

The border between society and the division of class is no more apparent then with the walls separating the magic and enchantment, of Echa, and the technology of Techa. The few human souls to survive the punishment of nature banded together. Those with simple methods forced to embrace magic quickly integrated into the new world forming around them. Others refused to accept the dictations of a chaotic world. Some survived possessing knowledge granting them stature in some communities. These communities grew fast; rich in lost wisdom of old man. They renounced the new ways of magic and began to rebuild. Soon, word spread and those possessing such treasures sought out their kin, banding together to fight back the enchanted light. Some fell under the arm of raiders. Some grew and eventually reached a status enabling them to fight off such miscreants. The towns grew to cities, then to fortresses to defend themselves. Eventually, only those possessing valuable knowledge of Techa or someone born and raised with such an upbringing were allowed to live or even enter cities. However, unlike the old capitals of man, the new Bastions paved no roads to their neighbors. With the increase in monsters and mayhem, caravans rumbled to a halt. Radio communication became nonexistence with the existence of the Enchantment Disruption Field—An aura of almost scientific energy cast down from the gate preventing the Bastions of Techa from banding together. Over two thousand years of independent development, the great metropolitans of science resemble countries on of themselves, as different from each other as they are from the villages of elves, dwarves, and gnomes around them. Some established ties with their foreign non-human neighbors. Others walled themselves in, a symbol of xenophobia. Others struggle with personal conflicts, turning to fascism to keep control, while others, in the joy of superior development, rose to levels unheard of before by man. Struggling to regain what was once loss, the “pure humans” of Techa seek to regain their dominance of the globe they once took advantage of. The uphill climb continues. Man lost the Earth, lost the sky, lost the heavens. When Attricana opened, it threw everything in Chaos. The few satellites still in orbit after the wars and the falling hammer broke down, shattered, or simply vaporized into the atmosphere. The tidal forces of the Earth onto the moon as they crept closer to each other destroyed the fragile communities of Luna. However, out of the influence of the gate. Someone watches...and waits...

I came into this world in a Bastion. Few know my origins. Those who do often ask why I abandoned that life and ventured into what my people call “Outland” or “Tresfirma.” I am not unique. Many weighed the options and felt that a life outside the walls offered greater challenges. Others felt a calling—a need—to embrace those virtues Techans considered hedonistic. Angel, the Bastion I call home, contains the largest number of those who—as locals call it—“Echscape.” York and Krebet contain the smallest. I honestly know little of the Euras bastions of Motego, Porto, and Samba. They grew oddly in comparison to cities in Canam and Slav, mostly likely due the concentration of magic around them. Bastions pride themselves pinnacles of human evolvement. What they don’t know is that many outside believe the Techans to be arrogant and aloof, with an inflated sense of pride. This is true. Techan’s believe the same of Echans...this is also true. Techans are neither evil nor good. They are men and women, like all surviving in this day. Some will surprise you with their kindness and others will shock you with their cruelty. So, why did I leave? Angel does offer one unique aspect not found in any other Bastion...Genai. Because of the continued influx of immigrants from the East, like the city Angel was built upon, a smaller city, unique to itself, sprouted. Feeling like a country in of itself, Genai prides itself finding ways to let the Echans and Techans live in peace and harmony. Because of the immigrants invaluable assistance in building the great walls of Angel, they were permitted this small tolerance. Angel patrol craft constantly survey the area, scanning for any unacceptable uses of magic. I found this fascinating. As my brother, a member of the Starlight division, went on patrol, I snuck out to walk through the streets of Genai. One evening, I happened to stumble into an abandoned building. At least I thought it was. I met Igg that day—a frail Asian man with a childlike eye and wisdom beyond any I have seen before or since. He offered a gift no one had dangled in front of my eyes before...he opened his books. I sat down...and began to read...

TECH LEVELS

Tech levels indicate the difference between the Bastions themselves. Echans all over are defaulted a Tech Level of zero. Even the Gnomes that pride themselves in machines cannot compete with the lowest technology of Man. The only exceptions are the Gimfalk gnomes blessed with the knowledge offered to them from the humans themselves. However, some Bastions reach higher pinnacles of advancement far before others. Some struggle to survive while others flourish. With communications lines cut via the EDF (Enchantment Disruption Field), the Bastions grew and developed separate from their brethren. After two thousand years, they are not about to start sharing. Some have developed modest trade and technology agreements. Motego and Porto traded Antigravity and Weather Control for example. Other Bastions, like Krebet, pride themselves with the largest standing army but show little progress in evolution of science. This created a new cold war, as Bastions would not only fight for technology but for the people possessing the knowledge to give them an edge.

PCs can possess five tech levels. Most of these pertain to Bastions however, some examples do exist for a Bastion to develop a device one step below or above for a unique project (Porto possess antigravity but still operate wheeled vehicles). Higher Tech Level gains access to all ones below them.

Tech Level 1: *Vehicles* – Aircraft utilize aerofoms and propellers. Vehicles roll on wheels. Military craft flaunt armor and tank treads. Hovercraft is limited larger vehicles or smaller ones sporting much vulnerability. *Weapons* – Bolt action and flachette rounds fire from most guns. Energy weapons emerge in the form of stun weapons requiring electricity. *Living* – Natural healing mostly. Surgery can cure most wounds but recovery can last a while. (eg: Krebet, Shang)

Tech Level 2: *Vehicles* – Vertol jets and fans keep aircraft aloft, much more stable, and can fly rings around TL1 craft. Ground vehicles still use wheels but now Magnetic trains appear as a common alternative. *Weapons* – Bolt weapons remain the choice for most but the way they fire improve. Railcannons and Gyrocs appear. *Living* – Rapid Healing Injections and Ability

boosters. Healing time virtually cut in half. (eg: Angel, York, and Samba)

Tech Level 3: *Vehicles* – Magnetic vehicles shrink in size and now replace wheels in common transport. Fanjets shrink and become more efficient. Aircraft designs are no longer dominated by their massive aerofoms. *Weapons* – The beginning of basic laser weaponry. Advanced bolt weaponry. *Living* – Known diseases are cured. Healing time cut a third. Nano healing is in its infancy. (Eg: Selkirk, Sierra Madre)

Tech Level 4: *Vehicles* – Robotics appear beyond the role of “dumb tool.” Power Armor appears. Wheeled traffic virtually nonexistent or if it exists, it can traverse any terrain. Ramjets shrink and provide massive thrust in small packages, revolutionizing transportation outside the mag-traffic. *Weapons:* Laser Weapons “tunable”. Plasma Weaponry. Bolt weapons are outdated. *Living* – Nanotechnology can heal any wounds and even regenerate limbs. (Eg: Motego, Mann)

Tech Level 5: *Vehicles* -- Antigravity replaces all previous transportation. *Weapons* – Disruptors, Antimatter weaponry. *Living* – Donar Clones, complete body reconstruction. (Eg: Porto, Aviv)

Please note it was stated, “PCs can possess...”

Tech Level 6: *Vehicles* – Pulse Drive Generators, Antimatter drives, Zero-Inertia transports. Space travel is now commonplace. Space superiority. *Weapons* – Black Hole Generators, Atomic Devastator. *Living:* Aging slowed. (Eg: The Saints)

Tech Level 7: *Vehicles* -- Space Fold Drives, FTL, and Gravity Wave Generators. Instant teleportation voids the use of most vehicles. *Weapons* – Doomsday weapons, soul stealing. *Living* – Death? (Eg: The Angels)

Tech Level 8: *Vehicles* -- Moving Planets. *Weapons* -- Don't ask... *Living* – Total Body transcendence. (Eg: The Megiddon)

ASPECTS OF TECHA UNIVERSAL CREDITS ("UniCredits")

It would be great to think that one could pass into the walls of a city of industry with a bag of gold and buy a laser gun. Alas, reality (or fantasy) is simply not that

simple. Not only do bastions not accept gold, but they also do not accept coinage from other cities as well. Luckily, just over 500 years ago, many of the bastions adopted a credit allowance. Those cities that traded successfully with each other allowed their citizens to trade in a universal currency. Considering the amount of trade between certain cities rose into the billions, the few thousands passed between smaller business and citizens were tolerated in lure of good trade. These Bastions developed a standard credit system. Alas, some Bastions refused to adopt this currency because of lack of trade and others accept the credit but only from certain cities. UniCredits look different at every Bastion. They all commonly feature a half-plastic/half paper medium impossible to copy with more than 300 counterfeit measures including holographic imagery and computer encoding. Each features a special imprint from its Home Bastion. Some cities won't accept some UniCredits from certain Bastions. Of course, transferring Echan currency (Gold, Copper, Silver, Platinum) to UniCredits can be substantially difficult. Some Bastions shoot to kill any merchants transferring one from the other. However, some bastions have no problem whatsoever. Complications emerge obviously. Selkirk, rich in natural minerals, often trade in Gold both with Dwarves and with other humans. As a result, Mann refuses any Selkirk UC. Each Bastion's special policies are listed with the Bastion. Aviv, Krebet, and Mann do not utilize UC.

EXCHANGE RATES

Of course, another safe assumption concludes that all money trades equally everywhere. Unfortunately, this is not true. Exchange rates always donate Gold to UC. Silver and Copper often are often refused and occasionally, Platinum is awarded a higher rate because of rarity. Each day in a Bastion, a DM should roll the exchange rate for that day which will denote the transfer between GP and UC. Banks and Merchants only award UC and hardly every change UC Back to gold. Once a PC obtains the paper/plastic money, spend it or save it. Even Selkirk follows this rule. Once they have gold, they never give it back. The same holds true for Platinum. However, the GM may make an exception for lower amounts, usually only denoted to silver and copper, considered less valuable in Bastion eyes. UC is accepted NOWHERE outside of Bastions.

The formula each day is fixed for all Merchants and banks for that day. Only Selkirk and Shang operate Techa-controlled banks capable of transferring Echan currency to Techan. All others require the use of outside merchants. Genai, which exists inside Angel, also operates merchants, allowing residents inside the benefit of exchange without leaving the walls.

The GM randomizes the exchange rate each day. He can also roll to see how many days this rate will last (recommend a d6). He can allot his own exchange:

1 UC = 1d4.1d10 (eg: A rolls of 2 on the d4 and a 6 on the d10 would mean 1uc = 2.6 gp.

For Copper and Silver, they value less against the UC than they do against Echan's own gold.

Copper: Copper to UC only amounts to 150 cp to gp instead of 100.

Silver: Silver to UC only amounts to 20 sp to gp instead of 10.

Platinum: Rarer and usually more valuable, 15 gp balances to 1 Platinum instead of 10.

REPUTATION

Reputation determines whether a NPC recognizes a PC. Those who recognize the hero are more likely to help the hero or do what he or she asks, provided the reputation has a positive connotation to the character that recognizes the hero. A high Reputation bonus also makes it difficult for the hero to mask his or her identity. Most of the time, a hero doesn't decide to use his or her reputation. The DM decides when a hero's reputation can be relevant to a scene or encounter. At the moment it becomes relevant, the GM makes a Reputation check for a DM character who might be influenced in some fashion due to the hero's fame or notoriety, as detailed below. This applies to the Bastion the Techa character originated from. Even though of high population, condensed population and confined walls often spur rumors, allowing said reputations to flourish. The DM could expand this rule over the entire globe and for Echan characters as well.

Fame and Infamy: Most characters with a high Reputation bonus (+4 or higher) are considered well known within their profession or social circle. Whether this has, a positive or negative connotation depends on the point of view of the person who recognizes the hero.

When a character has a positive opinion of a hero's reputation, the hero is considered famous by that character. Fame, when recognized, provides a bonus to certain Charisma-based skill checks.

When a character has a negative opinion of a hero's reputation, the hero is considered infamous by that character. In addition, at the DM's option, a hero might be considered infamous in certain situations due to events that have transpired in the campaign.

Infamy, when recognized, provides a penalty to certain Charisma-based skill checks.

Using the Reputation Bonus:

Whenever the DM decides that a character's reputation can be a factor in an encounter, the GM makes a Reputation check (DC 25) for the GM character involved. A Reputation check is 1d20 + the hero's Reputation bonus + the GM character's Int modifier. (Some Knowledge skill modifiers might apply instead of the Int modifier, if the hero would be well known in the field covered by the Knowledge skill.) Modifiers to the Reputation check depend on the hero and the GM character in question, as shown below. Note that if the GM character has no possible way of recognizing a hero, then the Reputation check automatically fails.

If the GM character succeeds at the Reputation check, he or she recognizes the hero. This provides a +4 bonus or a -4 penalty on checks involving the following skills for the duration of the encounter: Bluff, Diplomacy, Gather Information, Intimidate, and Perform.

Situation	Reputation Check Modifier
The hero is famous, known far and wide with either a positive or negative connotation	+10
GM character is part of the hero's professional or social circle	+5
The hero has some small amount of fame or notoriety	+2

The GM must decide that a character's fame or infamy can come into play in a given situation to make a Reputation check necessary. A character that doesn't know, or know of, the hero cannot be influenced by his or her reputation.

