields. Sometimes, after years or decades even, the Master takes the pupil into the mountains for the final training. This can sometimes take anywhere from three weeks to six months and more than a couple pupils have lost their lives at this stage. The ones that do return are battered and worn but display wills of iron. A devout spirit maintains total control of character and whose concentration and stillness of mind is only bested by the most trained monks.

Often derived from Paladins and Rangers, Kwan Kung Warriors' power flows from their cloaks--special shrouds usually woven by the warriors themselves upon graduation. The cloaks often appear in dark colors and shades and often terminate to a "forked-tongue" shape. Some even make the cloaks to resemble

Kwan-Kung CLASS LEVEL	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	0	0	Kwan Kung Cloak, Stage 1, Cloak Armor +1
2nd	+2	+3	0	0	Elemental Protection
3rd	+3	+3	+1	+1	Cloak Entangle, Kwan Kung Cloak, Stage 2
4th	+4	+4	+1	+1	Feather Fall, Cloak Armor +2
5th	+5	+4	+1	+1	Cloak Shield, Kwan Kung Cloak, Stage 2
6th	+6	+5	+2	+2	Cloak Armor +3, Animate Cloak (1 attack)
7th	+7	+5	+2	+2	Elemental Protection, Kwan Kung Cloak, Stage 3
8th	+8	+6	+2	+2	Cloak Armor +4, Animate Cloak (2 attacks)
9th	+9	+6	+3	+3	Blur, Kwan Kung Cloak, Stage 4
10th	+10	+7	+3	+3	Fly, Cloak Armor +5, Animate Cloak (3 attacks)

overcoats while others are simple capes. The cloak itself, only functions as a receptacle to the power of the Kwan Kung and is useless in the hands of another. Without his cloak, the Kwan Kung is crippled but by no means useless. No other cloak can be substituted but a new one can be made as long as the warrior has proper supplies.

Defined as holy warriors, The Kwan Kung exhibit similar features to Paladins without the spell casting abilities. They are crusaders but often not fanatical. They don't have to worship a deity but many do. They often talk little and few people even notice their presence. Most of the time, their entire bodies are shrouded in cover, concealing their armor and weapons. They bind themselves to no lord except for their father's house and if they separate, they go nomadic. They never seek new lords and continue their beliefs as Ronin.

Hit Die: d10

REQUIREMENTS

To qualify to become a Kwan Kung, a character must find a trainer and denote a time anywhere from two weeks to two years dictated by the DM. They must also embark on a quest also dictated by the DM. After all role-playing requirements are finished, the PC must meet all of the following criteria.

Alignment: Any Good.

Base Attack Bonus: +8

Craft (Weaving or Leatherworking): 2 ranks.

Concentration: 5 ranks

Tumble: 4 ranks

Feats: Dodge, Mobility

CLASS SKILLS

The Kwan Kung's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Religion) (Int), Profession (Wis), Balance (Dex), Jump (Str), Tumble (Dex). See Chapter 4 in the Player's Handbook for skill descriptions.

Skill Points at Each Level: (2 + Int Modifier)

CLASS FEATURES

All of the following are class features of the Kwan Kung.

Weapon and Armor Proficiency: Kwan Kung are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light). NOT with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also Swim checks suffer –1 penalty for every 5 lbs of armor and equipment carried.

Kwan Kung Cloak: Everything the Kwan Kung learns focuses through her cloak. Eventually, the cloak appears animated itself, all under the control of its wearer. All Kwan Kung Cloak abilities channel from the holy warrior and exists only when worn by her. The cloak is useless in the hands of anyone else...even another Holy Warrior. When a Kwan Kung Warrior reaches graduation, she weaves her own cloak. It is unique to her own, modeled usually after the symbols of the house she belongs to. Visibly, from the start, the cloak appears somewhat alive, capable of always being where the warrior wants it to be. All the abilities that spurn from the cloak are considered supernatural in origin. They also are unique to the cloak and wearer so a regular cloak will not channel the abilities. If a cloak is lost, it must be found, usually involving and game centered quest. If destroyed, the Warrior must create a new one. This requires 48 hours of prayer and meditation as well as a successful "Weave" skill, DC20 to create it perfectly. The cost of materials is expensive, requiring rare fabrics and spell components. The total cost of the cloak is the character level x 1000.

