

ADASTRA

NJELEJS



Fearless Goblin Games

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VERSION 1.1

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at www.wizards.com/d20.

DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, D&D 4E Game System License ©2008, 2009 Wizards of the Coast page 3 of 7 written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.

FGG-05 | 32009-CS



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CHAPTER 1 ~ PROLOGUE

"Not only is the universe stranger than we imagine, it is stranger than we can imagine".

-Sir Arthur Eddington

Welcome to the cosmos, ten years after the most horrific era it has ever known, the Fourth Age. Now, the multiverse is in the Fifth Age and attempting to rebuild what was lost. Explore the multiverse at your own risk and discover marvels that the ancient the Kin have left behind. Explore ruins of the now Martyred Gods. Meet fantastic races capable of warping time and space to their will.

This is ADASTRA, where anything can, and has, happened.

This setting is an exercise in contradictions. It is a place where high magic meets super science and becomes something wholly new. It is a place where gods and mortals have both suffered much in the course of the Fourth Age, yet all move on for the promise of a brighter future for all. ADASTRA has a little of something for everyone.

Welcome to the cosmos. Welcome to ADASTRA.

THE RUNDOWN

The cosmos is a massive place.

The cosmos is a big thing, a really big thing. Even before the Primordial Chaos and the Old Ones, there was the multiverse, the cosmos itself. After the battle between the Primordial Chaos and the Old Ones, time and space began and all that we understand as reality began to take shape. The first to be born of this was the Far Realm.

Floating within the Far Realm, a truly maddening place where the rules of matter and energy are difficult to discern, are the points of light known as astraea.

It is within these points of light that all of the combined ordered reality is contained.

Vast nations stretch across many of these astraea, using massive ships to go from one to another, even exploring different worlds within each astraea. Some nations are filled with people of goodness and valor; others are despicable places of ruin and suffering. Each is populated by races of the mundane, but also races of the fantastic and unusual.

This is the true nature of cosmos. Vast, ever-changing, and wholly unpredictable with each point of light holding its own unique gods and customs. After a party enters the cosmos, they will be forever changed by the experience. The troubles and problems of their own home realm and world will seem like nothing on the scale they have just been made aware of.

There are many different universes, or astraea, in the multiverse. Each astraea has a unique history and importance to the rest of the cosmos. Each is a separate universe, and they are all similar, yet different. Sometimes the differences are defining, some have entire populations that exist no place else, and sometimes the difference is one decision made differently by one individual.

There are empires that span hundreds of astraea; there are some astraea at war with other astraea. There are some that are filled with beings of phenomenal power, and there are some that can fit on the head of a pin.

For centuries, many individuals have reached various states of enlightenment. However, some have reached a state of enlightenment well beyond that of others. They are said to awaken into a true understanding of the cosmos. This understanding allows them to become

god-like in many respects, and some have even become gods. These beings have come to be known collectively as the Awakened.

Over the last century, many factions and nations have started to assess the true nature of the Awakened, and three conflicted views about them have formed. While the Awakened cannot be truly dealt with or controlled on any real level, the dubbed Protoawakened are still mortal but have tremendous power. Some groups view them as a threat to their way of life and are hunted down like beasts. Other groups want to collect them and turn them into weapons. Others worship them as gods and will fight and die for them.

The Awakened, up until the Fourth Age, have dealt little with others outside their kin.

WHAT IS IN THIS BOOK?

Contained within this book is everything you need to play in the ADASTRA setting, except for the 4e Core Rule Books by Wizards of the Coast.

This book is filled with story and flavor information that will allow you to begin adventuring in this unique and imaginative setting. There is also a toolbox chapter to allow the DM to incorporate ADASTRA to their current games, or to start a game straight from here.

NUCLEUS

ADASTRA is a living, breathing entity of its own. As more supplements and adventures are added, the cosmos will fill with more flavor and threats that have never been seen before.

This is done using the Elements. This book is called Nucleus because it contains all of the major information that is needed to play in the ADASTRA setting.

CHAPTER 2 ~ THE AGES

"History is a guide to navigation in perilous times. History is who we are and why we are the way we are."

-David C. McCullough

Scholars have commonly divided the history of the cosmos into ages. The races carry their own history and way to measure time, but the current common method is in the Kin Reckoning, or KR. The ADASTRA setting is in the ninth century of the New Kin Reckoning. This calendar was established when highly advanced chronographs were discovered in the Bazaar over eight hundred years ago. The Original Kin Reckoning, the form of measurement the Kin used prior to this discovery, is no longer used by any civilization.

The cosmos, as far back as anyone can tell, has been through five ages. An age is always defined by a major cosmic event. Date notation is usually reckoned by age, such as the tenth year of the Fifth Age (which, by the New Kin Reckoning is in the ninth century).

THE FIRST AGE

Unknown to -645,032,454 NKR

The exact beginning of the First Age is a highly debated topic, further convoluted by the fact that the First Age started before the forging of time and space by the Six Sevens of the Old Ones. The First Age ended when the first mortals appeared.

During the First Age, two major events occurred. The War of Time and Space was fought by the Old Ones and the Primordial Chaos. In it, the Old Ones created time and space as a weapon against the infinite legions of the Primordial Chaos, beating them into submission. The Old Ones, content in their victory, left creation to pursue other goals elsewhere. However, nature abhors a vacuum, and new beings, called gods, would come to fill the role that the Old Ones left behind as the de facto rulers of creation. Over time, the Primordials regained their strength, and would fight for control over time and space with the gods in the War for Creation.

During the War for Creation, the gods created angels for their armies, and the primordials formed archons out of their very essence as counterparts to the angelic force. However, as the fighting continued for countless years, they both grew desperate and created abominations as super-weapons to end the war. One of the abominations in development was a creature known as Erebhar; she was never completed, and was left behind as a puddle of ooze on a forsaken world once the Primordials were eventually defeated.

THE SECOND AGE

-645,032,454 NKR to -274,349 NKR

Near the beginning of the Second Age, a mortal race called the Kin was born. As the Kin started to explore their homeworld, they grew in power. The old gods watched and marveled at the ingenuity of the Kin. Slowly they learned how to leave their world and travel to others using a blend of science and magic. As time stretched on, they mastered both the sciences that hold their ordered reality together, and the magics used to manipulate it.

Eventually, the Kin learned how to leave their home astraea and started to explore all the other realms that filled the multiverse. They even

developed the portaastraea and portaregnum to ease the movement between worlds and astraea.

During their widespread exploration, they discovered an astraea filled with a singular being known as Erebhar. As Erebhar had already consumed her home astraea, including its gods, she had phenomenal power and the ability to create spawn. It was not long before a war erupted as she demanded to be all life in the cosmos.

This War of Darkness, as it came to be known, was long and hard-fought. The Kin were required to change their ways of peaceful exploration to war. This was exceptionally difficult for this gentle people, but with their ingenuity, they were able to create the weapon Telumvalde. Unfortunately, Telumvalde didn't have enough time to fully charge its main weapon before Erebhar learned of its location. She attacked, and Telumvalde was forced to discharge without being at full power. However, the Kin were able to take advantage of the distraction to suppress the awakened and divine sparks that Erebhar had consumed which gave her strength.

With Erebhar suppressed, the Kin had achieved victory, but at a great cost and with a profound realization of the true nature of the multiverse. They became reclusive, cutting themselves off from contact with other beings. In the end, their fear of Erebhar and of chaos itself led them to build a massive device, based on similar devices they used during the war, that would contain and protect their very souls. They would be able to interact and exist as a people, and they would be forever safe from being consumed or destroyed by Erebhar or another force. The Orcaanimus, as it was called, was hidden in a place that the Kin believed no one would ever find, and through the use of marionettes, they were able to interact with the rest of the cosmos at a distance when needed.

THE THIRD AGE

-274,349 NKR to NKR 722

During the Third Age, many civilizations rose and fell. While the Kin walled themselves off and their awe-inspiring civilization seemed to be at its end, different races started to propagate throughout the cosmos. The Kin stayed largely isolated in the Orcaanimus, allowing the other races to develop independent of their influence. These societies and cultures

developed for hundreds of thousands of years, and some had even started to develop before the beginning of the Third Age.

The Third Age has some long and interesting histories from the different races and nations that began to fill the cosmos. That history is recorded within them; however, there are some important notes that must be revealed.

Birth of the Bazaar

NKR 0

One of the first Astraea-faring races, the Erinyes, stumbled across the abandoned husk of Telumvalde. This draconic race, in need of a new homeworld thanks to the ravages of war, settled there, not knowing its true nature. They turned Telumvalde not only into a city, but a bustling trade center the likes of which was never seen across the cosmos. The Erinyes were content to simply have a home and never bothered to christen it, but as other races were invited to trade there, it earned a colloquial name, and soon thereafter came to be known officially as the Bazaar.

Erebhar Reborn

NKR 642

Over the hundreds of thousands of years since Erebhar's defeat, she was slowly able to wear away at the bindings constraining her energies. Eventually, her spark returned to full strength and once again, she was able to stretch out to other astraea. The first was Facundiaplures; with the rich resources there for her consumption, her ability to wage war again was assured.

At first, many nations and factions within the cosmos believed Erebhar to be a simple infestation of oozes, not remembering or knowing of the dangers of so many years past. Most of them did not take the threat seriously until most of their civilization was already being consumed. Finally, in the year NKR 652, the Order of Protected Worlds' Protectorate Guard and their allies, the Combined Xori Dirge, recognized the threat and organized a campaign to regain control of the waypoint of Illidur. The reclaiming of Illidur was a costly venture that gained the Protectorate forces a much-needed foothold in Facundiaplures.

Jal Exodus

NKR 700

A race known as the Jal started to show signs of awakening on a large-scale; while not every jal had the trait, it was becoming evident that this was a very dominant aspect of their development. Word of their peoples' evolution spread and before long all Jal were being targeted as subjects of persecution or subjugation. A large number of nations remembered vividly the recent battles with Erebhar, and were more than willing to forsake common compassion in the name of survival. The Jal began traveling from world to world, astraea to astraea, but they were always eventually found out and would have to move on again.

During their travels, though many wanted them killed or put to use, a few had their understanding. As the Jal migrated, they started to gather those that wanted to learn from them, as well as other non-jal Protoawakened. They formed a migratory Protoawakened culture all their own, dedicated to furthering their understanding of the multiverse and enjoying life to its fullest.

In NKR 723, the Jal and the other Protoawakened suffered their greatest loss and decided to stand their ground.

THE FOURTH AGE

NKR 723 to NKR 840

This, the shortest of Ages, was consumed almost solely by war. Each war a direct result of the last, and so on. The end of the Fourth Age is defined by the return of general peace to the cosmos. Most remember this period as a brutal time of violence and strife, and few have any desire to return to a time such as that.

War of Awakenings

NKR 723 to NKR 725

The Protoawakened had achieved a semblance of peace, their migratory nature having served them well in avoiding conflict and trouble. Unfortunately, this brought them a sense of complacency, and small groups started to break off from the larger group, forming their own migratory cells. Without realizing it, these cells had lost one of their greater defenses: the safety of large numbers.

In NKR 723, a small but ambitious nation by the name of Minos publicly passed a resolution stating that the Protoawakened were not recognized by their government as individuals having rights; their talents and capacity, the Minoan government stated, was a tacit decree by Creation that they were to be used and valued only for their capabilities. The following day, numerous Protoawakened cells were attacked by Minoan forces in a simultaneous coordinated assault. Just over half of them were captured; the others were slaughtered outright.

A few cells managed to fight off this assault, but even they were not without casualties. One of the surviving cells was lead by a man by the name of Kale Arat, whose wife and children had been killed in the attack. A strong leader and a loving husband and father, his outrage mirrored that of the entire Protoawakened culture. He rallied them to his banner, and once again all the remaining Protoawakened gathered, staking claim to the uninhabited astraea Loar Uti. They declared themselves the Awakened Confederacy, and vehemently stated that those not with them were against them, declaring war on any that fit that description. The Awakened Confederacy and their allies, the Order of Protected Worlds and the Combined Xori Dirge, began making assaults of its own, primarily against Minoan colonies, referring to themselves as the Pact. This did not sit well with most of the rest of the civilized nations; to their mind, a powder keg had been lit and needed to be extinguished before blowing up. When their enemies, collectively calling themselves the Union, arrived in Loar Uti, the newly-formed Awakened Confederacy and their allies defended it with unrestrained passion.

Though the Protoawakened fought without hesitation, the Union's numbers were too great for the Pact to hold off indefinitely. Three weeks of ceaseless battle were waged, and at the end, when it seemed as if the Confederacy's lines would break, the Awakened joined the battle, siding with their Protoawakened cousins. The Union was routed from Loar Uti, and the Minoan government was dissolved, its properties divided amongst the Confederacy and the Union as geographically appropriate.

Though the Awakened did not regret their decision to fight, they had interfered in the paths of mortals, and saw the results on their actions clearly etched in the chaos of the abandoned battlefields. They vowed to never interfere again in the affairs of mortals. The Union, over the course of two years of war, had likewise come to understand the breadth of the

power they were dealing with, and unanimously made illegal the experimentation and subjugation of any Protoawakened being.

War of Feeding Begins

NKR 725

Sensing that the mortals were at their weakest, Erebar took her moment of opportunity and renewed her consumption of creation. This sudden attack forced all of the factions that had recently battled so brutally against each other to suddenly fight side by side.

the Kin remained within the Orcaanimus, watching as the others fought off the ancient abomination as best they could. For three years, the Kin bought time with clandestine acts to give the younger races a chance. By NKR 728, they realized that the only way to win was to risk alerting Erebar to their continued existence and actively engage her in battle.

With little warning, the Kin warships and drones, all being controlled at a distance from the Orcaanimus, attacked Erebar directly, assisting the allied forces on the frontlines.