Modifier	DC adjusted	Modifier	DC adjusted
Licensed	+2	Tech Level 1	+1
Restricted	+3	Tech Level 2	+2
Military	+4	Tech Level 3	+4
Illegal	+5	Tech Level 4	+6
Outlaw	+10	Tech Level 5	+8
In Tech Level 1	-1 *	Tech Level 6	+12
In Tech Level 2	-2 *	Tech Level 7	+18
In Tech Level 3	-3 *	Tech Level 8	+25
In Tech Level 4	-4 *		
In Tech Level 5	-5 *		

TOOLS

Some skill applications require the use of tools. If tools are needed, the specific items required are mentioned in the skill description. If the character does not have the appropriate tools, he or she can still attempt to use the skill, but the character takes a -4 penalty on his or her check.

A character may be able to put together some impromptu tools to make the check. If the GM allows it, reduce the penalty to -2 (instead of -4) for using impromptu tools. It usually takes some time (several minutes to an hour or more) to collect or create a set of impromptu tools, and it may require a skill check as well.

RARITY CHECKS, RESTRICTIONS, AND LICENSES

Rarity Checks: Smuggling quickly became popular among those outside the walls of Bastions. Many would spend preposterous amounts of money to acquire higher tech level. However, high tech level items and certain illegal items become harder to acquire depending on where they are bought. When a character attempts to purchase something in any fashion that may be considered rare, the seller makes a purchase roll. The GM should designate the seller's *Acquisition Skill* (A general ability available to NPCs only) that offers the seller an opportunity to possess that item in his inventory.

The base DC to acquire any item is 10 with the following additional in the table above:

The GM rolls a D20 and adds the Acquisition bonus (Eg: Corner Store +2, Convenience Store +5, Specialty Shop +8, Retailer +10, Black Market +15). If it is higher than the DC, the object either *appears* in inventory or can be attained in time (see below). Of course, if the GM feels especially cruel, he should be willing to add to the cost

of the item, increasing the cost by a percentage equal to the DC modifier (DC25 = +%25) or the actual Seller's modified die roll. This is in addition the increased costs below if the item is acquired through illegal channels.

Restricted Objects: Some objects require licenses to own or operate, or are restricted in use to qualifying organizations or individuals. In such cases, a character must purchase a license or pay a fee to legally own the object. A license or fee is a separate item, purchased in addition to (and usually before) the object to which it applies. The four levels of restriction are as follows.

Licensed: The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.

Restricted: Only specially qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

Military: The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.

Illegal: The object is illegal in all but specific, highly regulated circumstances.

Outlaw: Banned technology. Illegal to possess by any outsider. Usually reserved for high technology items.

Restriction Rating	License or Fee Cost	Black Market Cost	Time Required
Licensed	100	+%20	1 day
Restricted	250	+%40	2 days
Military	500	+%80	3 days
Illegal	1000	+%100	4 days
Outlaw	N/A	+%200	7 days

Purchasing a License: After a Tech character purchases a license or pays necessary fees, the license is issued after the number of days indicated. As a rule, a character must obtain the appropriate license before buying a restricted object. Legitimate dealers will not sell restricted objects to a character that does not have the necessary license. However, a character may be able to turn to the black market (see

below) to obtain restricted objects without a license.

The Black Market: Sometimes a character wants to obtain an object without going through the hassle of getting a license first. Almost anything is available on the black market. Knowledge (streetwise) checks can be used to locate a black market merchant. The DC is based on the location in question: 15 to find a black market merchant in a big city, or 20, 25, or higher in small towns and rural areas.

Objects purchased on the black market are more expensive than those purchased legally. Add the black market purchase modifier from Table above to the object's price. Obtaining an object on the black market takes a number of days according to the Time Required column on Table: Restricted Objects. The process can be hurried, but each day cut out of the process (to a minimum of one day) increases the price by %10. The GM can add the Black Market increase cost with the Purchase DC increase mentioned previously.

FIREARMS

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target. The Personal Firearms Proficiency feat (see later) allows a character to make this sort of attack without penalty. If a character is not proficient in personal firearms, he or she takes a -4 penalty on attacks with that type of weapon. A number of other feats allow a character to deal extra damage when he or she fires more than one bullet as part of a single attack at a single target. (If a character doesn't have those feats, he or she can still fire more than one bullet—but the extra bullets do not have any effect, and are just wasted ammunition.) As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity. Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a -4 penalty on attacks against adjacent opponents.

Beyond that, they still follow similar rules as melee weapons. One could use two small weapons simultaneously (or one medium and one small) using the Two Weapon Fighting Feat).

AUTOFIRE

If a ranged weapon has an automatic rate of fire, a character may set it on auto fire. Autofire affects an area and

Crewed Vehicles (Revised from D20 Modern)			
Name	Crew	Initiative	Maneuver
Civilian Aircraft			
Light Helicopter	2 (Skilled +4)	+0	+0
Medium Helicopter	2 (Skilled +4)	+0	+0
Light Fixed Wing	1 (Normal +2)	-2	-2
Large Fixed Wing	2 (Skilled +4)	+0	+0
Zeppelin	2 (Normal +2)	-2	-2
Cargo VTOL	2 (Skilled +4)	+0	+0
Beluga Carrier	3 (Normal +2)	+0	+1
Sunlab	2 (Normal +2)	-2	-2
Sail Ships	4 (Skilled +4)	+0	+0
Civilian Cars			
Medium Wheeled	1 (Normal +2)	+0	+1
Fast Wheeled	1 (Normal +2)	+0	+2
Medium Hover	1 (Normal +2)	+0	+3
Fast Hover	1 (Normal +2)	+0	+2
Mag-Car	1 (Normal +2)	+1	+1
Mag-Supercar	1 (Normal +2)	+0	+3
Grav-Lev	1 (Normal +2)	+0	+2
Grav-Speeder	1 (Normal +2)	+0	+3
Civilian Motorcycles			
Racing Bike	1 (Normal +2)	+2	+5
Hover Bike	1 (Normal +2)	+1	+3
Mag Bike	1 (Normal +2)	+2	+4
Grav Bike	1 (Normal +2)	+2	+5
Civilian Trucks			
General Wheeled Transport	1 (Normal +2)	+0	+0
Heavy Transport Wheeled	1 (Normal +2)	+0	+0
Hover Truck	1 (Normal +2)	+0	+0
Railrunner	2 (Normal +2)	-2	-2
Grav-Train	2 (Normal +2)	-2	-2
Civilian Water Vehicles			
Cabin cruiser	1 (Normal +2)	+0	+0
Ironclad	2 (Normal +2)	-2	-2
Other Vehicles			
Armored truck	1 (Skilled +4)	+2	+2
4-wheel ATV	1 (Normal +2)	+1	+3
Nuke Truck	3 (Normal +2)	+0	+0
Military Vehicles			
Tracked APC	1 (Skilled +4)	+2	+2
Tracked Tank	3 (Skilled +4)	+0	+0
Military Transport Helicopter	2 (Skilled +4)	+0	+0
Flight Pod	2 (Skilled +4)	+2	+2
VTOL	2 (Skilled +4)	+2	+2
Grumnerii Combat Tank	3 (Normal +2)	-2	-2
Krebet Hover Cruiser	10 (Skilled +4)	-2	-2
Police Tank	3 (Skilled +4)	+0	+0
Police MRV	2 (Skilled +4)	+0	+0
Skim-Fighter	2 (Skilled +4)	+2	+2
Propenve	2 (Skilled +4)	+2	+2

everyone in it, not a specific creature. The character targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective Defense of 10. (If the character does not have the Advanced Firearms Proficiency feat, he or she takes a -4 penalty on the attack roll.) If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the

weapon has 10 bullets in it.

Autofire is not the same thing as burst fire, which involves firing a short burst at a specific target. Firing a burst requires the Burst Fire feat. If a character fires a blast of automatic fire at a specific target without the Burst Fire feat, it is treated as a standard attack. The attack, if successful, only deals normal damage—all the extra ammunition the character fired is wasted. Some firearms—particularly machine guns—only

have autofire settings and cannot normally fire single shots.

GRENADE AND EXPLOSIVES

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat, or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them. Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

REPAIRING OBJECTS

Repairing damage to an object takes a full hour per Tech Level of work and appropriate tools. (Without the tools, a character takes a -4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all the object's hit points.

VEHICLE MOVEMENT AND COMBAT

Basic vehicle combat is covered D20 Modern. Please refer to the D20 Modern book or simply read the System Reference Documents for details on vehicle combat. There are no rule additions necessary.

REPAIRING DAMAGE

Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Without the tool kit, a character takes a -4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points. At least an equal Tech Level Tool Kit is required to repair equal technology (TL4 and up Tool kit is required to repair any TL4 Item).

BASTIONS

At the center of man's once greatness exists the last fledging remnants—an obsessive drive to regain a lost glory. These remnants built walls and defenses and

grew to be a separate entity from the rest of the world. These are the bastions.

CITY OF ANGEL

Background: Angel emerged quickly and grew fast in population but not technology. The largest Bastion by far, Angel's borders no rival kingdom or land contested by an opposing force. The Goblin raiders fail to coalesce into a sizable threat. However, when Angel erected its first buildings, the Goblin raiders emerged. No longer a threat to the city itself, the Goblins started as a major thorn in the Techans' attempts to settle. Sporadic attacks and supply raids kept Angel struggling for more than a century, until the immigrants arrived. From across the Ocean, the old territory of Japan turned into a mountainous no-man's land called the Cloud Islands. Thousands upon thousands of escapees attempted to traverse the hazardous Ocean. Some reached nearby islands only to be devoured by Yuan Ti, Lizardmen, and Sea Monsters. Some survived the long journey and reached the Western coast of Canam, only to discover another band of humans struggling to survive...The Techan folk. The arrived settlers had wholly embraced magic as a means to survive. Needing workers desperately, the governing body of Angel made a decision controversial to this day. The Techans of Angel welcomed in the settlers and offered them their own protected piece of land within the walls in exchange for a labor force. Over the next five centuries, Angel would rebuild and expand its walls three times from the sudden increase in population. Soon, the Goblins found themselves incapable of harming the massive castle. Angel remains to be a target by any large force, only suffering the odd dragon attack easily pushed back. Angel's population grows condensed each passing year and plans have been put in order to rebuild a larger wall several kilometers out, doubling the effective mass of the already largest Bastion.

Layout: Angel's central governing buildings stand in the center in a place called Tower Park. The tallest buildings (no less than 100 floors) sit here. The ten primary avenues spread out radially from this park, intersected by hundreds of circular streets. Chinatown resides in the southern corner, less than 100 meters from the southern wall. The further away from the center, the class of living decreases. Outside the city, especially



near the Main Eastern blast door, hundreds of merchants set up shops allowing visitors to buy horses or black market goods from Echa or Techa including and especially technology from Angel itself. Some Merchants even offer passage inside of Angel by teleporting them into a secure location within Genai. Entering Angel from outside is easier than most other Bastions. Humans alone can pass through the main door without magic and fear no reprisal. Non-humans are, of course, prohibited from entering.

Population: 35 million.

Common Alignments: Any Good or Neutral

Tech Level: 2

Ruling Body: Elected Republic. Only Angel citizens (not Genai) can vote. The ruling council sits at the center building of Tower Park and seats six people. Their current Head Chair is held by Alan Miller (15th level Aristocrat, Lawful Neutral). He holds the power of veto but not the power to push legislation through on his own say-so.

Military: Angel prides itself on how small its army is. It suffers no attacks from rival Bastions. Angel's military and police force are one in the same. The Crimson Starlight building in the Western side of Angel houses the aerial division. The police force is comprised of volunteers and trained professionals, working by choice to defend the walls. 95% of the armed forces on Angel patrol the outer wall. Internal crime in Angel is shockingly small with a murder being committed once per year if at all. Simply put, the punishment is so severe to Techans (banishment); few are willing to risk repercussions. The CSAF (Crimson Starlight Armed Forces) operate mostly fanjet powered Angel Assault Shuttles. Xavier Camus commands the Ariel division.

Religion: None

Technology:

Angel operates fan craft and wields advanced rail weaponry. Their most common vehicle is the Angel Assault Shuttle.

Relations: Angel makes virtually no contact with the other Bastions. Like Selkirk and Sierra Madre, Angel is isolated because of distance. A few emissaries have traveled to Selkirk but continual contact with Sierra Madre has yet to be made. Selkirk communications amount to little more than a page of script every year. However, oddly enough, Angel does maintain a regular dialogue with Porto. No one is sure when communication began or even how it happened, but they often trade supplies via Porto Beluga Carrier.

Racial Traits: Standard Tech Human (same as standard human). All residents have an Ident Card allowing free passage to leave and enter Angel or Genai. Visitors must obtain a temporary card that is DNA/fingerprint encoded and lasts for the length of the stay. It expires the moment they leave the outer Shield Wall. Only Ident Card holders can purchase anything or live anywhere in the city. Those caught without

Ident cards can easily be identified through computer search if they are a born resident. Those caught inside without this benefit risk detainment and expulsion. A temporary Ident Card costs \$500UC for new residents or \$50UC for replacement cards for birthed Angel residents. All Angel humans can take ANY 1 skill at first level (regardless if Echa or Tech) can make them a Class Skill.