The bonus Kwan Kung Cloak abilities offered at levels 1, 3, 5, 7, and 9 do not operate if the Warrior uses a shield. Initially, the cloak offers +2 to all Reflex Saving Throws (not incorporated in the chart above).

At 3rd Level, the Kwan Kung cloak acts similar to an Entropic Shield, deflecting incoming arrows, rays, and other ranged attacks. Each ranged attack directed at the Warrior that the attacker makes an attack roll has a 20% miss

chance. Other attacks that simply work at a distance are not affected (Like Dragon's Breath).

At 5th level, the Cloak offers a +2 Competency Bonus to all Tumble Checks and Jump checks. They also gain the Improved Trip Feat.

At 7th level, The Kwan Kung Warrior gains the Spring Attack Feat. If they already possess the feat, they gain the additional ability to add an additional target to receive no attacks of opportunity from when using the feat.

At 9th level, the warrior gains the Evasion Feat.

Elemental Protection: At 2nd level, the warrior can shield herself from the elements utilizing the cloak. She weaves new fabric into the cloak, reinforcing it to one type of attack. She chooses one element and the choice is permanent. The effect is also constantly in effect. The cloak absorbs the first 10 points of any attack of chosen element.

At 7th level, the Warrior chooses another element for another 10-point absorption. She may not choose the same element again.

Cloak Entangle: At 3rd level, the cloak itself can make an grapple check as a free action on any target within 5 feet of the Warrior. The attack is assumed to have been made by warrior herself. The Warrior can attempt these attacks once per day per two levels of Kwan Kung.

The grapple lasts 1 minute per Kwan Kung level or until the grapple is broken. Using the cloak to entangle, the opponent does not gain an attack of opportunity. The PC makes a melee touch attack to grab the target. If the PC succeeds, the cloak grapples the target. The cloak can entangle a target up to the same size of the warrior. The target cannot move or attack and must make an opposed grapple check against the cloak the next round or remain grappled.

Feather Fall: As per the spell, a Kwan Kung at 4th level and on may slow her descent from a fall as many times per day as their Kwan Kung level -4. Even though it acts exactly like the spell of the same name, this operates as a Supernatural Ability.

Cloak Armor: The cloak hardens and, virtually moves to block many incoming attacks, all seemingly on will alone even though actually controlled through the movements of the Warrior. Unlike mundane armor, cloak armor entails no armor check penalty, arcane spell failure chance, or speed reduction. The AC Shield bonus is +1 at 1st level, +2 at 4th level, and +3 at 6th level, +4 at 8th level, and +5 at 10th level. The cloak can only deflect attacks than the Warrior is

aware of and is actively trying to defend against. Therefore the cloak cannot defend against sneak attacks or any attacks if the Warrior cannot add his Dex bonus to the attack.

Animated Cloak: Finally, at 6th level, the Kwan Kung Warrior's cloak begins to act independently. As long as the cloak remains attached to the warrior, it acts under the PC's control. The Warrior can turn this ability off and on at will. A animated cloak thus becomes a target of counterattack. If destroyed, the cloak is useless and needs replacing, thus placing the cloak at risk sometimes is not the better course of action.

Hit Dice: 2d10 / Kwan Kung Level

Initiative: Same as Kwan Kung Warrior

Speed: N/A

AC: 14 + Kwan Kung Level

Attacks: Leather spike +2/Kwan Kung Level
1 attack at level 6, 2 at level 8 and 3 at level 10.