The Gods' War

NKR 737 to NKR 750

While the War of Feeding raged, the Gods watched from their homes, feeling secure in their distance from the fray. Despite their deific intelligence, few of them suspected that one of their own would take the opportunity to turn against them.

In NKR 737, Arkham, the god of chaos and destruction, attacked and slew Oron, the goddess of bravery, cunning, and strategic warfare. The two had always been rivals, each having a domain that was representative of the two sides of violence, but their rivalry had always been backseat to their relationship as fellow deities. Her assassination created a ripple among the Gods and mortals alike as millions of clerics suddenly lost their divine magic. Arkham's campaign did not end there, as his clerics and astral forces waged war on the rest of the Gods and their followers. Many mortals found themselves caught in two separate wars at the same time.

In NKR 743, another goddess was slain as she attempted to protect many of the lesser gods from the battle at hand. The goddess Silvarna, the goddess of darkness and mystery, had been using her influence to shroud the gods who couldn't defend themselves from Arkham's forces. Arkham

attacked Silvarna directly, believing that the key to uncovering the lesser gods was to, eliminate their means of hiding. Silvarna had anticipated this. When she died, her highest cleric, an awakened woman named Nia Jual, immediately ascended to godhood to assume her throne, hiding the lesser gods in a new location. This surprise passing-of-the-torch afforded Nia Jual the opportunity to repel Arkham's assault, scarring him in the process.

Nia Jual immediately granted the prayers of her followers and the followers of Silvarna, but in 748 she also managed to gather the lost clerics of Oron into her fold. Together they formed the Followers of the Martyred. Using the combined prayers of the Followers, Nia Jual was able to allow her new devotees to enter the Astral Sea and assist the good and neutral gods in the suppression of the evil gods that orchestrated the war. By NKR 750, the Followers of the Martyred and the Combined Forces of Light ended the war by forcing the evil gods to surrender. Using her new influence over the Gods, Nia Jual managed to convince her allies to take a more active role in mortal affairs.

War of Feeding Ends

NKR 840

Between NKR 750 and 840, the gods become active participants in the War of Feeding, sending angels and the abominations still under their influence to battle. With these ninety years, pressure was taken off of the Kin so they could finally enact their original plan of firing Telumvalde, known still at that time as the Bazaar.

By NKR 840, the Kin finished their repairs to the super-complex, but the total power was not enough to kill Erebar with the new strength she had absorbed during the War of Feeding; had the Kin been able to fire sooner, they might have been able to destroy her once and for all. Seeing no other solution, the Kin within the Orcaanimus sacrificed themselves to power the weapon by turning the pocket dimension that they had lived in for so long into a power source fed by their souls. In effect, it became a battery, their souls functioning as a series of fuel cells. The weapon finally fired, and when it did, the recoil imploded the artificial astraea that the Bazaar was in.

Everyone across the cosmos knew that the victory they had fought so long for was finally achieved when all of Erebar's spawn, all across the multiverse, suddenly fell dead.

THE FIFTH AGE

NKR 840 to Current

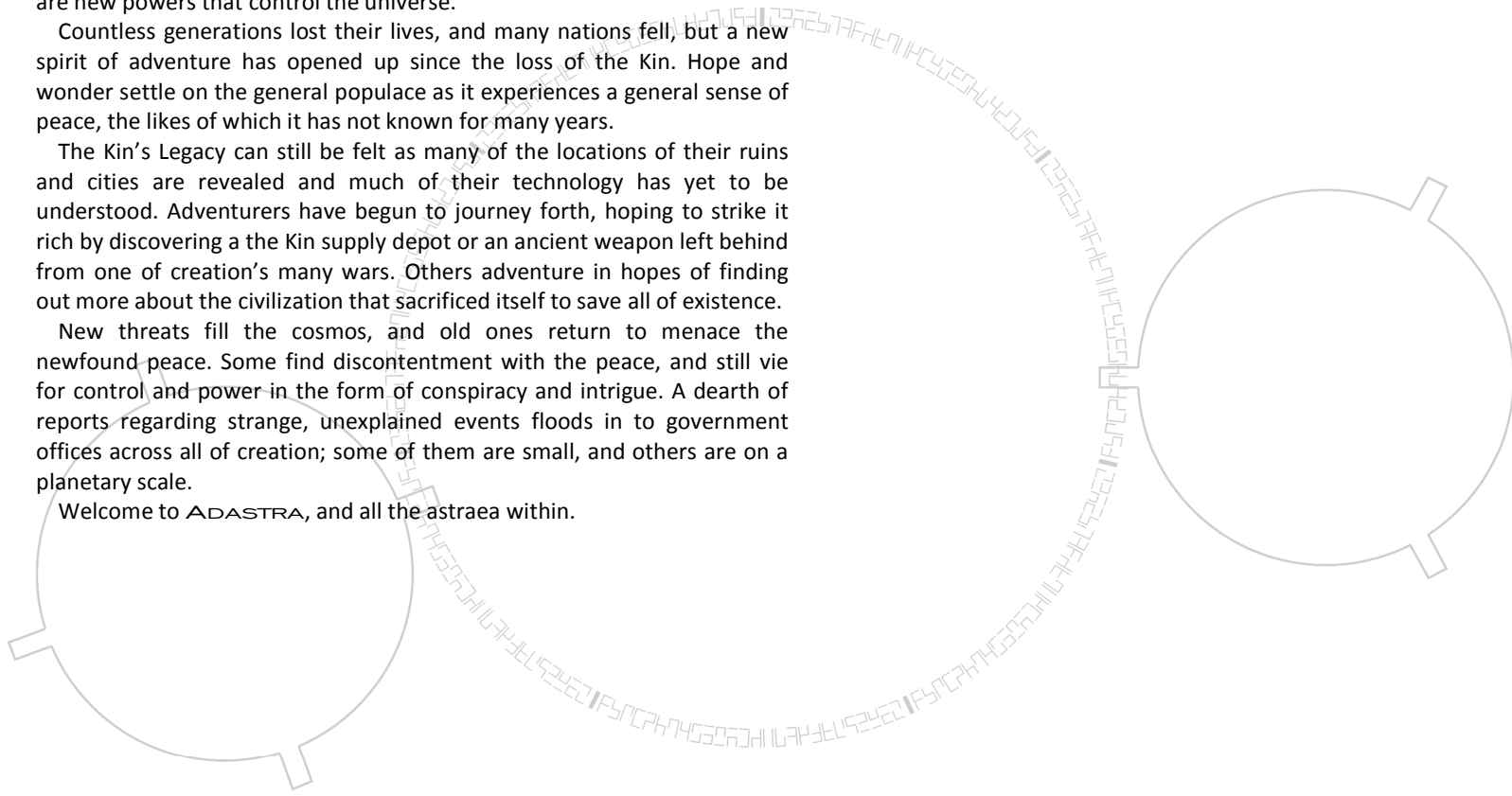
In the Fifth Age, the cosmos is a vastly different place than it was just a short 117 years earlier. Now, in the latter half of the ninth century, there are new powers that control the universe.

Countless generations lost their lives, and many nations fell, but a new spirit of adventure has opened up since the loss of the Kin. Hope and wonder settle on the general populace as it experiences a general sense of peace, the likes of which it has not known for many years.

The Kin's Legacy can still be felt as many of the locations of their ruins and cities are revealed and much of their technology has yet to be understood. Adventurers have begun to journey forth, hoping to strike it rich by discovering a the Kin supply depot or an ancient weapon left behind from one of creation's many wars. Others adventure in hopes of finding out more about the civilization that sacrificed itself to save all of existence.

New threats fill the cosmos, and old ones return to menace the newfound peace. Some find discontentment with the peace, and still vie for control and power in the form of conspiracy and intrigue. A dearth of reports regarding strange, unexplained events floods in to government offices across all of creation; some of them are small, and others are on a planetary scale.

Welcome to ADASTRA, and all the astraea within.



CHAPTER 3 ~ THE SIX

The Six is the common name referring to the six most influential factions that managed to gain control of the cosmos after the Fourth Age.

The Order of Protected Worlds survived the war mostly intact. They now operate as cells scattered across the cosmos with the Protectorate Home Office keeping them organized.

The Savage Xori Dirge was once known as the Combined Xori Dirge, but when the war fully bloomed, the Savage Houses and the Noble Houses began to fight amongst themselves. Eventually, the Savage Houses were victorious, and the remaining loyal Nobles joined the Order of Protected Worlds.

The Republic of the Pure was once part of the Purifiers, under Prophet Azriel Black. After his death in the early days of the war, they distanced themselves from the rest of the Purifiers and declared themselves their own republic.

The Purifiers were once a divided faction of thousands of prophets, each claiming to be the one mentioned in the Articles of Dogma. Until the Fourth Age, they warred constantly amongst themselves, but now there is only one true Purifier faction, unified under a single mysterious prophet.

The Phoenix Empire is a consolidation of many different collapsed nations. This upstart nation has only existed for the last twenty years and was forged in the heat of war.

The Guild Syndicracy was formed to unite guilds in an effort to weather the war relatively intact. The Guild Union itself is the central authority that manages all guilds, and prevents any one guild from gaining dominance and causing a guild war during the reconstruction.

The Awakened Confederacy is sometimes referred to as the Seventh of the Six. While holding as much influence as any other member of the Six, they are isolationists and only allow Protoawakened within their borders. They hold a strong alliance with the Order of Protected Worlds, with whom they have a strong trade alliance.

THE AWAKENED CONFEDERACY

"We are few, but our power is great."

-Guru Vety

Established 732 New Kin Reckoning

As a rule, the Awakened Confederacy never get involved in greater affairs. Just like their Awakened brethren, they choose to be isolated and peaceful.

Awakened Confederacy Lore

A character knows the following with an appropriate skill check.

History DC 15: The Awakened Confederacy was established in response to attacks made against the Protoawakened people. Now they defend their kind from further persecution, and the Confederacy has become a holy land of sorts for those who wish to become full Awakened and achieve a heightened state of being.

There is no de facto leader of the Confederacy itself, but rather a committee that takes the opinion of the Guru into consideration when making decisions. They do not trade or deal in any significant way with any other group other than the members of the old Pact, and even then, only to the extent that the century-old Pact Treaty requires.

Streetwise DC 10: While not necessarily rude, the Awakened Confederacy are known for being cold and distant. Centuries of persecution have made them cautious. If an outsider enters the astraea of Loar Uti, they are commonly under surveillance until they proven that can be trusted. However, anyone who is not Protoawakened will always be watched.

The chances of a non-Protoawakened entering Loar Uti beyond the main gateway terminal are remote without a visa or proof of citizenship. The Protoawakened have taken great pains to ensure that no stray portals or other ports of entry are remaining

BEYOND THE SIX

There are thousands of broken nations that span the cosmos, all of which played important parts to keep the war from destroying their ways of life. There are so many, in fact, that we couldn't possibly go through them all in one chapter.

Settlements and Features

The Awakened Confederacy only controls one astraea and has no official colonies. There are many astraea and colonies that pledge allegiance to the Awakened Confederacy, but are not part of it.

Loar Uti: Capital astraea, population approximately 30 trillion. This astraea was the focus of the two-year-long War of Awakenings. Many Protoawakened travel here to escape persecution or to study with other Protoawakened.

Loar Uti has no major resources other than the mental talents of its denizens.

Namig: The governing council of the Awakened Confederacy is housed on Namig. Also, the house of the current Guru is on Namig, where he or she leads the daily meditations and discussions that happen throughout Loar Uti.

Tuli: Tuli is Loar Uti's main terminal and defense point for incoming travelers and immigrants. The immediate area around the waypoint is defended by satellites, and the Tuli gateway more resembles a heavily armed fort rather than a processing center.

Other Worlds: There are thousands of populated worlds within Loar Uti. The further away each world is from Tuli and Namig, the more each world starts to be populated by single races.

Government

Run by a governing council, the Awakened Confederacy is relatively libertarian and has very few laws that govern the citizens themselves. The Awakened Council mostly governs the Awakened Confederacy Defense Force and the Immigration and Refugee Service.

Plots and Adventure Ideas

- The Awakened Confederacy wants your party to escort refugees to Loar Uti.
- Talks between the Awakened Confederacy and some anti-protoawakened extremists are beginning, they want you to protect the talks.
- Problems between two rival protoawakened factions may break into conflict, find and resolve the source of the conflict.

THE GUILD SYNDICRACY

"Everything and everyone has a cost. We make sure that the cost is fair, but more importantly...

Paid."

-Chief Operations Director, Guild Syndicracy

Established 715 New Kin Reckoning

As the Fourth Age began to shift heavily towards war, most people couldn't see an end in sight. In response, most of the guilds in the cosmos united to create the Guild Syndicracy. Though they have no formal territory or even a government, the Guild's Board of Directors represents each of the different kinds of guilds.

With the guilds united, they were more able to fund and assist individual groups, and, of course, to maximize profits. It was, in effect, a trickle-down system of conglomeration. Prices of certain guild services were raised (some astronomically so), and those extra profits were passed on to the mercenary guilds. The mercenary guilds, in turn, lowered the prices of their services, allowing less-able people and groups to utilize their expertise even though they would never have been able to afford them otherwise. When those people or groups succeeded in their ventures, they were better able to afford the more expensive services further down the road.

In current times, the Guild Syndicracy is often considered a self-serving plutocracy at best; at worst, it is seen as a force to be disposed of, one which brings nothing beneficial to a civilized way of life. This is mostly due to the rate at which costs inflate for their goods and services. There is a saying amongst many of the Syndicracy's members, "Peace is good for business." (There is another saying which is equally popular, "Conflict is good for business.") In contrast to this viewpoint, they were seen as saviors during the war, for their practices allowed even the weakest of nations to survive, even if it was at a price.

Brotherhood of Blood

The Brotherhood of Blood is the official unofficial name for the amalgamated guild of mercenaries. These mercenaries unified their craft and organizations; joined the Guild Syndicracy to aid the less fortunate in their defense during the Fourth Age.