Special Attributes: Angel accepts all UC currency from any other Bastions except for Mann and Aviv.

"Genai " -- Chinatown

Background: The unique aspect of Angel is not the city as much as it is Genai, known simply as Chinatown to the outside city. Genai loves its uniqueness. Built by its own residents responsible also for building the walls that protects the whole, Genai cares not of its isolation. Traveling between Genai and Angel is often difficult. Of course, citizens of Genai must have ID cards same as those in Angel, but several people in Genai have birthed, lived a life, a died solely in the small city-within-a city, having never left Genai, therefore never needing an Ident Card. To leave Genai or enter, however, mandates a card. Genai harbors many outcasts. Genai prides its heritage and records their history as well as the names of all of those who died in the construction of the great wall. However, the greatest legend of Genai is the origin of its name and the identify of its most illustrious resident. It is said the pilgrims survived the journey and were led to the land of Techans under the protection of a great Dragon...almost as old and as wise and Amethyst himself, the oldest of the Oriental Dragons, Genai. He is said to have led the humans to Angel to fulfill a greater purpose. Legends flourished and soon, the patrollers from the Starlight reported a huge temple built at the center of Chinatown. Only the good and righteous are allowed to enter. Rumor holds the great dragon still lives inside the Temple, out of sight from prying eyes. Since most Echans know of good Dragons' shape changing abilities, word quickly spread that Genai the dragon takes human form and walks among the people he swore to protect. No one knows who he is...and that is how Genai likes it.

I need to stretch my wings. Every time I take flight, the steel forests grow taller. I wonder. If I cut their tops off, would they die? Will mankind repeat his past mistakes? I see many sins from man unto man and I

wonder whether he will ever change. However, when I take their form and walk among them, I encounter such kindness and understanding. I hope the rest of the planet could feel the wholeness the natives from Genai feel. Why did they name this great city after me? It is a tribute to their achievement, not mine. I am no god. I deserve no worship—no prayer. They don't need my protection, but daily they thank me for it. I hardly deserve such gratitude. I try my best to help. Mankind can be so stubborn sometimes, but they also possess a potential of growth and change that Dragons quietly envy. Dragons are not superior. God created us first. It doesn't mean we are the true inheritors of this globe. They look to be such fragile creatures. However, underneath thin skin and simple eyes resides great strength. A strength keeps me here, in this temple watching and waiting silently for my time to act. I need to stretch my wings.

Genai

Layout: Unlike Angel that is organized and methodically laid out. Genai is scattered, jumbled, and cluttered. Roads split into dead ends, major walkways loop around into themselves, and buildings rise and fall weekly. Supplies were rationed to the populace so many buildings built themselves with wood and concrete, topped with ceramic tiles. Continuing traditional building methods, the cityscape of Genai looks as though one were looking upon a time warp 2000 years into the past. Asian influences are beyond apparent—Genai is the last lingering shred of anything anyone remembered from what China used to be. Not a single building stands more than four stories, dwarfed by the skyscrapers around. The exception is the Great Temple of Genai at the dead center of town that reaches eight stories. Genai takes up 100 square blocks of Angel. Rumors say that there are several secret passageways from Genai to the outside world, forgoing the gates of Angel.

Population: 1.5 million

Common Alignments: Any Good. Mostly Chaotic

Tech Level: Mostly 0 but some TL1 technology sprouts up.

Ruling Body: Chinatown has no ruling body although many do follow the words of wisdom that leak from the Great Temple of Genai.

Military: A volunteer police force utilizing primitive weapons keep the peace. Oddly enough, no crime exists among the



native population. Criminal activity solely enters with the visiting tourists. Angel security only enters when a serious crime is committed or when a public crime is seen from their positions at the edge of town.

Religion: The people of Genai are highly religious. Many Clerics born of Techa originate from Genai. The majority worship dragons. The rest worship all things possible. Pelor is a common spirit worshiped.

Technology: None. Chinatown prides its primitive nature.

Relations: Genai carries no relationships with any outside Bastions other than Angel. Even that relationship seems non-existent sometimes. There currently exists no fear from the residents of any disloyalty from Angel and violation of their agreement. Angel continues to tolerate their presence. Genai trades little with Angel and is more or less self-sufficient.

Racial Traits: Natives of Angel are identical to normal humans but take the additional ability to take Techa skills at normal Cross Class skills.

Special Attributes: Genai merchants accept gold but not UC but a few will

exchange even though their exchange rates can be atrocious. Genai operates many shops and markets including several black market areas (-2 to rarity rolls) that can carry both Echan items and Techa items—Guns alongside magic swords.

CITY OF MANN

Background: Whenever anyone looks upon the City of Mann, they blink—Like staring at great void. No one is sure how old the city is—only that it predates its neighbor, York. York's history tells Mann's presence unchanged in their entire history. The most popular rumor holds that humans arrived to the East coast. Instead of seeing a destroyed crater where a great city once stood, an island fortress now exists, empty, waiting for residents. Someone had to build it. It was built for man or at least medium sized creatures. The construction mimics old human construction but in extremes. The buildings sport few windows and tower hundreds of meters in the sky. A massive wall, taller than any other Bastion surrounds the Island. The city includes a massive

hydropower system. The first residents of Mann analytically determined that the city was built soon after by the initial survivors but they soon died off from some outside force, possibly a plague or Echan army. However, this does not take into account that the city was left behind with no bodies and no conquerors. Most simply assumed Man built the city and simply forgot that they built it. Regardless, the humans that live in the city found themselves as isolated as the designers of the city meant them to be. As the centuries trudged on, the native population grew more xenophobic and paranoid of the outside world. Few ever left the walls. Those who did seldom re-entered. The majority of the population of Mann believes everything outside their walls to be blasphemous and immoral. They abhor all magic in any shape and the use of such magic or the presence on a person of a magical device carries a death sentence. No Non-Humans are allowed to enter Mann for any reason. Any Non-Humans receive warnings to stay away from 200 meters from the wall and bullets are put through their heads if they close within 100 meters. Very self-sufficient, Mann looms over its neighbor and its residents promise to withstand any attack, surviving on, waiting for the time when the great gates close and true-techans can inherit the Earth.

I discovered something when I gently placed my head against the tallest building...We built this place. Only Man could erect such a tribute to its once greatness. I look across then bay and see such sin in our neighbors. Dammit! Why can't we just harness the atom and wash the planet clean...we did it once before and nature recovered. It will again. Mann is a great fortress, capable of withstanding any punishment. We will wait until the world heals and Man will once again take his place as the dominant species on this planet. I know the secret. I saw into the soul of the world and discovered something no one else believes. It is fake. All of it. The gates are eyes of God. God is not evil nor good...but is...simply IS. With eyes open, he tests us with these blasphemous abhorations of nature. They claim they came first. Nonsense. We came first. We will remain long after they fall into dust. Enchantment will never touch us. When the gates close, we will remain. To Hell with Dragons! To Hell with Elves. They don't even exists in our eyes. You shut the gates...they will all vanish...back to the void for whence they came. They were simply illusions to test Mankind. So many failed

that test. We passed and will pave a new road to a future where man takes to the stars and resumes looking out...instead of in. As long as these abominations roam free, Earth will never be ours. Earth is our cradle, not theirs...

Ghost Bethany Husk

Layout: Mann covers every square inch of the Island it rests on, covered high up by a massive wall that borders right to the edge of the water. Each building inside stands at least 550 meters tall with the tallest center ones towering more than 2500 meters. However, this is still not as tall as York's Tower of Shinar. The blocks are uniform and everything fits to a perfect metric unit. The entire city represents a mathematical perfection unseen anywhere else in the world. The buildings all stand at a height of exact numbers rounded to the tenth degree. Leaving or entering Mann is difficult considering there are no main doors or docks anywhere on the outer perimeter. Rumors speak of infiltrators that somehow pushed back the rapids and snuck in through the hydro-pipes, but this seems unlikely.

Population: 6 Million

Common Alignments: Neutral and Evil alignments skewed to more Lawful.

Tech Level: 4

Ruling Body: Mann's ruling body is simply known as "The Ghosts." They dictate all rules but no one is sure how many there are or who they are. It is said they walk among the population as normal people but meet every day at a random location to decide policy. Their numbers have been guessed between eight and sixteen. They claim they still connect to the population this way. Some class this as a Theocracy since Mann's population embraces religion. When one Ghost dies, another is brought in to replace them. No one knows how the selection process works since it appears to be random. The Ghosts appear in a court every day. There exist more than a hundred of these courts, rotated randomly.

Military: The Kir protects Mann from anything that appears hostile. Designed around defense rather than assault, The Kir patrol the outer wall, tracking every moving object above, below, or on the water. The Kir dress as black as the city they live in with black helmets and no way to distinguish themselves. Somehow they do. They are ordered to shoot to kill any Echan resident found in the city and anyone possessing magic. They have created technological



devices capable of detecting not only magical devices but magical effects as well (Their detection equipment has a %80 chance of detecting a polymorphed subject). They use only Fanjets to move around outside and the Ironclads to move around the waters. Behind the wall, for emergency reasons only, several large cannons have been built against York's knowledge, aimed at them, in case York falls to far into blasphemy. The majority of the weapons that patrol outside the walls are automated machines.

Religion: The population is almost entirely right-wing Christian.

Technology: The only outside presence of Mann technology is the Ironclad water transport. They also utilize automatic "Scarab" drones that scan everything within 200 meters and fire upon it if it is magical. They utilize laser weaponry and magnetic propulsion. The walls of the city and walls contain metallic fragments, allowing native vehicles unlimited freedom of movement while in the limit of Mann. That, coupled with the clean hydropower makes Mann one of the cleanest Bastions.

Relations: Mann seeks no relations with any other Bastions. Only Aviv and Sierra Madre are more isolated but for Mann, it is by choice. York refuses contact with Angel

and consider York borderline. A Cold War exists between Mann and York since York allows Echans to enter their limits. York prepares for an inevitable invasion that may never arrive. Mann has no interest in invading York but is prepared to blow it off the face of the Earth if they feel York may fall from grace...more so than it already has. Even though a few Porto craft have been seen entering Mann, no official relationship exists.

Racial Traits: D&D character classes are an extreme rarity in Mann. Those who leave are seldom let back in for fear of contamination. Mann residents are allowed 4 more skill points in Techan skills at 1st level (after multipliers) but only to those who chose a Techan class.

Special Attributes: Those who leave Mann risk a %75 chance of never being allowed back in. Only a signed permit from a "Ghost" can override this. The longer the residents stays outside, the less chance they will be allowed to return. All residents' DNA imprints are encoded in the Mann supercomputer and these are the only ways anyone identifies himself or herself within the city. Apparently, somewhere outside of Mann (possible in York), there exist those that can temporarily place a DNS recoder that confuses the sensors to appear someone is

someone else. (\$1500 UC). Mann Techa Characters are +1 of their normal level because of the technology they can access.

They accept no money from outside sources.

CITY OF YORK

Background: The second oldest of all the Bastions but the slowest to grow, York relied on old technology and old building techniques to recover a once lost glory of mankind. The second largest Bastion after Angel, York built their wall last, strange considering the threat of evil dragons to the North and Orcs to the west. However, York held onto one wild card. Like Angel, York relied on Echan means to reach their destination and built a city fortified against and attack. They accomplished this with a very formidable robotic force. A self-repairing robotic force known as Necropsy entirely runs York's hard labor and defense automatically. Necros were designed and built by the Gimfalk Gnomes of the West. York and Gimfalk signed an agreement where York would supply Gimfalk with precious raw materials and the knowledge of machinery Mankind had acquired over centuries prior to the gates' openings and in exchange, the Gnomes would add their technologically distinctiveness onto that knowledge, advancing York and helping them build a power system based on geothermal energy. This required the construction of massive generators deep underground that, rumors hold, still contain Gimfalk technicians, living for hundreds of years, never seeing the light of day. Many in York's hierarchy refuse to acknowledge the Gimfalk connection to this day, insisting human expertise single-handedly built York to its glory.

Centuries from now, history will record the Second Hammer as a turning point for humanity -- a date when those who believe in fear were overcome by those who believe in life. For us here today and our fellow Yorkers, we will begin a battle started in our own backyard, to keep our traditions pure and to keep our spirit strong. It is our honor, our obligation, to rebuild mankind...in whatever form it takes. Our place in time demands that we be bold, daring, and swift. It is fitting that we gather this afternoon at the crossroads of a historic past and bright future. In fact, the place we stand today is an example of York's determination to move forward, against the

growing magic. Magic will always exist. However, how we deal with that dictates our future. The seeds of that renewal have already taken hold, and will only flourish in the years ahead. At this critical juncture, let us not waver in our resolve to build. Let us, rather, move forward with a renewed sense of urgency. We cannot wait a moment longer. York will dominate the skyline, as man once did. Moreover, let's get that done quickly. Let us define York not by the hatred of a past Mankind, but by the courage that triumphed that after.