Damage: Spike 1d8 +1/Kwan Kung Level

Face/Reach: 5ft by 5ft/5ft

Special Attacks: Entangle, see above.

Special Qualities: See text.

Saves: Fort +0, Ref +2, Will +0

Abilities: Str (same as Character), Dex (same as Character), Con --, Int --, Wis --, Cha --

Combat:

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Entangle: See above

Cloak Blur: The warrior's outline appears blurred, shifting and wavering at 9th level. This distortion grants her concealment (20% miss chance). A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own). A Kwan Kung Warrior blurs as free action and ends when the Warrior wishes. The total daily duration is 1 minute per Prestige level.

Fly: The Kwan Kung warrior of 10th level can fly at a speed of 40. She can ascend at half speed and descend at double speed, and her maneuverability is good. Using the cloak to fly requires only as much concentration as walking, so the Warrior can attack or cast spells normally. The warrior can charge but not run, and cannot carry aloft more weight than her maximum load, plus any armor she wears. Should the duration expire while the Warrior is still aloft, the cloak falls slowly downward 60 feet per round for 1d6 rounds. If she reaches the ground in that amount

of time, she lands safely. If not, the warrior falls the rest of the distance. This is a spell-like ability unlike the other cloak abilities and thus can be counteracted. If she does plummet, she should hopefully have a feather fall handy. The ability lasts as long as the Kwan Kung's level / minute.

NEW MAGIC

DISRUPTION FOCUS (Metamagic Feat)

As a spellcaster's knowledge of magic grows, she can learn to cast spells that boost the disruption wave to Technology. Spells modified by this metamagic feat do not use a spell slot higher than normal.

Benefit: You can boost a spell's Enchantment Disruption. Its range or magical effects are not altered in anyway. The spell affected obviously should be a spell that affects someone else.

If any technology is struck or caught in the blast radius (if any) of a spell that causes damage, they must make an EDF roll like they would normally. However, the EDF percentage increases 30% (3 Tech Levels). TL2 Items must now roll as a TL5 items and a TL4 Item must roll as a TL7 Item. Saint technology (see later) is shielded TL6 (TL4)...it now increases to TL7.

Any TL shielded to TL0 still must roll. Angels are still immune.

NOTE: Disruption Focus can be used for the two new spell listed below.

DISRUPTION RAY (New Spell)

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: See Below

Spell Resistance: Yes

A ray of energy darts forth from your fingertip and strikes its target, forcing technology on the target (or the target itself if its technological) to make an EDF roll. You must succeed on a ranged touch attack with the ray to force an EDF check from the struck technology.

For every two caster levels beyond 1st, you gain an additional ray—two at 3rd level, three at 5th, four at 7th, and the maximum of five

rays at 9th level or higher. Each ray must be rolled to strike individually.

If you shoot multiple rays, you can have them strike a single creature or several creatures. A single ray can strike only one creature. You must designate targets before you check for spell resistance or force an EDF roll. The EDF chance is not altered unless the Disruption Focus is used.

DISRUPTION BLAST (New Spell)

Evocation [Force]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 10-ft.-radius spread / 2 Levels

Duration: Instantaneous

Saving Throw: Reflex (see below)

Spell Resistance: Yes

A *Disruption Blast* is an effective spell to cut whole armies of Techa to its knees. The explosion resembles a virtually invisible warping of air that spreads out, creating no pressure.

You point your finger and determine the range (distance and height) at which the *Blast* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *Disruption Blast* at that point. (An early impact results in an early detonation.) If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *Blast* forces EDF rolls from everything Techa with an EDF Percentage in the Blast Radius. It causes no additional damage to anything non-Techa. Only Techa EDF shielding can resist the EMP energy.

A Ref save is required but only by those capable of avoiding all damage entirely (through an Improved Evasion feat). A success means the target fled the blast radius before taking the blast. Otherwise, everything technological inside must roll for EDF.

Focus: A pearl worth 50 gp.