They now fight for the highest bidder, but according to Guild Syndicracy law, they cannot attack fellow guild members. If, at any point, two or more Brotherhood contingents find themselves in opposition to each other, they will at once confer and determine which sponsoring party paid the highest initial sum. All involved Brotherhood members will then aid in the job of that higher-paying sponsor, to ensure success should any other non-Brotherhood forces become involved.

Gold League

The Gold League is the merchant guild within the Guild Syndicracy. While there are thousands of different sub-guilds within the Gold League, the Gold League itself determines how much independence the merchant guilds have. They control most of the cosmos' shipping lanes, and help to determine the final price of goods and services, even those of other guilds.

The Palm

It is not common knowledge that the Fourth Age couldn't have been won without the use of information and artifacts, especially to the extent they were actually employed. That is to say, they were imperative to the war effort, and that necessity was not overlooked by the Guild Syndicracy. The Palm does not exist, and yet without the assassination and sabotage talents of its alleged members, the war would have lasted far longer than it did. Today, they steal secrets, trinkets, and lives for whomever can pay the right price. Or rather, they would, if they existed. Which they don't.

In fact, anyone who proclaim their existence tends to find themselves unable to continue such activities, one way or another.

Smithies' Union

The Smithies' Union is the most established meta-guild in the Syndicracy, and is a guild of craftsmen. During the Fourth Age, the Union subsidized its members and their livelihood, enabling the nations they were a part of

could focus their resources on other important needs. Presently, they help protect their members from exploitation, and, with input from the Gold League, determine the retail costs for the creation of their goods.

ORDER OF PROTECTED WORLDS

"I started fighting because I was told to; I kept fighting because no one told me to stop."

-Anonymous Protectorate Guard Militia Warrior

Established 420 New Kin Reckoning

The Order of Protected Worlds has a long and rich history in the cosmos, and currently controls nearly three thousand astraea. This nation and its allies maintain a strong bond, and will fight any perceived threat to their union.

Order of Protected Worlds' Lore

A character knows the following with an appropriate skill check.

History DC 15: The Order of Protected Worlds was formed originally by the Interastraea Bank, but is no longer affiliated with them, not even for funding. Instead, they have a strong financial arrangement with the Guild Syndicracy. During the war, the Order of Protected Worlds fell under heavy strain from continued hostilities, and almost fell apart until Lordgeneral Arturon Kydeus took control and instituted his *scorched earth* policies. These policies allowed the Protectorate Guard to gain almost complete control of the government systems, with a Lordgeneral as governor of each cell.

After the Fourth Age, the Order of Protected Worlds now operates as independent cells with the Protectorate Guard Home Office dictating policies and laying the groundwork. Citizens within the Order of Protected Worlds still govern themselves as they always have, but their defenses are now more flexible thanks to the new cell system.

As Nullusprimoris is their capital astraea, the Order of Protected Worlds has inherited the majority of the Kin's technology and knowledge. They guard this knowledge and technology as any government would guard their treasury, quite literally. Any library containing information about the

Kin is also a vault, heavily guarded and easily sealed. Despite their protectiveness, they have been known to grant access to those who have proven themselves to be friends of the Order.

Streetwise DC 10: While the Order of Protected Worlds is allies with the Guild Syndicracy and the Republic of the Pure, they are mortal enemies of the Purifiers and have occasional political issues with the Phoenix Empire.

The Order is also known for being meticulous record-keepers, which is perhaps borne out of necessity considering how many astraea they control. They are renowned throughout creation for their accuracy and ability to handle enormous amounts of data. Even the Guild Syndicracy has been known to use the Order's bookkeepers as contractors for their financial records from time to time.

Settlements and Features

The Order of Protected Worlds has so many astraea under its banner that it is nearly impossible to catalog all of them without the massive bookkeeping staff of the Order itself. The astraea which are important to the Order are presented here.

Nullusprimoris: Capital astraea, population approximately 67 trillion. The original capital of the Order of Protected Worlds was the Bazaar, also known as Telumvalde. When the Bazaar's true function was revealed and used, the Bazaar collapsed and Nullusprimoris became the home of many of the Bazaar's residents.

Domusprimoris: The actual seat of the Protectorate Home Office. This world is filled with the technology left by the Kin. Domusprimoris is the closest world to Nullusprimoris' Waypoint and has a pre-existing defense system.

Other Worlds: Most of Nullusprimoris is still being explored by its new population.

Facundiaplures, Resource Hub: Facundiaplures was the astraea where the Facundiaplures Feeding Frenzy occurred in 641. When the Fourth Age ended, it was declared safe again and many immigrated there, looking for work on its farms and in its mines.

Illidur: The world of Illidur is a fortress world near the Facundiaplures Waypoint. It is also the distribution hub for all the astraea's exports and imports. The Governor, Lordgeneral Urik, commands the 45,738th Legion from this world.

Government

The most visible part of the Order of Protected Worlds is the Protectorate Guard. The Protectorate Guard consists of a large variety of races, but all are trained in the art of warfare, a trait which unfortunately makes individual guardsmen somewhat predisposed towards violent solutions for any problem, regardless of how small it is. Furthermore, local cell governments are more likely to use their local Guard legions for any needs, rather than hiring adventuring parties. This does not mean that there is not work to be found.

The entirety of the Protectorate Guard is governed by the Protectorate Home Office, which sends orders and policies down to every Legion's commander. Each Guard Legion operates out of a specific astraea, and the commanders of those legions determine how best to accomplish their assigned tasks. This cell system allows the Guard to be flexible, a precaution in the event that war, such as the devastating wars of the Fourth Age, looms on the horizon once more.

Plots and Adventure Ideas

- The Order recently sent out a team of scientists to investigate a newly discovered set of Kin ruins near the edge of explored Facundiaplures space. Unlike most ruin-excavation missions, the team did not return, and their last known communication showed the team under attack from numerous small grey oozes.
- The Order has heard rumors that a gargantuan celestial being of some kind, possibly representing the Phoenix Empire or the Purifiers, is encroaching on the Order's borders. The Order would rather not send its own troops to investigate, lest the rumors are untrue and the great being is offended by an incursion from official government troops.
- A governor with a reputation for corruption needs to travel off-world and has put out a call for adventurers to escort him on his trip. Unfortunately, this is very insulting to the local legion of the Protectorate Guard, and they have threatened to attack any such caravan, not as a means of vengeance, but to demonstrate their prowess and salvage their pride.

PHOENIX EMPIRE

"Many have fallen, but from the ashes, we rose anew. We will survive, thrive, and reclaim what is rightly ours!"

-Emperor Yalisk

Established 820 New Kin Reckoning

The Phoenix Empire is formed over the remains of several different smaller nations. The empire is relatively young compared to the rest of the Six.

Many nations fell into ruin in the wake of war, and from the ashes arose the Phoenix Empire.

Phoenix Empire Lore

A character knows the following with an appropriate skill check.

History DC 15: Fifteen different and unique nations form the original base of the Phoenix Empire. Other neighboring nations that were about to collapse were eventually conquered and assimilated into the fledgling empire. The nation's strong-armed tactics both on the battlefield and politically have made them the target of ire from many different factions, though its power and influence makes them a needed member among the Six. Emperor Yalisk is said to be a descendant of the Minoan Kings of long ago.

Streetwise DC 10: The Phoenix Empire does not claim to have enemies; however they do seem to have political disputes with the Order of Protected Worlds and territorial disputes with the Purifiers. Their only ally is the Savage Xori Dirge. While the Phoenix Empire officially deplores the actions of pirates, they have been known to make arrangements with privateers and bands of bandits.

Settlements and Features

The Phoenix Empire is vast, almost rivaling that of the Order of Protected Worlds.

Tarl Yan: Capital Astraea, Population Approximately 54 trillion. Most of the worlds here are rich in resources and a large number are habitable.

From here, the Phoenix Emperor commands from his throne with an iron fist.

Everburn: The throne of the empire is on a world known as Everburn, far from the nearest waypoint. From this heavily fortified world, the emperor and senators pass laws and decrees that all in the empire must obey.

Fort Halic: Fort Halic is the gateway world closest to the waypoint. The entire surface of the world has been set up to be a giant weapon capable of destroying most anything that enters Tarl Yan.

Government

Emperor Yalisk runs the entire military of the empire from his throne in Everburn. The senators, representing different parts of the empire, dictate laws and policies. The Emperor has final veto power over anything they present to be law. Because of this, laws are often slow to enact because of the Emperor whims, an inefficiency that has led to some peacetime issues.

The Phoenix Empire's ultimate goal is to claim as much territory as possible. The Empire often encroaches on its enemies' territories, attempting to gain the resources they need to keep expanding, and aiming to become more powerful than any other power in creation.

Plots and Adventure Ideas

- The Phoenix Empire has recruited some adventurers to investigate a possible Kin ruin.
- The Phoenix Empire needs some adventurers to sabotage an Order of Protected World's outpost.
- The Phoenix Empire is hosting some talks with their ally, the Savage Xori Dirge, and wants some adventurers to dig up some harmful information that the Empire can use as leverage.

PURIFIERS

"I am the Prophet of the Articles, the one and true. Fight with me and I will show the way to salvation. Fight against me... and be damned."

-Prophet Alazar Kareem

Established Unknown

Before the Fourth Age, the Purifiers were a militaristic and genocidal faction that followed the Articles of Dogma. During the wars, Prophet Alazar Kareem managed to eliminate most of his rivals. While there are plenty of other rogue Prophets, when most use the term “Purifiers”, it’s the Purifiers of Prophet Alazar Kareem that they are referring to.

Purifier Lore

A character knows the following with an appropriate skill check.

History DC 15: Prophet Alazar Kareem held many successful campaigns against both the Awakened Confederacy and Erebhar. Few have seen Alazar Kareem since the beginning of the Fifth Age, and some are even saying that he has ascended to godhood.

The Purifiers of Alazar Kareem have no allies with any of the other Six or even among the rogue Purifier Prophets. His law is absolute; convert and follow him, or die.

Streetwise DC 10: Prophet Alazar Kareem has been alive for an unusually long amount of time, going so far back so as to coexist during the time of Prophet Azriel Black. His no-tolerance policy has led to the destruction of many cultures and worlds.

Settlements and Features

It is unknown where many of the Purifiers’ settlements are, even to Prophet Alazar Kareem’s devout followers. This is most likely due to his extreme paranoia. Because no one knows where all of his settlements are and his followers are still actively claiming worlds and converting populations, defining the borders of the Purifiers is next to impossible.

The Government

The only laws among the Purifiers are those defined by the Articles of Dogma as interpreted by their Prophet. The Prophet holds absolute rule over all affairs, from the mundane daily to the political affairs of their followers. Some of these tasks are delegated to their apostles.

Plots and Adventure Ideas

- Purifiers have encroached on another faction’s territory, adventurers have been asked to stop them.

- The supposed capital of the Purifiers of Prophet Alazar Kareem has been found. The adventurers have been asked by an anonymous party to investigate and possibly depose the Prophet.
- A rogue Prophet asks for the adventurers help in attacking a stronger Prophet, and the party must now choose between evils.

REPUBLIC OF THE PURE

“Faith as a whole cannot help defend us. We have no god to aid in our time of need. We have each other, we have ingenuity, we have determination, and most importantly, we have understanding. We will prevail!”

-Prophet Azriel Black

Established 720 New Kin Reckoning

The Republic of the Pure follows a combination of the Articles of Dogma and the teachings of the deceased Prophet Azriel Black.

They are a strong nation with many warriors and ships at their disposal. Unlike their Purifier origins, they are neither aggressive nor genocidal.

Republic of the Pure Lore

A character knows the following with an appropriate skill check.

History DC 15: Following the philosophy and teachings of the long deceased Prophet Azriel Black, many of the citizens follow the Articles of Dogma as their base faith, but it is not strictly adhered to.

Taking pride in allowing in refugees from all over the cosmos, they have a large and varied population.

In 716, the Prophet Azriel Black and a small following of Purifiers took up arms to assist the Order of Protected Worlds, defeating Prophet after Prophet and assimilating their forces. Now there are only a handful of rogue Prophets and one last major threat: the Purifiers under the Prophet Alazar Kareem.

Streetwise DC 10: The Republic of the Pure is still strong allies with the Order of Protected Worlds and they have performed many joint ventures. The Republic of the Pure is also well known for taking in the refugees that the Order of Protected Worlds could not.

Settlements and Features

There are seventeen astraea that are part of the Republic of the Pure. Most of them are filled with citizens and refugees, but a few of note are listed below.

Kipa Mar: Capital Astraea; Population Approximately 654 Billion.

Azrithor: The capital world Azrithor is far from the waypoint of the astraea of Kipa Mar. The entire world has turned into a city filled with the homes and families of the administrators and governors, as well as ambassadors and clerics of the Articles of Dogma.

When Prophet Black's apprentice, Thoril, took up his mantle, he introduced the idea of a governing body to remain fair for the influx of refugees. The Trinity Council is filled with the greatest minds and philosophers in their respective areas, also known as the Elders.

The War Council was one of the first to be created, considering the fact that the nation was fashioned by war. They are tasked with maintaining the peace and defense of their people. The Faith Council interprets the Articles of Dogma and creates laws based off of their interpretations. It also responds to the needs of the people, creating laws as problems arise. The Prosperity Council concern themselves with the growth of the nation and the welfare of the people. When law is administered, the Prosperity Council interprets the law and applies it where needed.

Temis: A fortress-world near the waypoint of Kipa Mar. It is capable of bringing massive orbital weapons and ground based weapons to bear at the waypoint to take down any threats.

Tela Vyl: Home of the Clerics.

Temple: The primary fighting force of the Republic of the Pure is their paladins and clerics. The astraea of Tela Vyl has been dedicated to training and building the nation's war-machine, starting with Temple; the entire world has been turned into a processing facility for new recruits, though of course many houses of worship can be found there as well. New members to the faith gain their indoctrination before moving on to more specific training.