Mayor Sam Pagus

At the start of the construction of the Tower of Shinar

Layout: York resembles a city of Earth past. Old style construction sped development. The only clear sign of advancement exists near the coastline, where the tallest and most advanced buildings stand. Beyond that, the western half of the city is somewhat disjointed and unorganized. As one travels East, towards the coast, the technological advancement of the city increases. The coast also sports a massive dock, the largest on Canam and tallest structure on the planet, the tower of Shinar, peaking at 2900 meters. Most tourists get lost in the jumble of roads and highways. York also sports the shortest wall, meant only really to border its reign of control rather than keep out outsiders. However, the wall is very well guarded. Gimfalk allies to the West prevent any large force from ever making it close to the West wall, leaving the only threat with the City of Mann to the East. Large gates on the West side allow virtually unlimited passage by any humanoids.

Population: 20 Million

Common Alignments: Any

Tech Level: 2

Ruling Body: York operates a fully realized Democracy. They elect a President who answers to a council or "High Court." York prides its peaceful populace. This couldn't be further from the truth. The ruling body battle constantly with the problem of crime in the city. The current President's priority is keeping the populace stable but he constantly feels pressure from Mann, whom he openly fears. Another fear from the population coming to the Council's attention is the dependency on the Neros and the fear they may try to gain control of the city.

Military: York's military is virtually non-existent, replaced, instead, with a very large internal police force. Armed almost like an army, the YPF dedicate themselves to

internal control, barely worried about the external defense of the city. The YPF is comprised almost entirely by Neros. Almost %85 of the law enforcement is robotic. Obviously, they possess little humanity so can be rather cold to those they witness committing crime.

Religion: Various. York is the only Bastion with Cathedrals dedicated to Echan Spirits. All have churches, even the evil ones, as long as no Magic is committed inside the walls and no illegal acts are witnessed.

Technology: The Neros are the most prominent form of technology in the city. Beyond that, York operates both fanjet transports and ground vehicles. The most amazing sight to the population occurs every week when the Galleons from Porto arrive, overpowering everything that sits docked next to them at York.

Relations: Obviously, paranoia exists between Mann and York and many fear armed conflicts are an eventuality. Besides Mann, York's other relations are rather strong. Many Bastions frown on the close connection York carries with the Echan inhabitants around. York permits limited entry by Echans, mostly Elves and Half-Elves even though a few Dwarves and Gnomes enter as well. However, racism and crime often follows those who enter unless protection is

provided. As a result, only those trying to purchase passage across the Ocean attempt entry into York. York trades commonly with Angel and Selkirk. However, their strongest ties exist with Porto that operates Galleons.

Racial Traits: Same as Normal Humans except they get two bonus Knowledge skills as class skills and get the "Brawl" feat free.

Special Attributes: A day pass for non-humans cost 400 UC; outside humans cost 100 UC. The Doors operate exchange banks. Anyone caught without a pass is kicked out. York will accept money from all sources except for Mann and Aviv.

CITY OF PORTO

Background: A beautiful forest of gleaming chrome trees, Porto was not the first Bastion formed, but the last. Unlike any of the other techa cities, Porto was not formed from techa survivors banding together to start anew. Europe was hit hard and many normal people were killed. Many abominations roamed free to feed on others. Echa gained dominance rapidly. Many fled across the water to Motego while others fled south to Samba. Most simply accepted the new life of magic, resulting in the largest magic ratio on the planet. Porto formed

later, well after neighboring civilizations flourished. It began after the escaping refugees from Japan and China began their wandering trek from their self-destructing homeland. Many fled north to the haven in Kreet. Others sailed across the Pacific and found a home in Angel. However, the ones in Kreet found themselves quickly at odds when a coup' wrested control and Kreet turned to fascism. In a massive rebellion, millions attempted to stop the madness, failing under the tyrannical arm of the Slavecha. In the turmoil, thousands escaped and fled to the only place Kreet would not follow...into the Darklands.





Cantis) were turned off by Magic, still possessing knowledge handed to them by their ancestors. It is thought the tradition of Porto's education started here, with everyone expected to know as much as possible, so if one dies, the knowledge is not lost with them.

Every pilgrim taught the others every morsel of information they could share. By the time the Pilgrims reached the west coast of Euras, only 4 000 remained. However, 95% had at least one equivalent PhD.

More than half were accomplished engineers and nearly all of them attained these achievements before reaching adulthood. 1500 could perform surgery, 1000 could build a motor vehicle with their eyes closed, 340 had encyclopedic knowledge of Biochemistry, 150 possessed a mastery of nuclear physics, and at least 5 had almost the entire human genome memorized. They knew...almost everything man had ever learned in 3 million years of evolution, except for one...none of them knew magic. Often ostracized, they encountered a fledging town of mediocre magic and struggling farmers on the

Some say more than %90 of the pilgrims died or fell into madness. The ones that survived became stronger and more disciplined than any other human force at that time. This cadre of Russian, Chinese, and Japanese pilgrims wandered through Slav (some say to protect the pilgrimage, many stayed at the edge of Darkness to defend the path...eventually becoming the people of

coast...a small dying town called Porto. The simple town would have fallen eventually to the attacking hords of the Kuo Toa. They welcomed the strange pilgrims warmly. The kind people of Porto accepted a simple life, but were by no means, idiots. In less than a generation, they could match the intellect of their new friends, added to that, a kinship with nature they offered in return. When the



Kuo Toans attempted to invade Porto 75 years later, they were met with automatic rifles. What followed was an obsessive need to grow. Huts were torn down, replaced with composite plastic and ceramic buildings. Generators erected at the shore-spun energy at the hands of the monstrous waves of the ocean. The combination of agrarian and ultra-tech cultures resulted in a city almost totally devoid of pollution and toxic by-products. Porto grew exponentially. After the Kuo Toan war, Portons developed fusion power. A century later, all disease had been eradicated. Now, a thousand years later, the 10 million souls of Porto reside masters of Tech. Farther along than any other Bastion, Porto mastered the atom, the human gene map, and could control magnetism, light, and even gravity. Every facet of their city shows this advancement but unlike other bastions, NO example of their greatness spreads beyond their borders. They have such a regulated security system; no fragment of knowledge or technology of Porto has ever escaped. Even the Beluga carriers, Porto's only external transportation system, are intentionally detuned to reduce risk of advanced technology falling into the wrong hands. Porto has remained an icon and a source of obsession of other techans wanting more. However, Porto is almost as hard to get into as Mann is. Porto is not xenophobic, but it does disallow magic as much as any bastion. However, their biggest problem is other bastions. Refugees are so common, Porto had to place a moratorium on new citizenships, now only allowing the truly brilliant to enter.

Layout: Porto has no walls, but wanderers still cannot approach, as security forces can intercept any trespassers in a matter of minutes. Porto gains supplies from its rich farmlands and rich mineral deposits located just offshore. Hundred of levels of agriculture run off artificial suns under the city while silent anti-gravity craft float above. Porto is very well organized. Streets and Avenues are numbered, making navigation a cinch. Below the ground runs an intricate pipe network through which most of the bulk cargo is pumped silently and efficiently. The city reflects green all over, the result of a massive citywide tree-planting scheme. An old tradition in Porto dictates that every child at the age of 5 plants a tree and is responsible for that tree throughout their lives. Smaller buildings usually get draped in flowering vines. Taller buildings gleam in

chrome and gold. There exists a plan for Porto to regain the stars with a daring construction, the "Beanstalk." It entails placing a satellite 36 000 km above the Earth then constructing three massive elevator shafts to connect with it in orbit. This would dwarf the tallest current man tower, Shinar in York. The project, codenamed "Nimbus," has already begun construction with a massive ground complex that already towers at 1200 meters.

Population: 10 Million

Common Alignments: Any Good.
Lawful Mostly.

Tech Level: 5

Ruling Body: Democracy. Porto operates a Republic without a council head. A Council of Ten members are elected every 5 years. Called The Tithe, each one represents a faction of the population (Miners, Gardeners, Engineers, Military, etc). There has never been a hung ruling on anything in Porto. The Speaker of the Tithe carries no more power than any other single member.

Military: Several different branches exist in Porto that serve a variety of purpose. Postulators for Authecha investigate the scientific truths of magic. They are one of the few that leave Porto for any reason. Massive detections systems alert the Tilthe-Intelligica that responds. They are elite forces that usually only venture in small numbers. The main military arm, the Militecha only respond to larger forces. However, even they are small in number. Rumors hold that Porto's military arm only hold 1500 members. However, with their technology, one man equates a hundred.

Religion: Any and all. Porto recognized freedom of religion and recognizes Echan spirits as valid options even though no churches of them exists in the city.

Technology: Very little of Porto is automated. Porto prefers machines to operate as extensions of humanity and not replace them. Instead of robots, power armor became the norm. Antigravity craft float silently overhead. All vehicles run on anti-gravity, even the trains, silently running on invisible rails across the city.

The biggest problem with Porto technology is how far advanced it is. ED Fields run havoc on top Porto tech outside of the perimeters. Porto scientists are working on the problem and there are force fields in operation on some vehicles to withstand the disruptions.

Porto technology, as a whole, looks flamboyant and colorful.

Relations: Considered by many other bastions as selfish, Porto is watched with distrust and antipathy by their techa neighbors. Motego seldom initiates contact save for odd trading expeditions and Samba has yet to even send a single message. Across the ocean, Porto runs a successful transport and trade service with York, a contract Mann still tries to wrest from their opponents. Beluga transports commonly fly to Angel to exchange rare supplies and to ferry upper class personnel for diplomatic purposes even though no alliance has ever officially been signed. The great threat arises from Krevet. Loosing supplies and morale daily, the armies of the Slavecha grow impatient and restless as their resources run down. Uninterested in Svendalino Khay, Krevet focuses its eyes across the planet to their outcasts—their leaders, insane with anger over the success of their escapees. The powder keg grows yearly. Krevet's forces mount. Only time will tell...

Racial Traits: Porton citizens rarely take on Echan classes. Regardless what they chose, Porton's born and raised in the walls know more than standard humans do. They are given all Knowledge skills as class skills, get 4 more skill points at first level, and get one educated feat.

Special Attributes: Unlike almost every other Bastion, there are no villages

nearby for conversion of UC and the selling or purchasing of merchandise. Large Porton batteries break down if they get more than 30 kilometers from the city and their technology is incompatible with all other power sources. The exception to these rules is the Militech hardware. However, they are designed to explode if the pulse of the user is ceased.

All Porto Techa classes are level equivalent to their class level +2. They accept UC from everyone except for Mann, Aviv, and Krevet.

CITY OF SELKIRK

Background: The more things change, the more things stay the same. That describes Selkirk to a tee. Very little is known about Selkirk unless one is born there. No one remembers how long it has lived or how it erected itself on such an unstable precipice. Nicknamed the City in Rock, Selkirk barely registers in the history of the planet. They live in an isolated area, surrounded by mountains with no direct road. Although they have access to the pass of Dianaso, to access it requires going through a jagged section of rock that has claimed many victims. Selkirk's priority lies with its goal of continued expansion and wealth. Their loyalty lies with the almighty currency. A hold over of ancient ways, Selkirk represents a massive mining



consortium. Internally known as TERMINAM – TERRan MINing Amalgamated, Selkirk's entire population works in service of a corporation. Everyone works. Everyone serves. Everyone owes.

At TERMINAM, we are not interested in the beliefs of fishermen, and farmers. We are only interest in facts. Fact: TERMINAM services 5 million people. If business if up, 5 million people will benefit. The miners are dirty and unruly. They let off steam by beating each other up and traumatizing the company prostitutes. They are also the hardest workers on the planet. Nothing here is wonderful. It works. That is enough.

Superintendent Nathan Spring.
TERMINAM

Selkirks' farms lack the resources to supply the entire population so they opened negotiations with The Dwarves to the North. Soon, the ETA – Echan Trade Authority was formed to regulate trade between The Dwarves and the Miners of Selkirk. The Dwarves would travel through Dianaso and never lose a single traveler as they venture through a cave network of their own design that only they know the location of. That emerges them to the village of Hell's Gate, the last population before the pass and the Dwarves to the North. The village stands a stop-way point as no Echan's are allowed to board the Mag-Trains to Selkirk. Supplies are traded and the two sides return. Dwarves gain access to the massive gold and mithril deposits under the Range of Rock and Selkirk gains the foodstuffs required to survive. The ETA maintains a constant trade agreement with the dwarves and shipments usually arrive every week. Occasionally, if supplies are critical, Selkirk will send its own carry-alls through Dianaso to Fargon to pick up materials. The trade agreement is beneficial to both sides and neither has had any reason to break this profitable exchange. However, outside forces disagree and some have attempted to sever this trade. Kobolds have taken many shots at raiding the Dwarven caravans but not a single attempt has succeeded. Their attempts are getting more common and more aggressive. Bugbears to the East have also tried severing this connection, also to no avail.

Selkirk and TERMINAM do not mix technology with magic but do not hold the revulsion for Echans that many other Techans do. Since Selkirk only deals with Dwarves (which basically look like short versions of the Selkirk Miners), the population hardly needs reason to hate them. Isolated, the city

barely appears on the radar of the other Bastions. Selkirk could vanish off the face of the Earth and the only people who would care would be a couple thousand Dwarves.

Layout: Selkirk's layout sits half inside and half outside the mountain of Selkirk it was built from. Few outside structures exist. The only major outside sign are the massive pads from the Granger Air Terminal on the Northern face. Machineries cut huge swaths from inside the mountain, allowing for the housings and "Rails." Large open areas sit under artificial lighting. Many of the mining levels supply minimal illumination, degenerating some members of the population to perpetual darkness for almost their whole lives. As one climbs higher, the construction appears more thought out, more bright—larger spaces appear. Colors blend in and the area looks more sanitary. The vibrations of the air circulators rumble through the whole mountain, the only real sounds until one dives into the Catacombs—the mining district. The Catacombs are a maze of thousands of kilometers of tunnels where automated machinery buzz. Workers follow behind and dig up the treasures found. Up high, people keep to themselves. Conversations seldom break out. Even the "Mags" move silently. "Mags" are the primary method of transportation—vehicles of varying size travel along massive iron-core beams that criss-cross through the mountain. A massive lattice of rails covers the Eastern face, the side most exposed. The Magnetic vehicles don't actually connect to the "roads" but rather float along side, up to ten feet away, allowing many vehicles to cross by along a single rail. Some wealthy administrators utilize sports-car style single person speeders while most of the population runs on the Magtracks—multi segmented trains, unconnected to each other but magnetically linked, which travel along the bars ferrying population around. One single bar travels tens of thousands of feet from high in the mountains to Hell Gate below.

Population: 2 Million

Common Alignments: Any Lawful.
Neutrals are most common.

Tech Level: 2

Ruling Body: The majority of the population live within the Union. The workers banded together more than a century ago into the Four Core Unions: The South East Moles, The South West Rakers, The North West Boilers, and the North East Strykers. Each one

competes with the other and often takes out their frustration on the field, playing a sports game reminiscent to Rugby, only more violent. Shop Stewards lead their Unions with the understanding that no one strikes and no ripples stop the flow of money. The Supervisors monitor the lower levels of administration with Superintendents above them. The high levels of administration are run by Chief Superintendents, finally culminating in the main board of twelve with the President of the corporation, Tyler Norton. The Miners take up more than %90 of the population even though the majority of them don't appear in the top fifteen levels of the city. The remaining population runs administration and maintenance.

Military: Selkirk operates no dedicated Military force. The miners volunteer for service that lasts for three months and allows them to work on higher levels and even outside the walls. However, few ever saw action. No sizable force has ever reached Selkirk and the raids that have occurred were easily driven off, as a siege on Selkirk would be expensive and costly. The Military often just operate the variety of hidden turrets and hard points along the outside walls even though a few fan craft run patrols outside.

Religion: None

Technology: Mag-levs primarily. Rails criss cross the outer wall of the mountain providing an anchor for hundred of magnetic-power craft, making Selkirk look more advanced than it is. Away from the moorings of the Iron rails, Selkirk technology relies on clumsier fanjet transports. Selkirk's rich deposits resulted in a moderate trade with Porto which spurned a technological edge with weaponry and even thought vehicles look like antiques, the military are often seem armed with pulse weaponry. The new weaponry on the horizon for Selkirk is their new magnetic Gauss weaponry.

Relations: Some Bastions believe that if Selkirk were to vanish off the planet, no one else would hear of it for several years. Selkirk's isolation works for and against it. Selkirk is the only Bastion that has never been attacked by any outside force with the chance of overtaking it (Kobold raiders simply don't count). This works against Selkirk since that operates few trade agreements with other Bastions. A one-time conference resulted in a modest technology trade with Porto and Angel...a relationship that has since dissolved from Selkirk's lack of

communication. Selkirk carries, however, a more productive relationship with Echan civilizations, more so than any other Bastion. Their continued trade with the Dwarves of Fargon solely keeps Selkirk alive and occasionally, Gnomes from the East are welcomed for mining technology. Selkirk wishes to be more in touch with their neighbors but the location prevents it, unlike Sierra Madre, which could care less, either way.

Racial Traits: All miners in Selkirk gain Low-Light Vision like Elves. They, unfortunately also gain a -1 to spot checks in any lighting from normal (to other humans) to brighter. They can also opt to increase their Strength by 1 and decrease their Charisma by 1. All gain the skill Knowledge (Mining) as a class skill. All Miners in Selkirk also gain the inane ability to always know where true north is.

Special Attributes: The Engineers of Selkirk pride their knowledge of Magnetism. They claim to be able to simply detect magnetic fields without the need of detection equipment. If they pilot Selkirk Railrunners, they get a +4 to all Pilot/Drive Skills. Railrunners are very maneuverable in their narrow highway around the rail they can work with. These rails are virtually impossible to spot from a distance from the mountain. Anyone not knowing where Selkirk is will not notice it from a kilometer away and those more than 500 meters (and under 1km) have a Spot DC of 20 to spot the unusual protrusions of the mountain side (decreasing by 5 every 100 meters closer). This is for the side that exposes its rails. The northern and eastern face contain no expose rails, making the check even harder (Spot checks start at DC30).

Most people consider Hell's Gate part of Selkirk considering one rail runs to the small town and it is the center point of the Dwarven trading deal with the Bastion. Hell's Gate contains Exchange banks and various churches but little in magical merchandise. Those looking for dungeons will be happy to find many here. UC can be traded with Porto, Angel, and York.

CITY OF MOTEGO

Like a gift from God, Moteogo fell from heaven—Angel's tears formed a metal skin, floating above the Earth. Someday, when the Almighty decides, the "Towers" shall rise back into the sky and finally take their place among the heavens. We are god's children

and when the walls around heaven finally fall, the righteous will lead the new world through the gates. Pass through Angel's wings. Why are the nations in an uproar? Why do the peoples mutter empty threats? Why do the kings of the earth rise up in revolt against the LORD and against his Anointed?

He whose throne is in heaven is laughing; the Lord has them in derision. Then he speaks to them in his wrath, and his rage fills them with terror. I myself have set my king upon my holy hill of Zion. Ask of me, and I will give you the nations for your inheritance and the ends of the earth for your possession. You shall crush them with an iron rod and shatter them like a piece of pottery." Now, you kings, be wise; be warned, you rulers of the earth. Submit to the LORD with fear, and with trembling bow before him; Lest he is angry and you perish; for his wrath is quickly kindled. From the great towers of Motego, we reach our or arms...to touch the face of god. Every tower falls in grace. Every tower serves a greater purpose.

Migdalel -- Tower of God.

Naphtali -- Tower of Righteous

Magdala -- Tower of the Mother

Zion -- Tower of Heaven

It is here; we shall wait for under the guidance of the gate...the true door to heaven.

Reverend Roujin Arminjus
Church of Motego
In Prayer

Background: Motego claims they rose from the Earth while many others say they fell from the heavens. Motego is a mystery to even its inhabitants. No one there knows exactly how old the towers are. Some are even unsure whether or not they were built by humans or whether they simply dropped from the sky from a benign source. Since the towers fit human living conditions perfectly, the alien route seems unlikely. The popular rumor among outsiders resides that the towers are planetary space stations from Earth's past that were dragged down to Earth, utilizing the native Motegons Gravity technology they already possessed. Another theory believes that the original Motegons were from space and simply brought the towers to Earth. However, since the popular belief is that Man did not possess such technology, that theory is not popular. Either way, the towers are incapable of moving and seem incapable of falling. Most believe the residents' ancestors did not create the

towers. They require little external supplies to maintain themselves, living off the massive wind and solar energy of the area.

The towers cannot move nor has any force ever brought them down. They mastered anti-gravity early on, even before Porto. However, Motego stalled soon after as the ruling order fell into the mayhem of religious fanaticism. The freethinking people of Porto quickly zipped past in technological maturity. Motego and Porto enjoyed a prosperous trading agreement for more than a century before the zealots of the Milachrypse arrived. Since then, their relationship fizzled into only bi-monthly transfers.

The Milachrypse ("MilaKrips") gained popularity initially on soapboxes through the city, proclaiming their superiority of Motego over other cities and its inhabitants over other humanoids. They insisted the Towers fell from heaven—gifts from Attricana—from god himself. The zealots believed by rising above the Earth, the population was better than the rest. The gospels soon became published and tombs found themselves everywhere. Not Xenophobic like Mann, Motego simply grew a grotesquely sized superiority complex. Meanwhile, the population became increasingly uneasy with the ground population nearby. A large village of Barbaric humans developed a rich farming land, envious by Motego. Motego's great frailty relies with its farming land. The towers found themselves over dry cliffs and dying tundra. The population became envious of the rich land to the North. The Zealots fed on this sin and promised to supply Motego with unlimited food. With backing of the mob, the Milachrypse ousted the democratic ruling body and took control. The head priest, Roujin Arminjus renamed the towers, and somehow managed to take control of their generators, shifting the towers over the farmland. Soon, Motego's new militia, the GroPos, took control of the village and converted the population into a virtual slave race. Over the next century, the simple villagers forgot their past, always aware of their purpose...to serve the people in the sky. The GroPos are the only force that sets foot on solid ground. They are the army, judge, jury, executioner, diplomat, and trader of Motego. They control all movement to and from the towers and regulate the transportation of supplies from the ground up. The residents of the village strive to rise



however, does distinguish them, with Migdalel dwarfing its brothers. The construction technique resembles old stone buildings of ancient Rome. Cosmetic columns and statues adorn every hallway. Walls are never plain, always featuring carvings and paintings. Tapestries and artwork add color to the plain walls. Some pieces come from local artists however a few appear to have arrived with the towers, and their origin is unknown.

Population: 9 Million

Common Alignment: Any Lawful
Tech Level: 4
Ruling Body:

The Milachrypse rule unhindered. They are appointed from the other members and there is no way the public can influence their rulers. They operate as a Monarchy, are the only Authority, and use the GroPos to ensure that.

Military: The Gropos access the same anti-gravity technology as the towers, gaining an intimidating advantage over almost all their enemies. However, their technology is limited. The Gropos only have their Spinefinger VTOLs, operating as a gunship and a troop transport. Gropos operate in small numbers and usually pack

themselves up to the towers, often being killed in the process.

Layout: The entire civilization lives in the towers above. The village below often runs chaotically in every direction, clumping together near the base of the towers. Most of the village constructs utilize raw materials disposed from the towers—The towers' trash becomes their treasure. There is no direct way to reach the towers. The towers themselves look identical inside and out and only few personal changes by the inhabitants separate them. Their size,



high technology for the purposes of intimidation. However, the majority of them lack talent of coordinated large-scale combat. They are only used to suppressing primitive population. Against any technological aggression, GroPos usually step back and send in the artillery—often arriving in the form of a tower-launch Pluto-Missile.

Religion: Christian

Technology: Antigravity technology is considered holy and as a result, Motego bans its use to anyone it sees using it outside of their control. This does not bode well for Porto and Motego's southern neighbors care little what Motego thinks. Everything that is Motego revolves around their capacity to totally disobey gravity. Huge sections of Motego are in a state of null with no gravity felt. Others reverse the effect, drawing people to the ceilings. Some rooms utilize every flat surface, having people operate on all six sides of a room. Beyond that, Motego's military flaunts intimidating weapons like Singular Bombs and Wake Rifts that can level an entire countryside in a manufactured Earthquake. However, most of these weapons are based around the towers themselves. Unless the Milacrypse can move them again, the weapons are more deterrents than anything else is.

Relations: Motego developed and operates a tenuous trade agreement with Porto. Porto developed Anti-Gravity totally on their own unlike Motego that stumbled onto it. The Milacrypse privately believes Porto to be the greatest threat to the world. In their eyes, their friendly neighbors to the south utilize forbidden technology and the population itself operates under a veil of blasphemy. If Motego had more power, the relationship could very well break down and Motego would attempt an interdiction. Some believe that the hierarchy of Motego lost the capacity to move the towers. If they could, they would move the Bastion from the raped lands below and use the towers as weapons to take the fertile lands operated by Porto. Beyond that, Motego's isolation prevents contact from any Eastern bastions but has been known to send delegations to Mann.

Racial Traits: Motego inhabitants gain an uncanny ability to maintain balance in almost any environment. Natives get a +2 bonus to Jump and Tumble and a +4 to balance. They also get Knowledge (Religion) as a class skill free.

Special Attributes: Natives of Motego are the only ones permitted to even board a Transport bound for a tower. A gravity arm crushes any other vehicle approaching Motego. However, this works to an advantage to those trying to sneak in. Anyone approaching Motego in a Transport gains a +4 to bluff rolls to talk their way in. Passes are not allowed and visitors must be friends of native residents. Those inhabitants on Pilgrimage are always accepted back.

Motego characters are equivalent level of their class level +1. They accept only Porto UC outside of their own.