Joren: Joren is the main world where the paladins are trained to fight both as foot soldiers and in the mechanized Zealots. The world has a wide variety of terrain from arctic tundra to sweltering jungles.

Qalrym: Qalrym is the main world where the clerics are trained in basic command and in the operation of ships. Massive spaceports and academies are located all over the planet.

Other Worlds: The Republic's colonies are home to many of its refugees, though they also produce food and resources for the military. Some have shipyards and factories that build what's needed for the Republic's people and its military.

The Government

The system that governs the Republic of the Pure is one using the Articles of Dogma as its founding law. Three councils govern most day-to-day issues, such as rule-of-law and negotiations with others outside their borders.

The Republic of the Pure controls seventeen astraea, which, while nowhere the size of their Order of Protected Worlds allies, is enough for their own needs. All manner of races have been known to be members of this great nation; however, the majority are gnolls, hamudon, jal, and tieflings.

Despite being a theocracy, the Republic of the Pure do not interpret their own holy scriptures as literal, but as guides to how to remain pure and strong in your life, as well as how to use that strength to help others become pure as well.

Plots and Adventure Ideas

- The Republic's ally, the Order of Protected Worlds, has requested some assistance on expelling a hostile force from their borders.
- A holy relic is found and the Republic of the Pure, trying to avoid a political incident, they want adventurers to recover it and return it to Azrithor.
- The Republic of the Pure wants some adventurers to help escort some refugees back to their home realm. They do not state why these particular refugees are being turned away; only that they want nothing to do with them, which is rather uncharacteristic for the Republic.

Savage Xori Dirge

“For too long has the scourge called life ruled this universe, polluting and multiplying as a need to ensure its own existence. Tonight we shall sing a dirge, a dirge for the living.”

-Sira La'Thar

Established 776 New Kin Reckoning

Deep in the Third Age, the Savage Dirge was known as the Combined Xori Dirge. It included both the Noble Houses that value life, and the Savage Houses that only used living creatures to their own ends. The Xori themselves were born in a heated war in Sidir Xor between the undead and the living. The xori were created when a prominent living magical researcher fully unraveled the secrets to becoming a lich, discovering a half-state somewhere between living and lichdom. He and his rather large cadre of human apprentices became the undying race now known as the Xori in -121.

They spent all of their energy in creating a super-weapon to end the war, and in -34 the Xori used their weapon to collapse the Shadowfell and the Feywild together. Billions were killed during the collapse and the Dead War ended soon thereafter, with the Xori being victorious, rather than the living or the dead. Their rule began at that point, and they allowed the Noble Houses and the Savage Houses to remain under their banner, lest they be wiped out.

In 776, the Noble Houses left the Combined Dirge, disgruntled and jaded with the obvious undead turn that the Dirge's policies were taking. They sought asylum with the Order of Protected Worlds and were granted amnesty there. The Savage Dirge were all that remained, and their deadly hand was quick to slay any living being left behind, further bolstering their undead ranks.

Savage Xori Dirge Lore

A character knows the following with an appropriate skill check.

History DC 15: The Savage Houses gained control of the Dirge when the Noble Houses joined the Order of Protected Worlds. Lady Sira La'Thar had control of the Savage Houses long before the Noble Houses left, and still reigns in all her undead splendor. She is known for being one of the more terrifying xori alive (so to speak). They have allied themselves with the

Phoenix Empire because of their mutual *dislike* of the Order of Protected Worlds.

Streetwise DC 10: The Savage Dirge does not deal with the living in any real meaningful way. They prefer to surround themselves with undead, finding them more useful. From time to time, various xori clans have been known to take the living as slaves, but this is done more as deprecation to the living in general.

Settlements and Features

Most of the xori population of the Savage Xori Dirge resides within the astraea of Sidir Xor.

Sidir Xor: Capital Astraea, population approximately 87 trillion, all xori or undead. This astraea is dark with worlds, terraformed with powerful magics to block out a good portion of the sunlight. Each world looks similar to one another, having gothic architecture, macabre sculptures, and the like.

The Government

Ruled by a puppet council, the Savage Xori Dirge is actually controlled openly by Sira La'Thar. Her wishes and demands are considered rule-of-law and none who have ever defied her have lived. Laws are swift to pass, and the xori are ruthless in their enforcement. Their foremost proclamation is that no living being is allowed within Sidir Xor.

Plots and Adventure Ideas

- To obviously avoid implication, the Xori demand that you *acquire* a specific item from one of their enemies.
- The Xori want you to infiltrate the Phoenix Empire and attempt to gain any damaging information on the mental state of the Emperor.
- A strange new weapon is rumored on a backwater world within Order of Protected Worlds' controlled territory. They want the party to retrieve it.

CHAPTER 4 ~ DIVINITY

Many gods have risen and fallen in the course of cosmic history.

There are many gods throughout creation. A lot of them are small and insignificant, but a few of the cosmic gods have become fixtures in the history of the realms.

OTHER GODS

There are many gods and goddesses that can be found in the cosmos, but the ones listed above had the most direct impact during the Fourth Age. The rest of the major gods and goddesses in ADASTRA's pantheon are listed in the table below.

THE COSMIC PANTHEON

There are hundreds of different gods, the power and influence of a god is what makes them unique.

All gods are unique across all the astraea, the goddess Feralassa is the same god in all astraea, just as Bane is the same god in all astraea. There will never be multiples of the same gods; however, the same god can appear in multiple places at the same time as a separate facet of the same being.

The gods listed in this pantheon are gods that can be found in any astraea. They do not claim any one astraea their home domain.

Arkham

Bringer of Destruction, The Lucid Plague
Chaotic Evil Greater God

If there is any deity who is feared in the cosmos, it is Arkham. His dogma prescribes chaos, war, destruction and strife at the expense of all other things, especially peace and prosperity. He embodies the worst kind of evil: pure destructive power, and a sane mind to guide his machinations. He has no desires for power or materialism, and neither do his worshippers. The only things they desire are anarchy and misery, and they're generally quite adept at spreading it. For this reason, finding an organized center of worship can be difficult, as many nationalities have laws expressly forbidding his worship and his church.

COSMIC GODS			
Alaura	Unaligned	Greater Goddess	Agriculture
Arkham	Chaotic Evil	Greater God	Destruction and Chaos
Articles of Dogma	Unaligned	Greater God	Strength, Power, and Purity
The Ascended Ones	Unaligned	Lesser Gods	Elements and Natural forces
Avernus	Unaligned	Greater God	Sky and Storm
The Brothers	Good and Evil	Greater Gods	Duality, Magic
Caduceus	Unaligned	Greater God	Travel, Invention, Commerce, and Ingenuity
Feralassa	Unaligned	Greater Goddess	Nature, Mystery, and Stealth
Hawk	Unaligned	Greater God	Technology, Craftsmen, and Artisans
Hearthen	Good	Greater Goddess	Home, Community, and Passage to the afterlife
Kah	Good	Greater God	Hope, Wisdom
Namis	Unaligned	Greater God	Sea and Earth
Nia Jual	Lawful Good	Greater Goddess	Light, Life,
Nymavain	Good	Greater Goddess	Beauty, Unpredictability

Oddly enough, there was a period of time, a few hundred years distant, where Arkham's campaign of discord fell silent. For 50 years, there were no wars in the multiverse; governments functioned without partisan bickering, international relations flourished, and divorce statistics were at an astraea-wide low. As much as he is feared, there are numerous tales regarding the cause of this event, ranging from children's stories to religious parables. Some talk of love, some talk of needed rest, and some tell the tale of his death and resurrection.

During the Fourth Age, he blindsides and assassinates the goddess Oron. Because of this, a war eventually broke out among the gods and chaos reigned supreme.

Articles of Dogma

The Rite of Nusquam, The Absolute Law

Unaligned Greater God

Legend has it that the first true Article is a colossal monolith that was discovered in an ancient ruin eons ago. No one knows where this is anymore, however the first Articles, the holy book, were rubbings from this monolith. The monolith had the power equal to that of a god, and its rubbings and subsequent copies had similar powers. As copies are made from the copies, the power started to wane.

Over the ages, the meaning of the Articles of Dogma has changed between different Prophets of the faith. Now a new more sinister ideal of the Articles belong to groups collectively known as Purifiers. The Purifiers believe the meaning of the ancient creed of purify the weak and empower the strong means to cull the weaker members of the cosmos like you would an ill animal to prevent them from passing their weakness to others and to bolster the power of those willing to take it as a means to prepare the cosmos for the return of Nusquam.

Unlike the faiths that have an actual deity to direct it and provide clarification if needed, the article have no such active being at its core.

The holy symbol of the Articles of Dogma is the words themselves and most would painstakingly inscribe the entire book onto their armor and weapons, or embroider their clothing with its words.

Feralassa

The Untamed Dream, The Guerilla Knight

Unaligned Greater Goddess

Nature is wild and untamed, and so is Feralassa. She is flighty, skittish, and energetic, inspiring the same behavior in those in her domain. All living beings that are incapable of such movement, such as plant life, carry her spirit, even if they cannot cavort as she does. Those who have been fortunate enough to witness her avatar report a wistful and beautiful half-elf half-deer bounding through the woods; it is rumored that her comeliness is second only to that of Nymavain, goddess of love and beauty. Feralassa is one of the few gods or goddesses who have no tales regarding her origin; she simply existed as the world did.

While there is no church per se, there are many organized enclaves of druids, usually having no more than 12 druids and one archdruid. They are generally charged with defending the forest they live in, but are taught to revere all life, not just that in their immediate vicinity. As such, they will only kill if necessary, even when threatened. There are offshoots of Feralassa's worship, however, which vary wildly from the peaceful druids. Small Cults of the Hunt dot the land, organize monthly hunts in which an animal is blessedly chosen and ritualistically hunted and slain. Firearms are forbidden for these events. There is even an annual hunt which is regarded with even greater reverence, and it is said that Feralassa herself appears at the most perfect of these hunts.

During the Fourth Age, Feralassa became a guerilla warrior, using the forces of nature itself to disguise her attacks. Unfortunately, she was physically scarred during the campaign against the evil gods, but she still clings to nature as her source of strength.

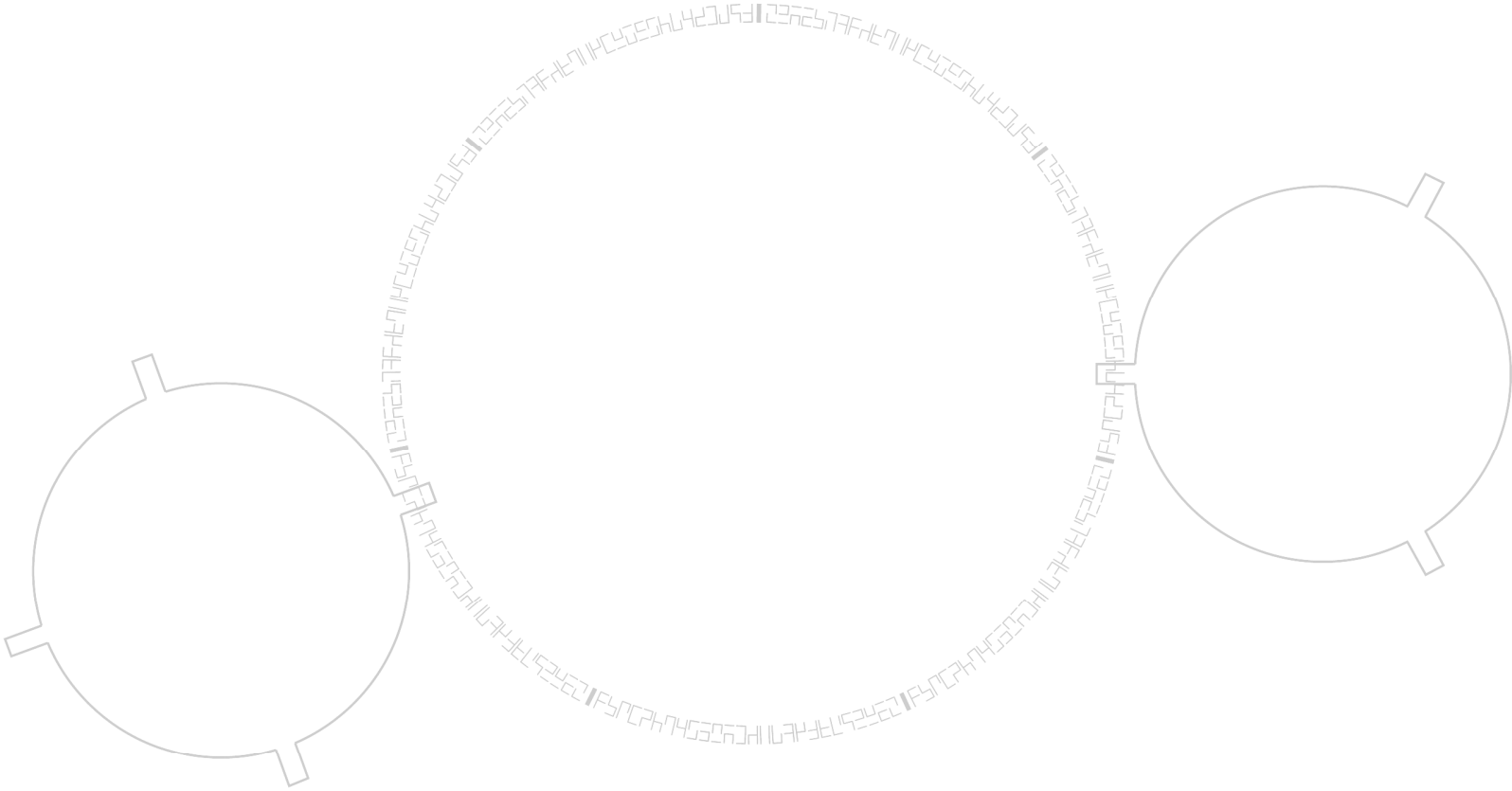
Nia Jual

Speaker for the Martyred, Avenger of the Lost

Lawful Good Greater Goddess

Nia Jual only became a goddess over a century ago, but has garnered a lot of respect from the other gods and mortals alike. Born a mortal jal, she began to awaken at a young age. She began following the church of Silvarna and later awakened. As an awakened being she became the high priestess in Silvarna's charge. During the Fourth Age she helped defend her Protoawakened and Awakened brethren until the beginning of the War of Feeding, noticing that the mortals needed the help of the gods, she found the horrors of the Gods War. After her own goddess has been killed

defending and shielding the lesser gods from the wrath of the evil ones, she ascended to godhood and gathered both the angels of Silvarna and Oron as well as their followers into a powerful fighting force and entered the divine realms to end the Gods War, with the war over, the gods then assisted the mortals in their fight against Erebhar.