CITY OF SIERRA MADRE

Background: Did it sink? Was it buried and found? Was it simply constructed like that? Sierra Madre is the big unknown to many. Selkirk is isolated but many still know it exists. Madre confounds many. In fact, no one is sure how old the city really is. Man did build it and Man remembers the various buildings and who constructed them and why but no dates attach, Sierra Madre could be the oldest Bastion on the planet. Some believe that Madre could be older than new age, surviving the great gates. This seems unlikely considering the geological damage thrown down to the planet when the gates opened. Sierra enjoys its isolation but welcomes visitors. They appreciate their position on the planet and that most enemies pass over them without even knowing a blossoming civilization exists below. Tapped into massive geothermal energies below, the population of Sierra Madre lives with unlimited energy and limitless promises for the future. Unlike many Bastions, gripped in fear of the outside world, racked by terror of encroaching magic and the evils of outside malevolence, the people of Sierra sleep safe at night. Armies could walk over Sierra, unaware of the city underneath. Of course, no army ever has. With the Gloom to the south, very few people travel indirectly over this Bastion. Sierra Madre lives in peace. They, like Porto, strive forwards with almost reckless abandon to develop new techniques and new advancements. However, limited borders and lack of outside aggression slows Sierra. Clean power and virtually no crime gives the Bastion a virgin mindset. Those who leave are more unprepared than any other pilgrims into Echa are. The majority never survives a month, dying in the wastelands between

populations or fleeing back to their house in hiding, eyes closed.

Layout: The entire city, reminiscent to Selkirk, sits completely in cover. However, unlike Selkirk, which comprises of hundreds of miles of tunnels and few exposed buildings, Sierra Madre expands throughout a single gigantic cavern. Without a single natural light source, the Bastion glows with a constant light of industry. Over a controlled geothermal vent, Sierra Madre continues to live off unlimited energy, more than any other Bastion. The presidential palace doubles as the power center and the focal point of the entire Madre Militia, small that it is. Every major street expands from that center, winding through the cavern and the branches from that cavern. Sierra Madre's cavity is the largest enclosed space on the planet, stretching for more than 80 kilometers from one end to another, housing the millions inside. The center palace sits in a gigantic stone column almost five kilometers across. It controls the entire power system. This makes the layout vulnerable, as the Column is also a supporting structure for most of the Bastion. Its destruction would not only cut the power of the Bastion and send hazardous volcanic energy into the city; it would most likely crash more than twenty kilometers of roof above. The death toll would be catastrophic. Luckily, nothing but a nuclear blast has the capacity of inflicting that much damage to compromise the stability of the Column.

There are few exits to the surface, most being hidden service elevators.

Population: 5 Million

Common Alignment: Any Good.
Many Chaotic.

Tech Level: 3

Ruling Body: Ruling Family. The Column houses the single ruling family. Not referred to as royalty as more Head Family. Father's pass on their duties to an heir, usually a son. If no apparent is available, then a new family takes control. This has only happened once and no wars for control have occurred. The current family is the Valterras that have ruled for more than 150 years. Its unsure how long this has gone on. It is assumed a kind and fair ruler of the first family did not see an adequate leader in his own family and personally elected a close friend to continue the ways of Sierra Madre after his death. The rulers son was understandably pissed off. It is said to this day the first family, the Cordell's, harbors

hatred and plan to retake the city or destroy it.

Military: Sierra Madre prides in having the best trained, but smallest military. Perfectly specialized in performing underground. The military standing force numbers less than 500, but with massive numbers of ceiling mounted automated weaponry, to fight the Madrian's on their home turf would be suicide. They have few vehicles and the majority of them are positioned around the Column. There are no surface patrols.

Religion: The majority of this Bastion seemed to forget about spirituality involving a higher power. Most embraced the power of the individual, channeling ones energy and maximizing their potential in society. Many embark on meditation and personal quests in order to fulfill ones spirit. Madre prides on having the fewest laws of any Bastion, making it a boring place, as what fun can there be had with no rules to break. The common similarity lies with old-age Buddhism even through the term has been lost through time. The updated term is Spherist.

Life is impermanent, subject to aging, decay, and death. Even life in the heavens, though long and blissful, does not last forever. Every existence eventually ends, to be followed by a rebirth elsewhere. Therefore, when closely examined, all modes of existence within samsara reveal themselves as flawed, stamped with the mark of imperfection. They are unable to offer a stable, secure happiness and peace, and thus cannot deliver a final solution to the problem of suffering.

However, beyond the conditioned spheres of rebirth, there is also a realm or state of perfect bliss and peace, of complete spiritual freedom, a state that can be realized right here and now even in the midst of this imperfect world. This state is called Nirvana, the "going out" of the flames of greed, hatred, and delusion. There is also a path, a way of practice, that leads from the suffering of samsara to the bliss of Nirvana; from the round of ignorance, craving, and bondage, to unconditioned peace and freedom. For long ages, this path will be lost to the world, utterly unknown, and thus the way to Nirvana will be inaccessible. From time to time, however, there arises within the world men who, by his own unaided effort and keen intelligence, find the lost path to deliverance. Having found it, he follows it through and fully comprehends the ultimate truth about the world. Then he returns to humanity and

teaches this truth to others, making known once again the path to the highest bliss. The person who exercises this function is a Spherist.

Spherist Dogma

Technology: Low flying vehicles easily traverse any altitude in the city. Wheels ground vehicles running across hundreds of miles of paved roads, leaving the flying vehicles for transport and high-ranking delegates. All power is through a battery system known as Bremsstrahlung Drives that drive all the vehicles in the city. They store energy from the main reactor and recharge through ports in the city. However, they do not last long and quickly. Their vehicles only last for about a day and cannot recharge anywhere else. However, the batteries are very clean and even dispose after an impressive 50 000 charges with no hazardous byproducts.

Relations: Sierra Madre falls under the radar of most Bastions. In fact, more than Selkirk, most do not even know that Sierra Madre exists. With no exports and no communication, other bastions that know about Sierra Madre don't really care. They don't maintain any trade with any other Bastions. With massive energy deposits and hardened workers, Sierra Madre could make a useful ally, if anyone could find them.

Racial Traits: All inhabitants in Sierra Madre gain a +1 in Wisdom OR Charisma and a -1 in Strength. They also gain Concentration as a class skill free.

Special Attributes: Bremsstrahlung Drives are immune to ED Fields in all forms but cannot be recharged in any way from outside sources. They can only be recharged through BDPorts scattered through out the Bastion. Portable charging stations exists for those wanting an efficient way of transporting more power on trips. They are twice the size of a normal battery of whatever type is needed with the capacity to charge a Bremsstrahlung Drive 4 times but it costs ten times as much as 1 drive. Bremsstrahlung Drives operate the same as regular Techan Batteries per the rules listed above. Therefore, someone wanting to recharge a B1 Battery needs a B1 recharge. It would be twice the size and be able to charge the battery 4 times but cost 10 times as much. They accept UC Angel and York only.

CITY OF SHANG

Background: Shang started life as an Echan city, growing fast and somewhat magical. However, open doors soon gave way to many immigrants from many nations. Some fled from the fledging nations to the North, some from Cloud Mountains to the East. Some ran from the Bastion of Krebet. Within a century, every type of human could be found in Shang, with only a mere 35% being of Asian descent. Of course, those precious pilgrims with the knowledge of Techa were quickly embraced and protected as with the first years of Man's progress after the gates opened, few exhibited decent magical aptitude. The geniuses of Techa taught others and soon Shang progressed...slower than the other Bastions, but with a massive population base and a small population of Echans to help, Shang flourished.

However, with traditional Echans as their base population, the direction Shang went was alien to many other Bastions. Its buildings and attitudes of the people reflect this. Shang sports no walls—the only Bastion to do so. It also operates the only Bastion open to Echan sailors. ShangPort is the largest docking system on Earth, tailoring to Techan hovercraft and Echan sail ships. A few Porto Sail Galleons have even been rumored to be spotted, parking next to a Gechansmythe Flatfish. Unlike Angel, Shang's Techan and Echan civilizations are totally mixed and almost impossible to separate. However, most Echans that practice magic are limited to extremely low levels from fear of EDF interference. The population is still predominantly Techan and Shang's tech is so low that it hardly even feels interference from magical fields. Shang is somewhat old but not the oldest. It is a large Bastion but not the largest. It is the most flat though, with most buildings not much larger those 10 stories, large by Echan Standards, but dwarfed by other Bastions.

Shang's peaceful Port occasionally struggles through some invasion forces but the combined effort of Echan and Techan push these away. The same goes for land attacks. Too many people move to and from Shang for warrant them building a wall. They survived 500 years without one...no reason to start now.

Layout: Shang, unlike Porto or Sierra Madre, is a mess. It was built it random directions with different groups building different buildings. Blocks rise and fall. Roads



criss cross each other. Shang looks like a collision of several building techniques, some new, many old. Shang is worn, even for a large Echan city, but several things exist to separate it from others like Marisandra. One is its complicated rail system that runs across the city. However, underneath the very low tech façade is a very complicated power network run off solar fields heavily guarded miles away. Although low tech, Shang is classed as a Bastion because of its roots and potential for the future. Shang boasts freedom of speech, freedom of religion, and freedom of choice. Although magic is strictly limited in the city, Shang residents are by no means afraid of the outside world.

Those who enter usually get lost without guides. Shang's map is a totally splatterfest of different districts and streets. New roads are built daily but with no attempt to organize with other streets. Some simply trail off into dirt while others end right to a wall...as if organizers did not talk to each other when the individual roads are built.

Population: 15 Million

Common Alignments: Any Chaotic, mostly Good.

Tech Level: 1

Ruling Body: A purely Democratic society, any native born inhabitant of Shang can run for office. There is one elected Director and a Board of 12 underneath. Each Member controls a facet of the City: Power, Circulation, Defense, Diplomacy, Internal Affairs, Transportation, Sci-Tech, Public Services, Law Enforcement, Farming, Business. There are no parties and no lobbying.

Military: The Shang military is varied and diverse. Not a militia but more a standing Militia, Shang's defense authority enlists the aid from a variety of forces including local gangs, mercenaries and refugees from other Bastions. The force is divided into cadres that run themselves. Gangs control sectors but they all follow directives from the Government. Shang operates many perimeter patrols utilizing technology stolen from Krebet Defectors.

Religion: All sorts. Some Techans

here even believe some Echan Gods. There is no persecution of beliefs here.

Technology: Most of Shang's technology is stolen from Krebet and anyone else who defects from other locations. Most of the military force utilized technology stolen from Krebet via defectors fleeing that fascist state. Shang's original technology is so low tech; it often survives long periods outside the walls. The Loes' technology is almost entirely Shang's as they are designed so low tech to survive outside for longer periods. Their batteries are built so redundant that even an EDF burst cannot knock them out on an initial impact. Usually only prolonged bombardment damages their technology. All Shang batteries will make their first EDF roll automatically. Most of Shang's export technology (vehicles and aircraft) utilizes solar cells to recharge themselves when not in use.

Relations: Shang, in the eyes of Porto, Angel, York, Selkirk, Samba, and Motego, is not really a Bastion, but rather an Echan city with many Techan immigrants and tones of stolen technology. Krebet Command hates Shang almost as much as they hate Porto. Shang operates few successful trade agreements with other Bastions but often deals with the Kingdom of Svendalino Khay. Most trade occurs with the thousands of merchant that arrive weekly. They have no fear of war except possibly from the Yuan Ti, whom despises all humans.

Racial Traits: Shang Techa class residents only real advantage is their ability to hang onto their inherent defense bonus even when using magic themselves. It is explained more in detail in the next chapter but simply put, those Techans that use magic of any kind, will lose their Inherent defense bonus immediately. Shang residents are an exception. Those who use magic will lose their defense bonus by 1 point per magic use or per hour (whatever is faster) until gone. Then the GM may allow a normal recharge or take it away forever.

Special Attributes: Only that the low-tech approach to Shang products survive longer in the outside world. Shang also operates UniCred banks inside their limits as well as outside. Day passes are not necessary and people can pass freely.

They accept UC from every Bastion except Krebet.

CITY OF SAMBA

Background: Nicknamed "The Sprawl" by many outsiders, Samba grows not

yearly, but daily. Located on the shore of a rich body of water, north from a successful trading region, Samba benefited early from injections of supplies and moneys. With a stable geographical foundation, Samba's only concern remained its tight landmass. Samba's designers never intended the city to spread so fast or seemingly out of control, and soon the small peninsula found it sealed in, with water on three sides and the cities' gargantuan fields of wind farms to the south. Thus, about 300 years ago, a daring, and perhaps a little insane, architect thought about the idea of stacking the city—building a second layer to Samba and building upon and under it. This would protect the bottom level from the repeated rainstorms Samba gets from the North and virtually doubles the building potential of the city. Its primary fear comes from outside Echan forces. Even though surrounded on many sides by peaceful Echan communities, Samba suffers attacks from lawless forces to the South. This includes raiders from Dudak and the Armies from Isfahan, both considering Samba a tastier target than the River Folk nearby or even by Aviv, the latter case because Aviv simply scares them.

Samba's defense relies solely with the Halo, a defense assembly near the center of the giant city. The Halo is a defense installation with several large cannons spread around a central control station. Using the highest technology available to them, the guns of the Halo resemble energy weapons except that they detonate in the air like a massive conventional warhead that covers more than several square kilometers per shot. The weapon's airburst is not random either, but precisely pinpointed from Halo. The pressure from the airburst pins ground troops if not disables them and can destroy even large approaching dragons. What surprises many is the colossal range of Halo—capable of striking areas more than five hundred kilometers from firepoint. This includes creating tidal waves in the sands of Dudak, demoralizing raiders from getting close, or even striking Aviv to the East, even though such an attack has not occurred. The fire itself is a self-contained energy bubble that cannot be disrupted by EDF. Some have tried only to encounter failure. The Halo also strikes with amazing speed, traversing its maximum range in less than thirty seconds. Samba's and Halo's only weakness comes



from an underground attack, which many say, is exactly what Isfahan is planning.

Layout: The buildings themselves resemble older designs of erstwhile man, compact and tight, growing up from the ground, and down from the "shield"—the second level of Samba. The buildings are very tight with little room. Roads are narrow and no parks or fields exist anywhere save for the tops of buildings. Ground vehicles number in the tens of thousands and several large highways exist as well as the most complicated public transit system ever constructed. Magnetic cars not only race across the lower levels, those same cars can traverse up elevators to the upper level at the Shield, where the upper crust of Samba live. There is no public personal transportation on the Shield, just mass transport, and private mag crafts operated by the elite. The hanging buildings look similar to the rising constructs below but are more spread out and house the richest people of Samba—those who operate the mining, trading, and power bureaus of the city as well of those independent companies in Samba growing fast within the walls.

Population: 8 million

Common Alignment: Any but evil.

Tech Level: 2

Ruling Body: Corporate. Unlike Selkirk, which is run by a single corporation, Samba operates from several. Independent companies operate within limits but the big four rules the entire:

PanGea"M" -- A Mining Consortium dedicated to the interests of Samba in their pockets of Mithril and Adamantine outside of the city.

Stonehenge – A Building Company responsible for construction of dwellings both inside and outside of Samba. They pave the roads and put forth and realized the building of The Shield.

Monolith – The Defense Contractor, Monolith not only operates the Halo (and taxes the other companies for its operation), but also sells lower tech versions of Samba tech to outside sources like those in Shang as well as the Loes.

AIRScendence – Controlling and building new Air farms every day, A.S. leases out their reliable but relatively low tech to outside communities, even purely Echan ones. AIRScendence Air Farms can be found everywhere in Euras and as far East as the Cloud Islands and as far West as Stockbury South. They control all power systems in Samba.

All other companies in Samba are below these and must follow all laws put forth by the Four presidents that run the city. These men and women are elected from the board beneath each individual company and the other have no say on who is elected. Everyone in Samba knows someone or works directly for one of these big four companies, all of which operate massive towers at the center of town.

Military: Samba's standing military is quite small, delegated to mostly defending the air farms and transport vehicles between the mines. The majority of the protection arises from Halo, which also coordinates all

outside communication with the city. The military operates very few aircraft preferring wheeled vehicles and even a few custom built sandships when traveling west. Halo is not very selective when it strikes targets in the air, so most of Samba fights on the ground and are used to clean up after Halo's bombardments have done their work.

Religion: Freedom of religion is available but no official endorsement exists. Churches are small and hard to spot, dwarfed by the surrounding buildings. No public display of faith is allowed...bad for business.

Technology: Seeing Halo in the air inspires awe to even those used to its firing. One only gets around 5 seconds of wonderment before it either streaks out of sight or impacts, ending any pleasure one might get in watching it. Not a shell weapon, Halo launches a thin streak of white light, resembling an extra long tracer of older shell weapons. Each streak measures just over 50 feet in length each, launching at 10 times the speed of sound. During flight, Halo determines change in course and point of impact—actually causing the streak to curve in mid air to adjust for course and distance to the target.

When it strikes, the front of the streak stops, the rest of the energy catches up, and when the streak finally ends, the burst of translucent white energy spreads out, ripping apart anything in its path.

With the rest of Samba's technology looking almost primitive in comparison, one wonders how they achieved the Halo in the first place. The majority of all vehicles are wheeled with most aircraft relying on fanjets to move around. Only Mass transit utilizes magnetics.

Relations: Samba is wholly unpopular with other Bastions. Since the Halo can strike Aviv without a single soldier leaving the outskirts of the city, Aviv feels endangered and has threatened war if Halo is not de-tuned or shut down entirely. The Echan city of Marisandra has made a similar threat even though their army would have no chance against the techan forces to the West. Even though Halo can strike at these targets as well as the River Communities to the south and Isfahan, Samba has made no such attack, unaware of what these forces can actually muster if a full blown war were to break out. Samba enjoys no trade with other Bastion save for selling a few machines now and then to Shang, conveniently out of

range. Echan communities fair better, traveling thousands of miles across great oceans to buy the only Techan power system available to Echan communities—a technology low enough for power to be supplied without interference. The fans can supply power, filter water—any number of tasks built onto it. Samba even offers a sale: Buy three you get one free.

Racial Traits: Samba inhabitants gain no extra benefits at character creation. However, a Samba native with a good alignment and Techa class level 10 or higher OR a Samba native with a good alignment and a beat reputation DC of 25 AND with a transmitter capable of communicating with Samba can order a Halo strike within its range once a year with an additional request available every level after that. Every request yields three charges.

Special Attributes:

HALO

Dam	Rng Inc	Blast Inc	ROF	Base Skill
20d10	50 miles	30 feet	3 / 2 min	15

The blasts from Halo devastate anything in range. They usually target a space above the ground in order pin ground targets. A roll to strike is made. A direct strikes takes the full brunt of the attack with no Ref save. A miss margin of 1 results in a Ref save for the full damage, the blast detonating 30 feet from the target in a random direction. Every miss margin of one increases the core distance by 30 feet and decreases the damage by 1d10. If the Halo blast is not target specific, the DC for a location is 15. A strike indicates a direct blast. The damage is maximum (20d10) within 30 feet. Every 30 feet past that reduces the damage by 1d10 until harmless. Halo can launch a blast in any direction. Their capacitor holds 3 charges and then must recharge for 5 minutes before firing again.

CITY OF AVIV

Background: "Beyond any reasonable doubt—beyond sins of man—beyond the fragments of Evolution...lives Aviv" was a common saying among those who even passes a glance among the dark sweeping buildings of Aviv. No one is sure what development in Aviv's past resulted in the city's extreme look and technological differences from other Bastions. Totally incompatible with any other technology,



Aviv developed or discovered a way of creating living steel. Dubbed "TechnoOrganics," the composite materials used in every facet of the Bastion remains a secret to anyone outside. No outside source, not even Porto has been able to crack the code on the material Aviv scientists dubbed "Biocarbon" (BC).

BC resembles a hard black carbon pressed material but differs from old carbon fiber because of its cellular structure. Not alive, the BC carries a low charge from a power source that maintains a resident subatomic computer chip enclosed within each cell. Each cell relates to other cells, allowing a structure to be formed. The structure, however the shape, maintains itself by the program implanted in each cell. If bent or broken, the structure can reform itself. If supplied with materials to consume, the BC can ingest and multiply itself, repairing all damage. If a new program virus is injected into a BC, it will spread throughout the structure and it will reform to the new directive. All facets of the Aviv technology revolve around this technology.

Even pressing a door button utilizes this complicated procedure, as activation

sends a new structure signal to the door, causing it to reform into an "open" position. If a building needs new level, construction simply applies the materials, injects a new program and the new levels rise. One can change their whole domicile by injecting a new program and watching the whole apartment change. The city by a whole is operated through a massive series of mother computers, tied into a main system known only as Monolith. Monolith maintains the structure of the city and can adapt it to any situation. There are protocols contained within itself to rise walls, form weapons, and totally cut itself off from the outside world...if need be.

Aviv receives power from massive fusion reactors located deep underground. Built from the same material of everything else, the entire system is self-sustaining. Farms atop the tallest buildings sustain the populace. Aviv holds the distinction of being the only totally independent Bastion on the planet. They import nothing. They export nothing. Every year, the city

devours more of its surroundings and grows a bit larger. Many fear that the population has been duped by an outside source, and that they are not really in control of the city.

Some outside superstitions point that there are many lower levels of the city, including the entire catacombs underneath, that are deserted and no one has lived in them for over a century. Human eyes have not seen the reactor cores themselves in more than 300 years. Even Monolith needs no maintenance. Some natives even wonder who really is in control of the city and if the city itself has intelligence... whether it always has or whether or not it slowly gained it over the 800 years Aviv has been around. Any suspicions were confirmed recently when one patrol found strange buildings not contained within the city program code near the center towers, the oldest in the city.

Many people in Aviv accept their uniqueness and believe their way is the future of mankind and that only by embracing the truly new approach of technorganics can mankind finally break free from the shackles of Echa and move



into a new world. But does the city have different plans?

Layout: Aviv confuses even its inhabitants since it could change overnight to something new. Aviv is not limited by terrain but only grows across the landscape if no other alternative exists. Efficiency is paramount. There are no slums, no dejected. A section of city unused is deleted and reformed to something useful. Only a few residents know the whole city. There are huge sections automated where no one need to go. Most of these are the lowest levels or the miles of catacombs underneath. The city looks old, black, and tall. No signs, no advertising, no street names. The automated trains and mass transit know where everything is.

The city itself is tall...even though not sporting the tallest buildings, Aviv is clearly the tallest Bastion by average. Almost every building is around a kilometer tall each and there are hundreds of them. There is no Bastion wall although Monolith can erect one in less than 10 minutes if it receives a threat.

Case Report #253

Filed By: Sgt. Felan Agrippa

Subject was seen stealing personal effects from a young female victim. Officer gave chase down 10th. Subject turned right down

564th. Officer aware 564th leads to a dead end with shear walls on all side. Officer drew weapon and approached with caution around the corner. Officer noted a quick yell, cut off suddenly. It possible originated from another victim or from the suspect.

Approaching the end, Officer discovered suspect nowhere to be found. No ladders, no escape vehicle. Officer directed security forces to survey the block. Suspect was never found.

Block scans revealing nothing. Was unable to retrieve stolen merchandise. Officer was ready to leave when Sgt. Moore reported finding the victims stolen merchandise. When retrieving the merchandise, Officer also found several other personal effects that are believed to have belonged to the suspect. Also dropped were several pieces of clothing and an implanted heart fibulator. Unsure how these effects appeared a block away or where the suspect is at this point. I am unsure whether this suspect will ever be found...

FILE END...

Population: 10 Million

Tech Level: 4

Ruling Body: The Advising committee rules with advice from Monolith. Some worry that this unfeeling machine carries too much influence with the Committee. The law is very exacting and

very absolute. All crimes are stiff and severely punished. Most criminals are brought not to a jury or judge, but to a series of computer terminals, patched into the Mothers. They determine guilt and punishment and the entire procedure takes less than a coffee break. Makes you wonder when people will be removed from the equation entire.

Religion: Some Zealots have taken to worshiping the living machines of Aviv. Called Biodesics, they believe the eventual evolution of man is to merge with the machine...to be one with Biocarbon—that eventually the city will birth its own version of new man and that the old man will then be obsolete. The Biodesics pray to the walls to be ingested, spat out when the city awakens anew, reborn in the new black flesh. All other religions are scorned and shunned. Even the zealots are shy and reserved in the open.

Technology: No one is sure how Aviv developed BioCarbon. Some suspect—and it's the popular theory—that the fledgling and struggling Bastion, under attack from the monstrosities to the South East, captured some aberrations and outsiders (like Chaos Beasts, Trolls, and Manticores), studied them and broke down their cellular structure to create something technological but developed from magical means. A potential theory is that Aviv found the technology from an outworld source...alien technology.

Military: Aviv's military utilize few

vehicles, preferring to use the city against invaders. They do not operate an invading militia. The military carries virus injectors, capable of altering the city—in portions—to whatever they wish. Therefore, if a hostile force were to approach the city, it could erect a wall...or drop that wall on them. The military could also form weapons out of the walls and use them to fire on their enemies.

Relations: Aviv found its new goldmine a blessing...and a curse. Soon, no one would approach Aviv's dark walls, for fear the living city would swallow them. No other Bastions deal with them. Outside Echans consider them bad luck. Aviv operates a somewhat hostile relationship with Samba, for fear of an attack from Halo. They trade no technology and ask for nothing from any other Bastion. Most Aviv Research and Development is gearing towards achieving orbital superiority or perhaps building a new city across the planet. Many Techans fear those from Aviv and some Aviv travelers keep their identity hidden for fear of attacks.