CHAPTER 5 ~ JAL

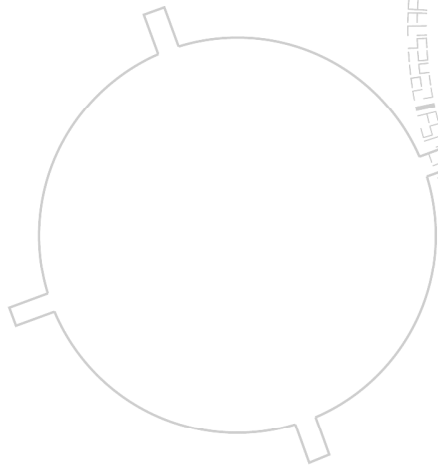
Tall and eloquent, they are filled with old power.

The Jal race is no longer native to any specific astraea; however, the astraea of Loar Uti is considered their home realm.

The race itself is divided between the genders. Male Jal are naturally arcane while the female jal all share a divine bloodline of a long-lost god simply known as the *Progenitor*.

For centuries, the jal have been traveling from astraea to astraea to find a home. Their fledgling power has made them feared and respected across many different realms. Most of the time it was for nought and they would be run off and have to find a new place to rest.

At the end of The Great Roaming the jal and several different races found Loar Uti, an uninhabited astraea with enough resources to start a small homestead, and decided to make a stand.



Average Height: 7'2" – 8'6"
Average Weight: 210lb – 350lb

Size: Medium
Speed: 6 squares
Vision: Glare-vision, Low-light, Darkvision

Language: Common, Kin, and one of your choice
Ancient Legacy [Kin]: You have been greatly influenced by the Kin. Because of that, you are part of their legacy. You count as a Kin for all intents and purposes. Whenever you spend an action point, you gain +2 all your defenses until the end of your next turn.
Glare-vision: You are immune to effects caused by bright light or radiant keywords that impair vision such as blindness.

FEMALE JAL

Ability Scores: +2 Wisdom, +2 Charisma
Skill Bonuses: +2 Religion

Divine Right: You are a cleric for the purposes of feats, paths, and destinies. You may expend half of your healing surges, minimum of one, to recover an expended divine power.
Halo: A glowing aura surrounds you and is especially bright around your head. Anyone within half your level squares of you gains a +1 to saving throws and gains +1d4 temporary hit points when they heal.
Miracle: You have the *miracle* power.

MALE JAL

Ability Scores: +2 Intelligence, +2 Charisma
Skill Bonuses: +2 Arcane

Arcane Blood: You are a wizard for the purposes of feats, paths, and destinies. You may expend half of your healing surges, minimum one, as a standard action to recover an expended arcane power.
Runes: Floating around your body are powerful runes. You may prepare a number of rituals equal to one fourth your level as though they were

scrolls. They are a runic glyph that floats around you. As a standard action, you may use a ritual stored this way.

Blood Boon: You gain the *blood boon* power.

MIRACLE **JAL RACIAL POWER**

Your halo grows bright. Words of the Progenitor cycle though your head. In an outburst you are granted your miracle.

Daily • Divine

Standard Action

Personal

Prerequisite: You must be female

Requirement: You must expend a healing surge, you do not gain any hit points.

Effect: You expend a power you know. You may use a non-feature power from another class that is of the same level as the power you expended.

BLOOD BOON **JAL RACIAL POWER**

All the runes around you glow bright with intention. The spell you unleash is far more powerful than anyone imagined.

Daily • Arcane

Standard Action

Personal

Prerequisite: You must be male

Requirement: You must expend a healing surge, you do not gain any hit points.

Effect: Add a power bonus to your next attack with the arcane keyword that is equal to half your healing surge value. This bonus may be applied to your attack roll, damage roll, or the range of the attack.

The race is divided between the two genders. The female jal was blessed to take on the power of a now long-gone god, while the side effect is nearly pure arcane power in the blood of the males. Throughout their ancient texts, they have been regularly visited by god-like beings later to be identified as the Kin.

Play a jal if you want...

- to be masters of your magical art.
- to be part of a grand legacy.
- to be a member of a race that favors divine or arcane classes.

Physical Qualities

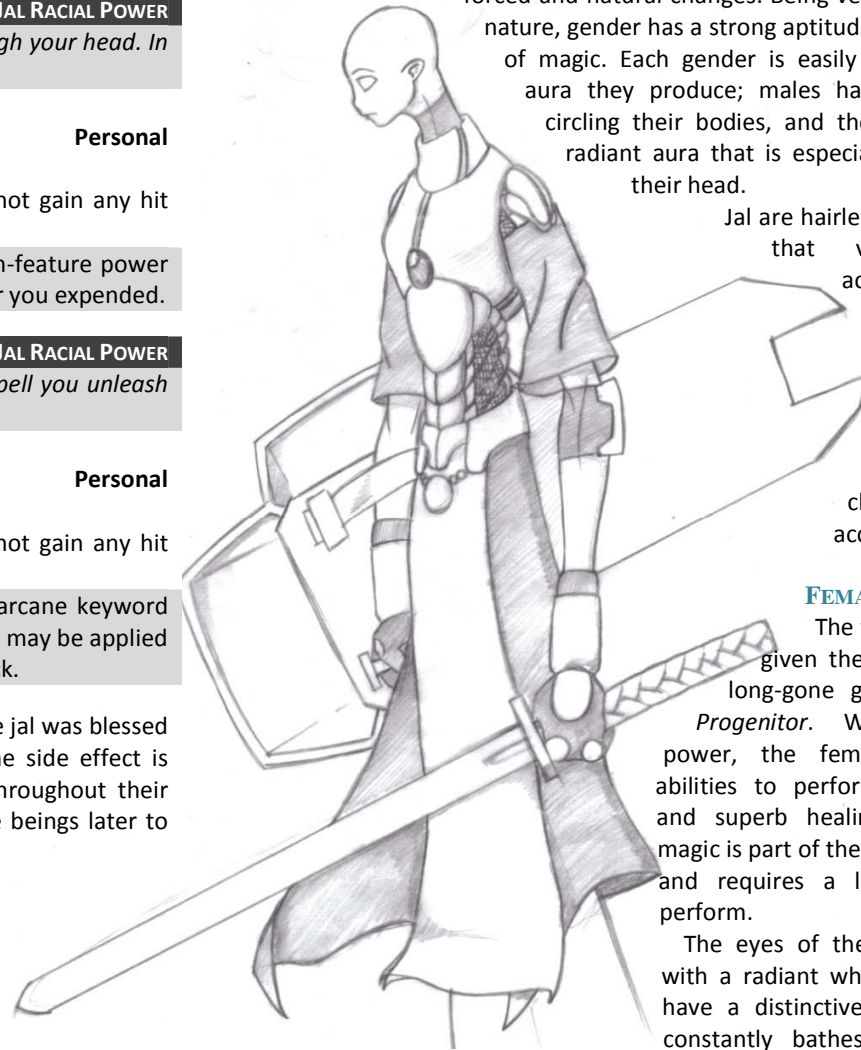
For millennia, the jal body has been going through a combination of forced and natural changes. Being very tall and long by nature, gender has a strong aptitude for specific kinds of magic. Each gender is easily identified by the aura they produce; males have floating runes circling their bodies, and the females have a radiant aura that is especially bright around their head.

Jal are hairless, with large eyes that vary in color according to gender. Their hands only have three fingers. Their skin has the basic ability to change color according to mood.

FEMALE JAL

The female jal were all given the power of a now long-gone god they call the *Progenitor*. With this divine power, the females gained the abilities to perform basic miracles and superb healing abilities. That magic is part of their physical essence and requires a lot of energy to perform.

The eyes of the female jal glow with a radiant white light and they have a distinctive white halo that constantly bathes them in white



light.

MALE JAL

Males of the race were manipulated by the Kin even more than their female counterparts. When the females of the races were given the powers of the *Progenitor*, the males were affected so that they gained a natural aptitude towards the arcane. This allows them to boost their arcane abilities by drawing upon their physical essence.

The eyes of the male jal have a polychromatic glow with runes floating around their body.

Playing a Jal

For centuries, the jal have been growing both physically and culturally towards awakening. Jal are known for their wisdom and intelligence in times of need. For centuries they have been sought after and exploited for their knowledge and power, and because of this, they are raised to be quite reserved.

Being a race of protoawakened, they are powerful but exhibit a talent for restraint. Jal never truly express emotion as most humanoids do, and they strive to never let their emotions guide their decisions. Many see this as though they had no emotion, but they do feel as deeply as any other being.

The difference between the jal genders is academic. Beyond the basic physiological and psychological differences between males and females of any humanoid, they have come to terms with their manipulated state of being (by the *Progenitor* and the Kin), and in fact usually embrace it as a legacy they share and represent.

JAL TRUTH SEEKER PARAGON PATH

The cosmos is veiled in lies, shadowed by ignorance. We will illuminate the darkness with our own discoveries.

Prerequisites: Jal, level 11, Have an awakened spark

The truth seekers seek to unravel the mysteries of the cosmos and the mysteries of their own destiny. Be it becoming closer to the paradigm of the *Progenitor*, or to become closer to the ancient Kin.

PATH FEATURES

Lore Mastery (11th Level): Whenever you have to roll a lore check, you may add half your level to the check.

Awakening (11th level): There is no limit to the number of action points you can spend in an encounter.

Understood Legacy (16th Level): You have a legacy that is unique to most any other race, your own duality.

Female Jal: If you are female, you have a fragment of a divine spark that gives gods their power. Once per day as a free action, you may use *miracle* to mimic a prayer of half your level. This does not expend *miracle*.

Male Jal: If you are male, you are part of a bloodline that has been manipulated by the Kin for centuries. When you use *blood boon*, the effect is equal to half your surge value.

JAL TRUTH SEEKER POWERS

EYE OF THE STORM ATTACK 11

You have a way to see the order in the chaos, and then use it as a weapon.

Encounter • Awakened, Charm

Standard Action **Close Burst** Twice your surge value

Requirement: You must expend two healing surges, do not gain any hit points, and you have an awakened spark.

Target: All creatures within burst

Attack: Charisma vs. Will

Hit: The target cannot perform any attacks rolls until the end of your next turn.

ESSENCE BURN UTILITY 12

Using your own essence, you are able to empower yourself.

At-Will • Awakened

Move Action **Personal**

Requirement: You have an awakened spark

Effect: You may expend a healing surge to gain a action point. You do not heal using the action point in this way.

Focus	ATTACK 20
<i>Your mind attains a level of focus that you can only hold briefly, but to devastating effect.</i>	
Encounter • Awakened	
Standard Action	Ranged 5
Requirement: You have an awakened spark	
Target: One creature	
Attack: Charisma vs. Will	
Hit: 2d12 + Charisma modifier damage. All negative status and ongoing effects are dismissed.	

SCION OF THE KIN EPIC DESTINY

"We changed you, to continue our kind."

Prerequisites: Jal Truth Seeker, Male, Have an awakened spark

You are becoming more like the powerful race that manipulated your forefathers for generations.

REFUSE TO DREAM ANY LONGER!

By refusing to dream any longer, you finish your ascension to full awakening, leaving the mortal realms and exploring the cosmos as it really is. When you reach the true zenith of your understanding of how the cosmos is really put together and with your own focus, able to manipulate the quantum level of all that is, you finally awakened.

You explore the cosmos, attempting to understand the multiverse in an even deeper fashion.

The Long Walk: You now roam from astraea to astraea. You learn everything there is to learn and from this, you gain in power. This long walk across the cosmos will eventually lead you to the Aether, a realm of pure probability and knowledge where matter and intention are one and the same. How long most stay in this journey depends on the awakened themselves; but with time and space no longer a limit to you, achieving a level of immortality that is equal to the gods, you have all of eternity to determine your purpose.

SCION OF THE KIN

Accelerated Boon (21st level): You can use *blood boon* as an encounter power rather than a daily.

Strong Essence (24th level): You gain an additional number of healing surges equal to one fourth your level.

High Runes (30th level): When you prepare your runes, you do not have to pay the material or gold costs.

SCION OF THE KIN POWER

FORM OF THE KIN	UTILITY 26
------------------------	-------------------

You become an example of what the Kin was.

Daily • Awakened

Standard Action **Personal**

Requirement: You have an awakened spark

Effect: Whenever you expend healing surges for any reason, you may regain one arcane power.

SCION OF THE PROGENITOR EPIC DESTINY

"I pass my fading spark to those who loved me, so I may live as they prosper."

-The Progenitor

Prerequisites: Jal Truth Seeker, Female, Have an awakened spark

The power of the *Progenitor* has strengthened within you. This strength has allowed you to step closer to awakening.

REFUSE TO DREAM ANY LONGER!