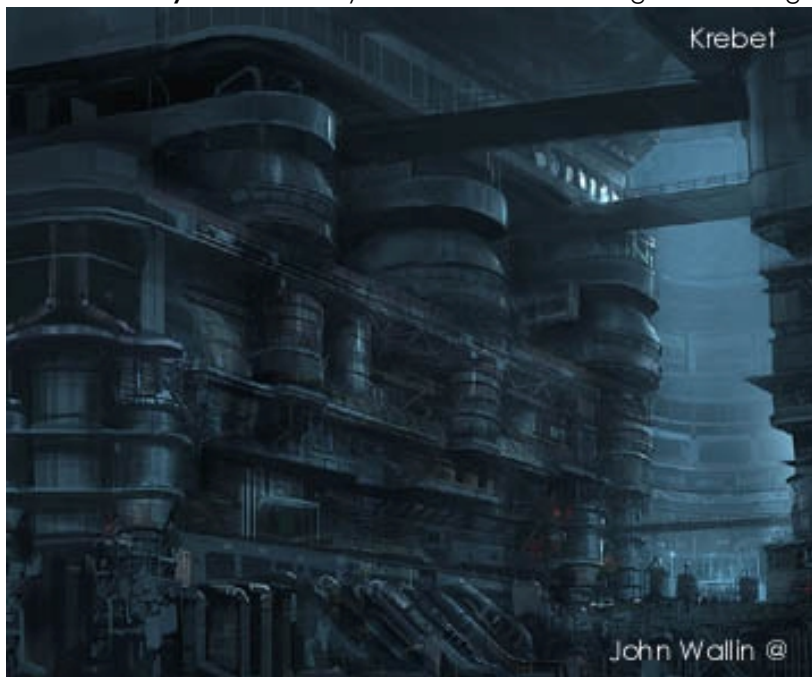
Racial Traits: Like Porto, Aviv residents receive more education earlier on. They get an Educated Feat free at character startup.

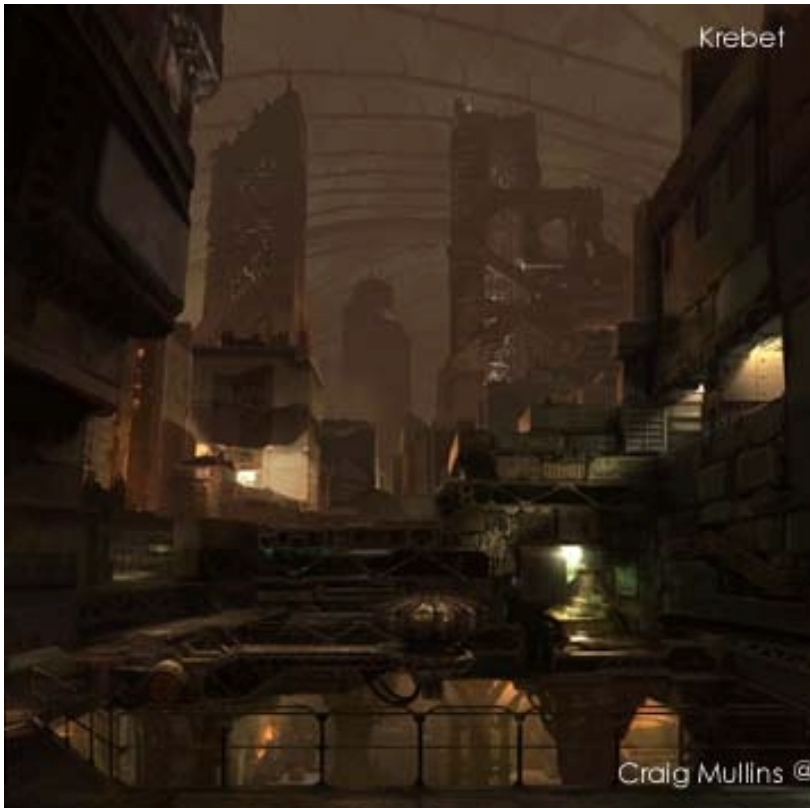
Special Abilities: To go into the details of the Biocarbon and its properties would be a whole book unto itself. Suffice to say, a trained Aviv resident in their home turf is a hard enemy to beat. An Aviv resident in good standing can beat a reputation DC of

25 and make a request anywhere in the city to Monolith to respond in the PCs favor. This can be anything from creating doors in walls to raising the outside walls to crushing armies between buildings. Aviv accepts to outside UC.

CITY OF KREBET

Background: Only the oldest Bastion would be the ugliest. Only the oldest Bastion would be the most dangerous. Only the oldest Bastion would represent how hideous humanity could be. Many fleeing the Cloud Islands





when the machines fell into the water and the Earth swallowed up the cities found solace in a stable area up North. They soon joined with cousins across the Sea with others from the West. The first Bastion formed quickly from a military might. Krebet's foundation lay onto of a massive military installation. Huge clusters of military from all over the continent converged on the base. Their families followed. When mankind fell from grace, the massive military force walled itself in and only allowed those precious minds that could prove beneficial to the greater good to enter. Krebet's official name came later. However, even though Krebet sits on a stable rock plain, surrounded by mountains to the North, cliffs to the East and West, the mining potential failed to live up. With little power from water flow, Krebet turned to what remained of their defunct and useless surface fleet. With the seas out of control and filling with creatures capable of swallowing destroyers in a single gulp, the ships were dragged inwards, their supplies gutted, their weapons removed, and their reactors retrofitted. To this day, Krebet still runs off the power of these three or four dozen small nuclear fission reactors, now located deep underground.

The massive shell weapons were stationed on the outer wall and the designers

and architects of Krebet looked inward to utilize the hundred of tones of armor to their benefit to building a city. However, all of this fell under the control of the military majority. Unwilling to wilt even the slightest public pressure, the Krebet military soon placed itself wholly in control. Many rejected this; especially many scientists who believed their knowledge would be used to usurp the cultures around. Thus, a huge revolution and coup broke out. The civil unrest lasted for the better part of a year. Even though low tech, the Krebet military might proved too great and the loosing survivors fled West, into No-Man's land. Krebet took chase to run them down, refusing to loose such great minds

to the darkness. However, the demonlands forced them back. The refugees traveled for years until reaching the west coast of Euras...and eventually turning into the Bastion of Porto.

This left Krebet with a severe disadvantage in general techan knowledge. Virtually no pilgrims arrived for Krebet, many choosing to flee to Shang or push the other direction in hope of reaching Angel. Krebet only grew internally. Soon other Bastions passed Krebet in both population and technological superiority. After nearly two thousand years, Krebet still struggles...like a whimpering dog in a corner. However, that dog is feral, and large...and not weak. It may be tired and hungry...but many times, that is when an animal is most dangerous.

Layout: Krebet is a military bastion built upon a military base with military ideals. The entire city is built for efficiency. The roads are designed with military tactics in mind, maximizing firing arcs to Krebet weapons while crippling outside attacks. Krebet overlaps roads and walkways between featureless buildings; all made of steel and concrete and feel as cold as the souls who run the city. Buildings are dark and lack the beauty of someone with a passion for design.

No vegetation grows naturally. Only artificial foods are sold. Real fruit sell like gold.

Smog covers the sky and acid rains down from above. This is more a curse from the Darklands than anything else, another annoyance of Kreet's locale. However, most vehicles don't operate under the luxury of electricity, still relying on fossil fuels--the only resource Kreet has left--to move around. Ariel vehicles mostly utilize them, trailing plumes of filth behind them. Heavy trucks thunder along pitted roadways while cars battle their way through traffic fumes. All vehicles are, of course, licensed and controlled by the Military. Huge, ugly apartment buildings were thrown up early to keep pace with the rapidly increasing population. However, when that fell off, there was no plan to rebuild these buildings better...and the eyesores remain. Neglect and decay result in many city systems, like lighting, breaking down occasionally.

Industry soon became a priority as Kreet fought to maintain its position in the global theatre...such that it is.

Tech Level: 1

Population: 15 Million

Ruling Body: The Military still run Kreet with an iron claw to this day. There are no free elections, and no freedom of speech. Everyone works for "The Chamber"—Military Commanders elect a Prime Minister. Assassinations do occur but they hardly disrupt the weekly order of events. The new ruler is the same as the last...and they all want more of what they

already have...power. The Chamber has full command and authority over the TRADOC – the Military's name for itself. Mostly everyone else refers to them as the Slavecha.

Religion: None and none allowed.

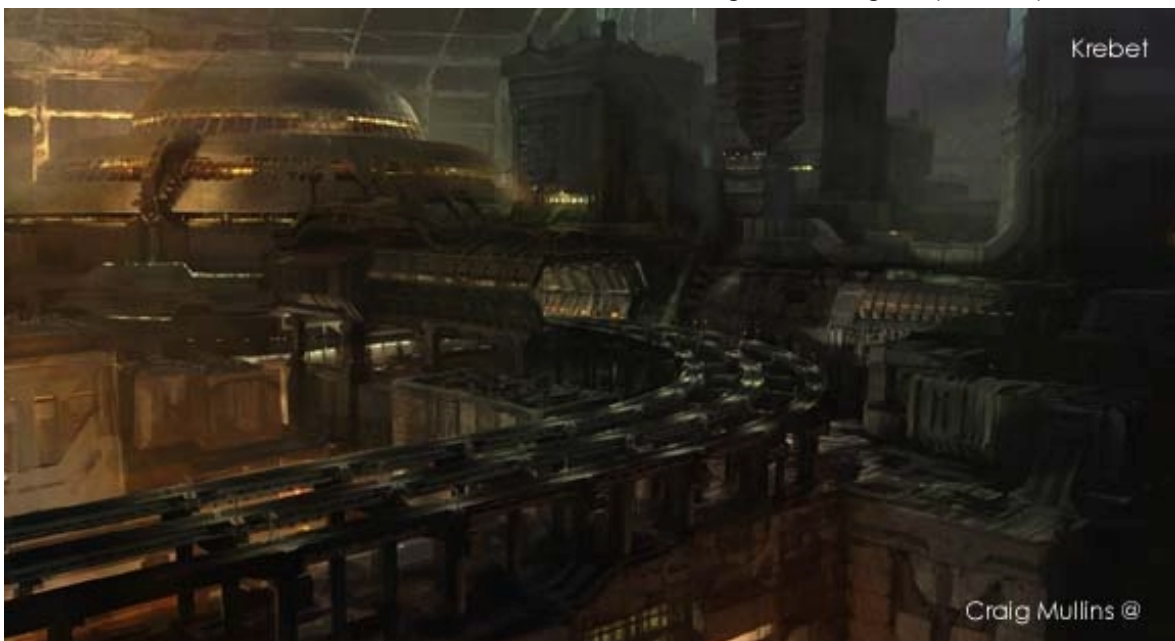
Mankind failed to adjust to the unintended consequences of its imperialism, leading to a drastic alteration in its form of government. The militarism that formed slowly undermined our constitution as well as the very considerable political and human rights its citizens enjoyed. The Kreet republic, of course, has not yet collapsed; it is just under considerable strain as the presidency, and its supporting military legions, undermine its people. However, turning over power to an autocracy backed by military force and welcomed by ordinary citizens because it seemed to bring stability--suggests a possibility of our future...a future we must avoid.

William Moore

The Constitutional Manifesto

Technology: For the oldest Bastion and the most well known, Kreet fell behind quickly and never caught up to the Tech race. With the majority of their scientific minds running to other Bastions and with supplies running low, Kreet's populace found itself forced to rely on older, proven technology. There simply was not enough supplies and power in the city to supply and maintain a high-level superiority army. Kreet flexes its control with the sheer size of its force.

Military: Simply put, Kreet operates the largest standing army on the planet. Not



even the Kobolds have a bigger sustained force of the Slavecha. With every single man, woman, and child of Krebet being drafted for at least 5 years of service in the Slavecha at some point in his or her lives, every one knows how to fire a gun.

The standing army consists of more than 1 Million troops with another 500 000 on call or standby. Add to that another 100 000 militia to be called if needs be. Krebet rolls more than 50 000 tanks, 5 000 aircraft and at least 2 Skimships—massive Land based Aircraft Carriers that lead external forces into battle. Unlike most Bastions, more than half of the TRADOC force is intended for interdiction and front-on invasion. Even though low tech, no other bastion holds a hope to stand up against the massive numbers of the TRADOC. TRADOC, whose extension is no longer known, stood for something once, but has long since been forgotten.

Relations: Only Aviv operates a worse relationship with the outside world. Krebet sows distrust with Samba and Aviv and holds little respect for the Echan kingdom of Svendalino Khay to the South. Krebet considers Shang's inhabitants to be thieves since most of their technology is stolen from them. However, the majority of the abhorrence of Krebet vents to Porto...the brains that got away. Many believe that the growing army of TRADOC holds one

purpose...to walk across a continent and retake what they believe is theirs in Porto: Knowledge centuries earlier. Even though Porto sits centuries ahead of the Krebet in the technology harnessed by their military, Porto simply could not go against an army of Krebet's magnitude.

Racial Traits: Since all Krebet residents MUST be in the general military service for years prior, all Techan PCs taking a Techan class must be at least 20 years old. However, before going into whatever class they pick, the PCs get free the following feats:

ONE OF THE FOLLOWING:

Brawl
Cautious
Deceptive
Personal Firearms Proficiency
Simple Weapon's
Proficiency

AND ONE OF THE FOLLOWING

An Exotic Firearms

Proficiency

Medical Expert@
Surface Vehicle Proficiency

Special Abilities: Fresh meat and produce cost 10 times as much in Krebet than anywhere else. These items are as good as gold in Krebet and those outside smuggling them in (especially fresh fruit and fresh cow and pig meat) get 10 times their value in Krebet. They accept no other UC.