By refusing to dream any longer, you finish your ascension to full awakening, leaving the mortal realms and exploring the cosmos as it really is. When you reach the true zenith of your understanding of how the cosmos is really put together and with your own focus, able to manipulate the quantum level of all that is, you finally awakened.

You explore the cosmos, attempting to understand the multiverse in an even deeper fashion.

The Long Walk: You now roam from astraea to astraea. You learn everything there is to learn and from this, you gain in power. This long

walk across the cosmos will eventually lead you to the Aether, a realm of pure probability and knowledge where matter and intention are one and the same. How long most stay in this journey depends on the awakened themselves; but with time and space no longer a limit to you, achieving a level of immortality that is equal to the gods, you have all of eternity to determine your purpose.

SCION OF THE PROGENITOR

High Miracle (21st level): You can use *miracle* as an encounter power rather than a daily.

Strong Essence (24th level): You gain an additional number of healing surges equal to one fourth your level.

Defensive Halo (30th level): All you and your allies within your halo gains your wisdom modifier to their defenses.

SCION OF THE PROGENITOR POWER

FORM OF THE PROGENITOR

UTILITY 26

You become an example of what the Progenitor was.

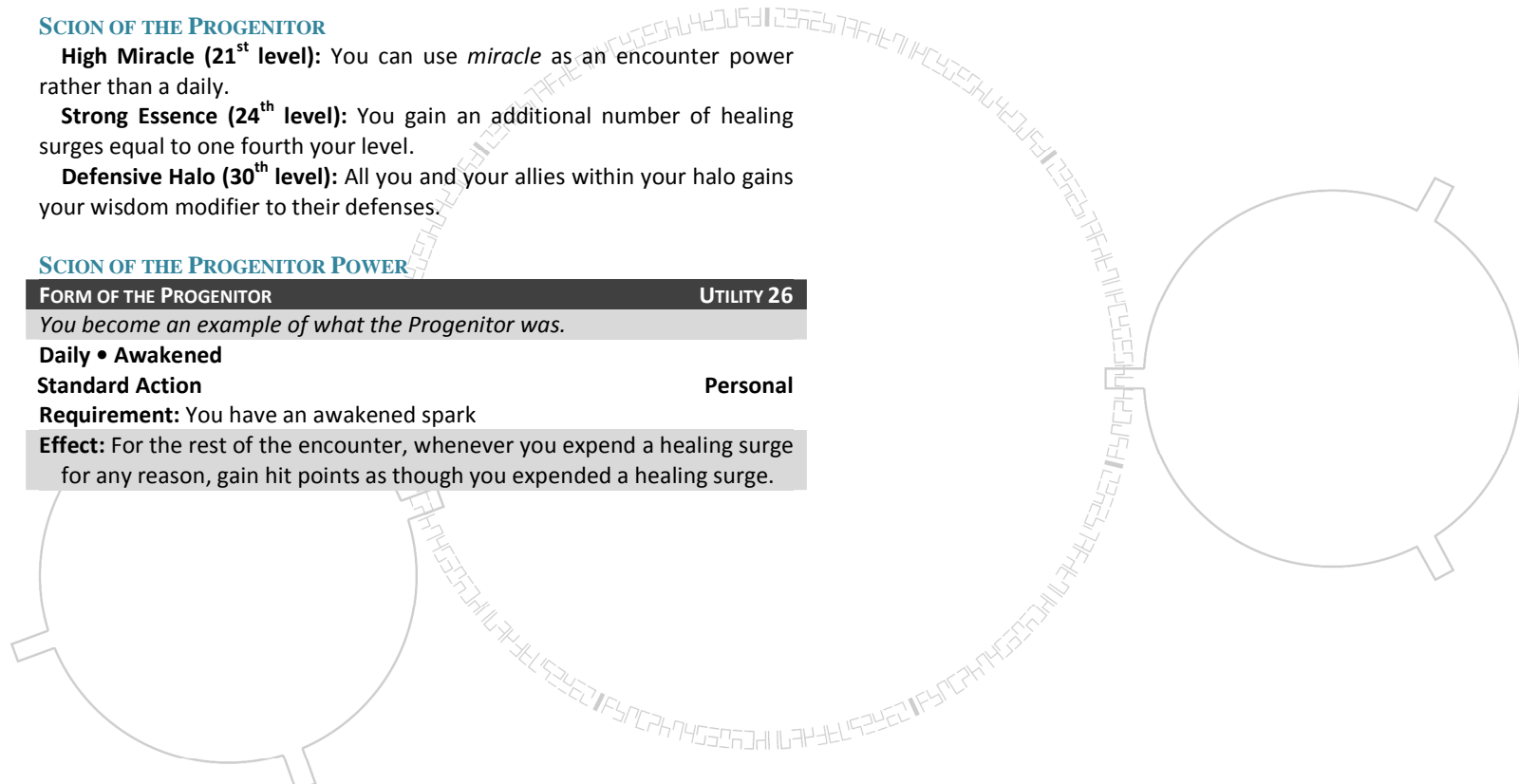
Daily • Awakened

Standard Action

Personal

Requirement: You have an awakened spark

Effect: For the rest of the encounter, whenever you expend a healing surge for any reason, gain hit points as though you expended a healing surge.



CHAPTER 6 ~ FEATS

As time passes, people find that they have more ways to help. New talents form and new illnesses arise.

NEW SKILLS

With the advancement of technology and magic, there has been need for some new skill sets. Here we introduce the new skill of Mechanics.

Mechanics (Intelligence)

The mechanics check is used when dealing with complex uses of technology such as a Kin relic or a matrix. This kind of skill check won't normally be needed if the device is being used as it's meant, however to manipulate an object to do a different task would require this check.

Manipulation at the level that the check allows would require skill challenges, the complexity depends on what tier the item is. Generally, an item that is heroic tier (level 1 to 10) is a skill challenge complexity 1, a paragon tier (level 11 to 20) is a skill challenge complexity 2, and an epic tier (level 21 to 30) item is a skill challenge complexity 3.

Combat Use: The skill challenge complexity increases by one if you are using it in combat..

Mechanics Modifiers: Some equipment will have an enhancement bonus to the mechanics DC itself. This is common for most the Kin relics.

Magic and Wondrous Items: You cannot use mechanics checks to manipulate magical, wondrous items, or constructs unless they have the matrix descriptor.

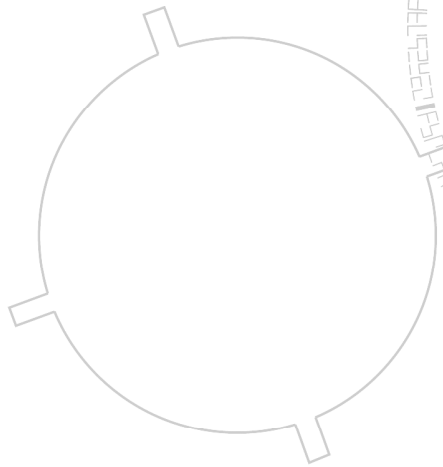
PROGRAMMING

If the device has a matrix, you can attempt to reprogram it to do a different function, or even write new instructions for the device to supplement its systems as long as you are familiar with the instructions it already has.

If the matrix is locked, you can attempt to access it with a jack. Jacking a matrix requires skill challenges, however the DC may change according to the counter-jack attempt.

If the matrix is being jacked, you can counter-jack them. Doing so changes the mechanics DC.

Jack Resistance: Some matrices have a jack resistance which is a modifier to the DC against being jacked. The jack resistance as added to the die roll to counter-jack.



Write Program: Standard action for each roll of the skill challenge.

- **DC:** Heroic Tier, 25; Paragon Tier, 30; Epic Tier, 33
- **Success:** You successfully write a new instruction.
- **Failure:** The program crashes and the matrix is rendered inert. You must repair the matrix to get it functional again.

Jack: Standard action for each roll of the skill challenge.

- **DC:** Heroic Tier, 25; Paragon Tier, 30; Epic Tier, 33
- **Success:** You successfully unlock a matrix to you.
- **Failure:** It remains locked.

Counter-Jack: Standard action for each roll of the skill challenge.

- **DC:** Opposing mechanic checks.
- **Success:** The jack attempt fails..
- **Failure:** The jack attempt succeeds.

REPAIR

You could repair damaged equipment that you are familiar with this check. The complexity can easily vary depending of the sophistication of the item in question.

Repair: Standard action for each roll of the skill challenge.

- **DC:** Heroic Tier, 25; Paragon Tier, 30; Epic Tier, 33
- **Success:** The item is temporarily repaired and will function for the rest of the day. If this was done outside of combat, the item is permanently repaired and took all day to perform.
- **Failure:** The item is damaged beyond repair.

RIG UP

You may attempt to rig together a new device you are familiar with by modifying several different items to build a new device. The device will function for a day without the need for checks to be made again. To rig it together, you must use enough equipment to total the price of the item; the items used are now unusable and would require a repair attempt to get them functional again. One of the items used to make the item in question must have either the same properties or be of the same group.

Rig Up: Standard action for each roll of the skill challenge.

- **DC:** Heroic Tier, 25; Paragon Tier, 30; Epic Tier, 33

- **Success:** You have managed to create the item you were attempting. It will function without issues for one day, afterward, it would require a repair attempt to keep functioning.

- **Failure:** All the items used to create the failed device are damaged and would require repairs.

STUDY

If you are not familiar with how a device functions, you may study it. After you study it, you are familiar with the item to be able to perform the other Mechanics actions.

Study: Standard action for each roll of the skill challenge.

- **DC:** Heroic Tier, 10; Paragon Tier, 22; Epic Tier, 25
- **Success:** You become familiar with the item.
- **Failure:** You require more study of the item, you may attempt to study it again and the DC is lowered by 1 with each attempt.

HEROIC TIER FEATS

Any feat in the following section is available to a character of any level who meets the prerequisites. Heroic tier feats are the only feats you can take if you are 10th level or lower.

Blood Right [Tal]

Benefit: You can call upon the power that is flowing through your veins. If you are female you have access to *touch of light*, if you are male you have access to *soul bolt*.

SOUL BOLT FEAT POWER

You call upon the power that flows from your blood to lash out at your enemies.

At-Will • Arcane, Awakened, Force

Standard Action **Ranged** See Below

Requirement You must expend a healing surge, you do not gain any hit points, and have an awakened spark.

Target: One creature

Attack: Charisma vs. AC

Hit: 1d10 + Charisma modifier force damage.

Special: Increase to 2d10 + Charisma modifier at level 21. The range is equal to the surge value of the healing surge expended.

TOUCH OF LIGHT FEAT POWER

You call upon the power in your blood to heal an injured ally.

At-Will • Awakened, Divine, Heal, Radiant

Standard Action **Melee** Touch

Requirement You must expend a healing surge, you do not gain any hit points, and you have an awakened spark.

Target: One ally

Effect: They regain hit points as though they spent a healing surge.

Special: The target regains an additional 1d8 at level 21.

Changeling [Doppelganger Bloodline]

The union between doppelgangers and other races can have surprising result.

Prerequisites: Not a doppelganger

Benefit: You gain the shapechanger subtype. You qualify for anything that counts as your race and doppelganger.

Combat Paranoia [Illness]

Being on edge for so long, waiting for the next attack, makes you see enemies that may not be there.

Prerequisites: Access to illness feats

Benefit: Every time you succeed a perception check to notice an enemy, gain a paranoia counter. For each paranoia counter you possess, you gain a +1 feat bonus to your perception skill bonus. If you roll a perception check

to look for enemies and there are none present you take a -1 feat penalty for each paranoia counter to your Intelligence, Wisdom, and Charisma based skills until you take a short rest (multiple instances of this will not stack).The paranoia counters are dismissed after an extended rest.

Empower [Tal]

Benefit: You can call upon the power that is flowing through your veins. If you are female you have access to *shield of light*, if you are male you have access to *shape*.

SHAPE FEAT POWER

Calling upon your essence, you reshape your spell to miss your allies.

At-Will • Arcane, Awakened, Force

Minor Action **Personal**

Requirement You must expend a healing surge, you do not gain any hit points, and you have an awakened spark.

Effect: When using an arcane power with an area, you may have a number of squares remain unaffected equal to your Charisma modifier.

SHIELD OF LIGHT FEAT POWER

You use your halo to absorb damage.

At-Will • Awakened, Divine, Force, Radiant

Standard Action **Area** Halo

Requirement: You have an awakened spark

Target: All allies within your halo

Effect: When damage is dealt to you or an ally within your halo, ignore the damage. Each time damage is ignored this way, you lose a healing surge. If you have no healing surges, this effect ends.

Sustain Minor: Effect of the area persists.

Enlightenment [Tal]

Benefit: You may expend a healing surge gaining no hit points. You gain a bonus to your next lore check equal to your surge value.

Fourth Age Veteran

You have fought long and hard in the Fourth Age, and now it shows.

Prerequisites: You must have fought during the last ten years of the Fourth Age.

Benefit: You gain a +1 feat bonus to attack and damage rolls when performing basic attacks. You gain an additional 5 hit points. You also now suffer from issues allowing you access to illness feats.

Heightened Aggression [Illness]

You have been fighting for so long that you start to fight with reckless abandon.

Prerequisites: Access to illness feats

Benefit: Every time you become bloodied, gain an aggression counter (on page 56). You gain a +1 feat bonus to damage rolls for each aggression counter you gain. You take a -1 feat penalty to defenses for every aggression counter you gain. Dismiss two aggression counters every time you take an extended rest.

Jal Instinct [Jal]

Benefit: When selecting your powers of heroic level, you may select powers from a different class. If you are female, you may select cleric prayers. If you are male, you may select wizard spells.

The prayer or spell must be of your level.

Luck

For some reason, you have luck on your side at times.

Benefit: Once per encounter, you may choose to gain a bad luck counter to automatically succeed in a task that requires a die roll. The DM may dismiss one of your bad luck counters to have you automatically fail a task that requires a die roll.

Precision

You hone your accuracy with your weapon to a high degree.

Prerequisites: Weapon Focus

Benefit: When performing a melee basic attack with a weapon in the group you have Weapon Focus with, you gain a feat bonus to your damage roll equal to half of the amount by which you exceed their defense on the attack roll.

War Orphan

Both parents were killed in the heat of war during the Fourth Age. Because of this, you had to learn to fend for yourself.

Prerequisites: You must be level 1 and at least 12 years old to take this feat.

Benefit: Your starting age to adventure is reduced by one quarter (rounded down) of your race's age of adulthood. You also now suffer from issues allowing you access to illness feats.

Special: In most cultures, a war orphan is an adult at this new age, even if they are not yet the age of adulthood.

PARAGON TIER FEATS

Any feat in the following section is available to a character of 11th level or higher who meets the prerequisites.

Copycat [Doppelganger]

As you explore your doppelganger heritage, you start to learn some basic tricks.

Prerequisites: Changeling feat

Benefit: Once an encounter, you may change your appearance to look like someone else of your non-doppelganger race.

Deflect

You have learned through trial and error how to deflect your ally's incoming attacks to hit a specific target.

Benefit: An ally may make a ranged attack roll with a weapon against you. If the unmodified roll is 6 or greater, you may roll a ranged attack roll against another target and must roll equal to or higher than the attack made against you (fully modified). That target grants combat advantage for the purpose of this attack. If you do not roll higher than the attack against you, you are hit instead, but take half damage and suffer no ill effects. If you hit the target, the attack made against you hits your target instead. Range penalties and limitations apply from the attack's original location.

Fortified Soul [Jal]

Benefit: You gain an additional three healing surges.

Glow [Jal]

Benefit: You can call upon the power that is flowing through your veins. If you are female you have access to *extended brightness*, if you are male you have access to *rune burn*.

EXTENDED BRIGHTNESS FEAT POWER

Flavor

Encounter • Awakened, Divine, Radiant

Standard Action

Personal

Requirement You must expend two healing surges, you do not gain any hit points, and you have an awakened spark.

Effect: Until the end of your next turn, the range of your halo is doubled.

RUNE BURN FEAT POWER

flavor

Encounter • Arcane, Awakened

Standard Action

Personal

Requirement You must dismiss a rune, and have an awakened spark.

Effect: You may recover an expended arcane power equal to the level of the ritual tied to the rune you expended.

Jal Compulsion [Jal]

Benefit: When selecting your powers of paragon level, you may select powers from a different class. If you are female, you may select cleric prayers. If you are male, you may select male spells.

The prayer or spell must be of your level.

Lethality

Your precision is so advanced that even while distracted, you can still bring your weapon home.

Prerequisites: Precision, Weapon Focus

Benefit: When using a melee attack power with a weapon in your weapon focus group, you gain a feat bonus to your damage roll equal to half of the amount by which you exceed their defense on the attack roll.

Long-term Mana Exposure [Illness]

Fighting on the battlefield, one never gets exposed to enough mana at one time to cause serious injury, but the long term effects are still noticeable.

Prerequisites: Access to illness feats.

Benefit: When a power with the arcane keyword is used within a range equal to 3 plus the number of exposure counters you possess, you gain an exposure counter. If a power with the arcane keyword hits or misses you, the caster takes damage equal to the number of exposure counters you possess. All of your defenses against powers with the arcane keyword are reduced by the amount of exposure counters you possess. Dismiss all exposure counters when you take a short rest.

Sacrifice [Jal]

Benefit: You can call upon the power that is flowing through your veins. If you are female you have access to *martyr*, if you are male you have access to *blaze of glory*.

BLAZE OF GLORY FEAT POWER

In one burst of emotion, you set the world on fire.

Encounter • Arcane, Awakened, Fire

Standard Action

Close Burst 5

Requirement You must expend two healing surges, you do not gain any hit points, and you have an awakened spark.

Target: All creatures within burst

Attack: Charisma vs. Reflex

Hit: 2d10 + twice your surge value fire damage.

TOUCH OF LIGHT

FEAT POWER

In an act of righteousness, you save your companions from harm.

Encounter • Awakened, Divine, Radiant

Standard Action

Ranged See below

Requirement You must expend two healing surges, you do not gain any hit points, and you have an awakened spark.

Target: Each ally within your halo

Effect: Until the end of the encounter or until you dismiss this power as a minor action, whenever an ally takes damage within range of your halo, you take that damage instead.

Unspoken

You develop a kinship with your party, allowing them to read your body language to know your next action.

Benefit: If you are about to hit an ally that can see you with an attack, they gain a +4 feat bonus to all defenses against that attack. If you are about to be hit by an attack from an ally that you can see, you gain a +4 feat bonus to all defenses against that attack.

Warrior's Calm [Illness]

You only feel calm and collected when in combat.

Prerequisites: Access to illness feats.

Benefit: Whenever you enter combat, gain a calmness counter. While in combat, you gain a +1 feat bonus to saving throws, acrobatics, athletics, and endurance checks for every calmness counter you possess. When out of combat, you take a -1 feat penalty to saving throws, endurance, athletics, and acrobatics checks for every calmness counter you possess. Dismiss all calmness counters when you take an extended rest.

EPIC TIER FEATS

You have to be epic tier or higher to gain epic feats.

Assume Shape [Doppelganger]

After delving even deeper into your doppelganger heritage, you now know how to be like one.

Prerequisites: Changeling feat

Benefit: You may use the power Change Shape at will. Change Shape is detailed in Wizards of the Coast's 4th Edition Monster Manual, in the Racial Traits section.

Assassination

Given the chance, you can almost guarantee a kill strike.

Prerequisites: Lethality, Weapon Focus

Benefit: If you attack a bloodied creature with a weapon in your Weapon Focus group and deal damage with that attack equal to or greater than the defense you are attacking, the target is reduced to 0 hit points.

Battle Weary [Illness]

Near constant battles have made you more cautious in combat.

Prerequisites: Access to illness feats

Benefit: Every time you enter combat, gain a battle counter. For every five battle counters you control, gain a +1 feat bonus to all defenses and a -1 feat penalty to speed to a minimum of 1. Dismiss one battle counter when you take an extended rest.

Dynamic Fighter

Standing still will only get you killed faster.

Benefit: You may spend an action point to split your move action so that you may move before and after your other actions this turn. The total number of squares you move cannot exceed your speed.

High Sense [Jal]

Benefit: If you are female, you can sense the location of any divine character (cleric, paladin, avenger, and so on) within your halo as well as what god they worship. If you are male, you can sense any arcane character (wizard, warlock, sorcerer, and so on) within your Charisma modifier squares.

Jal Desire [Jal]

Benefit: When selecting your powers of epic level, you may select powers from a different class. If you are female, you may select cleric prayers. If you are male, you may select wizard spells.

The prayer or spell must be of your level.

Legendary

You have become legend from the exploits of your party.

Benefit: You may once again add half your level to bluff, intimidate, and diplomacy checks. You are instantly recognizable to most people, and receive a feat penalty equal to your level to bluff checks used to disguise yourself.

Regain [Jal]

Benefit: You may spend an action point and regain two healing surges.

Resurrection Apathy [Illness]

Years of battle has lead to countless resurrections, and a more obvious side effect.

Prerequisites: Access to illness feats and have been resurrected sometime during this tier.

Benefit: When you are resurrected, you gain a resurrection counter. You gain a +1 feat bonus to your defenses and saving throws against fear for every resurrection counter you possess. You gain a -1 feat penalty to your diplomacy, intimidate, and bluff checks for every resurrection counter you possess. Your alignment shifts to unaligned when you control more than 5 resurrection counters. Resurrection counters can only be dismissed by the DM.

Rise and Fall [Jal]

Benefit: You can call upon the power that is flowing through your veins. If you are female you have access to *raise the fallen*, if you are male you have access to *fell the standing*.

FELL THE STANDING FEAT POWER

With the desire to end this battle as soon as possible, you unleash all the power within your body.

Daily • Arcane Awakened Necrotic

Standard Action

Close Burst 20

Requirement You must expend four healing surges, you do not gain any hit points, and you have an awakened spark.

Target: All creatures within burst

Attack: Charisma vs. Fortitude

Hit: The creature becomes bloodied. If they are already bloodied, they take 1d8 necrotic damage.

Backlash: You become disrupted until you take an extended rest.

RAISE THE FALLEN FEAT POWER

Seeing a companion fall, you lay your hands on their body and give them a piece of your life.

Daily • Awakened Divine Radiant

Standard Action

Melee Touch

Requirement You must expend four healing surges, you do not gain any hit points, and you have an awakened spark.

Target: One dead ally

Effect: The dead ally you touch returns to life at full hit points, they do not regenerate any missing body parts or the like. They are disrupted until they take an extended rest.

Backlash: You are disrupted until you take an extended rest.

MULTICLASS FEATS

The multiclass feats presented here belong to actual class in particular.

Phoenix Guerilla [Multiclass Phoenix Guerilla]

"Claim what is ours."

-Command of the Emperor

The fighting forces of the Phoenix Empire is limited. The main fighting force of the entire Empire is their guerillas.

Prerequisites: Pledge loyalty to the Emperor

Benefit: You gain proficiency with firearms and explosives. You gain a +2 to stealth which increases to +3 at level 11 and +4 at level 21.

Phoenix guerrilla isn't an actual class, you use a power swap feat, you may take one of the following powers instead.

AMBUSH

Prerequisites: 4th level, Phoenix Guerrilla

Benefit: You can swap one 3rd-level or higher encounter attack power you know for the *ambush* attack power.

AMBUSH FEAT POWER

Surprise makes even the dullest blade a scalpel.

Encounter • Martial

Standard Action

Melee Weapon

Requirement: Must have concealment from your target and have a surprise action against them.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W]+ Dexterity modifier damage. The target is stunned, save ends.

Special: You may take a full move action before this attack.

TAKE COVER

Prerequisites: 8th level, Phoenix Guerrilla

Benefit: You can swap one 6th-level or higher utility power you know for the *take cover* utility power.

TAKE COVER FEAT POWER

You can strike your foe and get back to seclusion within a blink of an eye.

At-Will • Martial

Immediate Interrupt

Personal

Trigger: You make a successful attack.

Requirement: You must have concealment before the triggering attack.

Effect: You may make a stealth check to regain concealment with a -5 penalty.

MAKE A POINT

Prerequisites: 10th level, Phoenix Guerrilla

Benefit: You can swap one 9th-level or higher daily attack power you know for the *make a point* power.

MAKE A POINT FEAT POWER

You make an attack so horrific that it drives your point home.

Daily • Martial

Standard Action

Melee Weapon

Requirement: You must have concealment before making this attack.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] damage. The target is knocked prone and is stunned. If the target is dropped to 0 or less you may make an intimidation check with a +10 feat bonus against everyone who can see you. You cannot regain concealment until the end of your next turn.

Miss: half damage. The target is not knocked prone or stunned. You cannot regain concealment until the end of your next turn.

Protectorate Warrior [Multiclass Protectorate Warrior]

*"I will War when War
My loyalty will be my weapon
I will Peace when Peace
My loyalty will be my shield
I shall not fear death
My loyalty will be my resolve
My life no longer belongs to me and shall be expendable.
Upon this I vow that I will fight and rest, only when I am ordered to.
I will trust my commander with my life, for victory hinges on my fealty.
For Victory is the Only Option.
For it is Victory or my Death."
-The Oath of Fealty*

You join the ranks of the Protectorate Guard to defend and fight for the mutual defense of all of the Protected Worlds.

Prerequisites: Pledge loyalty to the Order of Protected Worlds

Benefit: You gain proficiency with firearms and explosives. You also gain an ability according to your primary class' role (below). Protectorate Warrior isn't an actual class; when you use a power swap feat, you may take one of the following powers instead.

PAYCHECK

Being a Protectorate Warrior or a Phoenix Guerilla, you are part of a larger organization. This would mean that you would get a steady income rather than just hoping that you have enough gold to get you through your next adventure.

Protectorate Warriors earn a pay of 75 gold per week per tier; however, they must do a sanctioned mission at least once a month to keep their pay.

Phoenix Guerilla earn 50 gold per week per tier; however, they do not have to do sanctioned missions.

Controller's Guile: If your primary class is a controller class, whenever you score a critical hit with a power you may slide the target 1 square.

Defender's Resolve: If your primary class is a defender class, whenever you take ongoing damage you may ignore 1 point of damage from each source. This increases to 2 points at level 11, and then 3 points at level 21.

Leader's Brand: If your primary class is a leader class, with any successful attack against the target, it becomes branded until the end of your next turn. You may only brand 1 creature per turn in this way.

Allies gain a +1 power bonus to attack and damage rolls against the branded target. This increases to +2 at level 11, and +3 at level 21.

Striker's Precision: If your primary class is a striker class, whenever you score a critical hit with a firearm until the end of the encounter, the firearm gains brutal +1. This stacks with each crit.

SUPPRESSING FIRE

Prerequisites: 4th level, Protectorate Warrior

Benefit: You can swap one 3rd-level or higher encounter attack power you know for the *suppressing fire* attack power.

SUPPRESSING FIRE

FEAT POWER

By firing in a wild pattern, you are able to make the enemy duck down and get out of the way.

Encounter • Martial

Standard Action

Close blast 3

Requirements: You must use a firearm with the automatic setting.

Special: You may extend the range by 7 in any one direction.

Target: Each creature within the blast

Attack: Dexterity vs. Reflex

Hit: 1[W] damage and the target cannot make any attack rolls until the end of your next turn.

REFORM THE TROOPS

Prerequisites: 8th level, Protectorate Warrior

Benefit: You can swap one 6th-level or higher utility power you know for the *reform the troops* utility power.

REFORM THE TROOPS

FEAT POWER

Though the battle group is scattered across the field, they become organized with a single command.

Daily • Martial

Standard Action

Close Burst 5

Effect: You may slide all willing allies within the burst up to 3 squares.

POUND

Prerequisites: 10th level, Protectorate Warrior

Benefit: You can swap one 9th-level or higher daily attack power you know for the *pound* attack power.

POUND	FEAT POWER
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This enemy just refuses to be felled until you switch your weapon to automatic fire and convince him otherwise.

Daily • Martial, Reliable, Weapon

Standard Action

Ranged Weapon

Requirements: A firearm with the automatic fire function

Target: One creature

Attack: Dex vs. Reflex

Hit: 3[W] + dexterity modifier damage and the target is knocked prone. You expend 10 shots from your weapon.

Protoawakened [Multiclass Protoawakened]

I see the cosmos for what it really is.

Through years of study, you start to see the cosmos from a new perspective. You start to gain in power while you gain in understanding.

Prerequisite: You must have an awakened spark. If you lose your awakened spark, you lose the benefits of protoawakened.

Benefit: You gain a bonus to your defenses equal to your Intelligence modifier as long as you are not disrupted or wearing any armor; however, you lose and cannot gain any proficiency in armor. When you spend an Action Point, you may also gain a move action as well as a standard action.

SPATIAL EXPANSION

Prerequisites: 4th level, Protoawakened

Benefit: You can swap one 3rd-level or higher encounter attack power you know for the *spatial expansion* attack power.

SPATIAL EXPANSION	FEAT POWER
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With a quick bolt from your hand, space expands for your target.

Encounter • Awakened, Spatial

Standard Action

Ranged 10

Requirement: You have an awakened spark

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier force damage. For only the target, all distances to any point is doubled, requiring them to expend two squares of movement to move one square or expend two squares for one square for ranged and area effects (save ends).

DEFIANCE OF SPACE

Prerequisites: 8th level, Protoawakened, *Spatial Expansion*

Benefit: You can swap one 6th-level or higher utility power you know for the *defiance of space* utility power.

DEFIANCE OF SPACE	FEAT POWER
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In one quick breath, you warp space around you creating a field that defies your enemies.

Daily • Awakened, Spatial

Standard Action

Personal

Requirement: You have an awakened spark

Prerequisite: *Spatial Expansion* attack power.

Effect: Until the end of your next turn, anytime you take damage from an enemy, it is negated. Every time damage is ignored this way, gain an impact counter. At the end of this effect, take damage equal to the number impact counters. All allies adjacent to you also take this damage. Remove all impact counters. This damage cannot be resisted or negated.

SPATIAL COLLAPSE

Prerequisites: 10th level, Protoawakened, *Defiance of Space*

Benefit: You can swap one 9th-level or higher daily attack power you know for the *spatial collapse* attack power.

SPATIAL COLLAPSE FEAT POWER

You choose a point in space and poke a small hole in it, drawing everything around it towards the hole inescapably.

Daily • Awakened, Spatial

Standard Action

Ranged 10

Prerequisite: *Defiance of Space* attack power.

Requirement: You have an awakened spark

Target: One creature or space

Attack: Intelligence vs. Reflex

Hit: 3d8 force damage, and the target is immobilized until the end of your next turn.

Effect: All creatures within range 5 are pulled to the target space. If that space is occupied, they are pulled as close as possible. Each creature that gets pulled this way receives 1d6 per 2 squares they were pulled before they stopped, and is slowed until the end of your next turn.

PROTOAWAKENED PATH AND DESTINY

The classes presented here is the paragon path and epic destiny tied to the Protoawakened multiclass feat.

Epiphany Acolyte

With tighter focus comes stronger reality.

Prerequisites: Protoawakened, *spatial expansion*, *defiance of space*, *spatial collapse*

Manipulation of space is easy and comes in three forms, compressing, expansion, and torsion. An epiphany acolyte learns that those same rules also apply to time.

PATH FEATURES

First Truth (11th Level): Whenever you use a power with the spatial keyword, you gain a temporary action point. At the end of each encounter, you lose all of your temporary action points. You may spend any number of action points in an encounter.

Alternity of Truth (11th level): As an immediate interrupt action, you may spend an action point to add a +2 power bonus to the roll you just made. The DM must tell you whether or not this would change the effect before you spend the action point.

Second Truth (16th Level): Whenever you use a power with the temporal keyword, you gain a temporary action point. At the end of each encounter, you lose all of your temporary action points.

EPIPHANY ACOLYTE POWERS

TEMPORAL DELUGE ATTACK 11

You force your target to move faster and faster through time, unevenly.

Encounter • Awakened, Teleportation, Temporal

Standard Action

Area burst 5 within 10 squares

Requirement: You have an awakened spark

Target: All creatures within burst

Attack: Intelligence vs. Will

Hit: The target gains 3d4 temporal counters. At the beginning of each of your turns, the target takes 1 point of damage per temporal counter they possess and remove one temporal counter.

VELOCITY UTILITY 12

With a mastering of time and space, speed becomes meaningless.

Encounter • Awakened, Temporal

Move Action

Personal

Requirement: You have an awakened spark

Effect: You may shift a number of squares equal to twice your speed. Zone-related triggering effects do not affect you until the end of your turn.

TIME WARP**ATTACK 20***You twist time around a single target undoing what they have done.***Encounter • Awakened, Teleportation, Temporal****Standard Action****Ranged 5****Requirement: You have an awakened spark****Target:** One creature**Attack:** Intelligence vs. Will**Hit:** 2d12 + Intelligence modifier damage. All status effects that the target has caused that are still in effect are removed. Any creature that was dealt damage by the target on its last turn regains hit points equal to the damage the target dealt to them on its last turn (this damage is undone, not healed).

Mortal Awakening

*Time and space have no meaning, neither does order and chaos, matter and energy.***Prerequisites:** Epiphany Acolyte, *time warp*

Not yet immortal like their awakened kin, they are now in the intermediate stage allowing them to alter the cosmos around them, but still bound by those exact rules.

The cosmos is starting open up and the chaos of the Far Realm is starting to show a kind of abstract order. This is the blossoming mind of an awakened. In your ears you can hear whispers of knowledge as you attain a greater understanding of the mechanisms that reality must follow to remain cohesive.

You understand the nature of space, how it can be twisted and stretched and crushed. You understand the nature of time, how it ebbs and flows and distorts. This understanding of time and space allows the awakening to morph and shape reality into what they need, but now, now you are seeing a new depth of reality.

You are seeing and hearing the quantum realm, a realm where existence and oblivion act as one. You see the cosmos now as a set of probability that can be predicted, and like a true awakened, can be manipulated.

As you walk, you can see where you were and where you could be as well as all that you could be doing. All these forms are you, and you will show your foe the true power of this fact.

REFUSE TO DREAM ANY LONGER!

By refusing to dream any longer, you finish your ascension to full awakening, leaving the mortal realms and exploring the cosmos as it really is. When you reach the true zenith of your understanding of how the cosmos is really put together and with your own focus, able to manipulate the quantum level of all that is, you finally awakened.

You explore the cosmos, attempting to understand the multiverse in an even deeper fashion.

The Long Walk: You now roam from astraea to astraea. You learn everything there is to learn and from this, you gain in power. This long walk across the cosmos will eventually lead you to the Aether, a realm of pure probability and knowledge where matter and intention are one and the same. How long most stay in this journey depends on the awakened themselves; but with time and space no longer a limit to you, achieving a level of immortality that is equal to the gods, you have all of eternity to determine your purpose.

MORTAL AWAKENING

Quantum Form (21st level): Whenever you spend an action point, you may choose to go into *quantum form*, becoming a flurry of probability. While in this form, you quantumly-occupy every unoccupied space within a range

PLAYING WITH AWAKENED

While fully awakened characters will almost always be NPCs, a high level protoawakened can cause some power balancing complications.

Just remember, most of the tracking, such as when they use *quantum form* is up to the player so if they forget where they are, they are wherever you want them to be and so on.

MORE ON QUANTUM FORM

Quantum form is rather unusual. Think of it as the character occupies all possible points in space while also occupying none of them at the same time, until proven otherwise by either proving that they are not there, or proving that they are.

Tip: When the space is quantumly occupied, place a token in that space. If you end up occupying that space, you can place the character there and remove the remaining tokens, if you proven not to be there, you can then just remove the token.

equal to your intelligence modifier. If anyone attempts to occupy a space, you choose if you are in that space or not if; if you are you no longer quantumly occupy any space and you only occupy that space, otherwise you no longer quantumly occupy that space. You may take standard actions as if you were in any quantumly-occupied space. You may make opportunity attacks as if you were in any quantumly-occupied space, but you may only do so once per turn. If you move, your *quantum form* range moves with you.

If an attack hits you may make a saving throw. If you succeed, you may choose not to be in that square and the attack automatically misses. Otherwise, you are still hit and your *quantum form* is dissipated and you occupy the space the attack hit.

Your *quantum form* range is reduced by 2d4 at the end of each of your turns, and your *quantum form* is dissipated when the range becomes 0 or less.

Temporal Recovery (24th level): Once per day, you may recover a power of your choice, or an ally may recover a power of their choice.

Third Truth (30th level): If you are targeted by an attack, you may enter *quantum form* and attempt to save against it as in *quantum form* (see above). Your *quantum form* is dissipated at the end of the attacking creature's turn.

MORTAL AWAKENING POWER

UNIFIED WAVE FORM

UTILITY 26

An understanding of the state of reality allows you to hop along its borders at your whim.

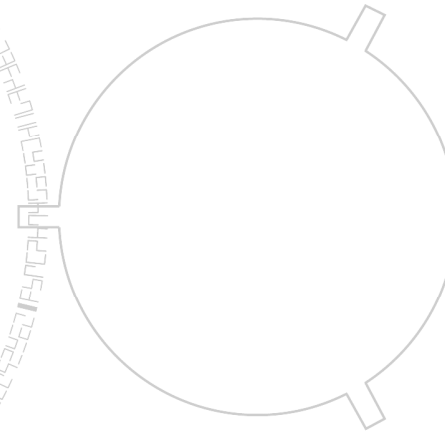
Daily • Awakened

Standard Action

Personal

Requirement: You must be in Quantum Form and have an awakened spark.

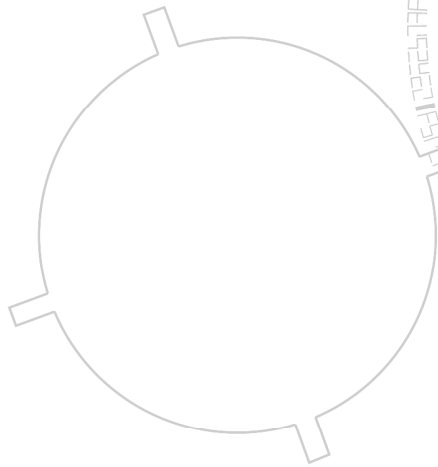
Effect: You may take a standard action, then reduce your Quantum Form range by 2. You may take another standard action; if you do so, reduce your Quantum Form range by 2. You may continue in this fashion until your Quantum Form range is 0 or less.



CHAPTER 7 ~ GEAR

The tools of conquest are similar to tools of defense. It all depends on how you use them.

With all the cosmos open to each other in some form, technology started to get shared. This sharing of technology and magic allows some amazing equipment and gear to be developed.



WEAPONS

When the multiverse is at your fingertips, merchants can get all kinds of goods from across the cosmos. Some cater to the needs of the adventurer and become providers of powerful weaponry.

Firearms

The chaos of the war has enabled great advancements in weaponry, creating devices of great worth and great destruction. Firearms are one of these advancements.

ABLATION

A projectile striking a hard surface, such as chainmail, scale, or plate armor, has only two options: it can penetrate it or disintegrate. Because of this, the projectile ablates or is otherwise destroyed unless it penetrates the armor.

If a target is wearing *heavy* hard armor such as chain, scale, or plate, the energy of the bullet is going to dissipate into the armor first. Hard armor provides a damage reduction equal to its bonus to AC. This is due to the combination of energy being displaced into the armor and the fact that the armor is causing damage to the bullet itself as it passes through.

EQUIPMENT LEVEL

The level of the equipment represents the approximant power of the item itself. This is similar to magic item levels. There is no minimum level requirement to use the equipment.

MORE ON ABLATION

Third Option: While it was stated that a bullet can do one of two things, there is actually a third option. It could impact and stick. For rules simplification we didn't add this fact into it because while bullets can impact hard armor and stick, an arrow can also pierce armor and stay in place. For ease, we rather just allow the bullet through it or to ablate on its surface.

Why not Arrows and Bolts? It isn't really an issue with the projectile more that it's an issue of speed and how much damage the projectile can handle. Arrows and bolts move at high speeds, but not high enough that impact with armor can destroy it. A bullet moving faster than the speed of sound is carrying so much energy that contact with a hard surface will cause it to deform. Ablation, in this sense, is how much that bullet would deform and take away from its ability to deal damage.

MORE ON BURST FIRE

Even though in the real world, burst fire weapons expend between three or four shots. By doing them in clusters of five made it easy to keep track of ammunition while in the heat of combat.

ENCHANTMENT

Firearms can be enchanted, but the enchant costs 10 times what it would on an ordinary weapon, as it has multiple moving parts.

MELEE WITH FIREARMS

Your firearm can be used in melee, but only as a melee basic attack; this attack

has a +2 proficiency bonus if you are proficient in all simple melee weapons. Damage is determined as if it were an improvised weapon. Whenever you make a successful attack in this fashion, roll a death saving throw for your firearm. If, at any point, a firearm has three or more failed death saving throws, it cannot fire until it has been repaired. A successful repair check (DC 25) will remove all death saving throws from a firearm.

FIREARMS							
Name	Prof	Range	Dmg	Load	Ammo	Weight	Cost
LONGARM GROUP							
Assault Rifle	+2	12/120	1d10	Minor	B Cart.	5lb	150g
Mini-Gun	+1	7/70	2d10	Move	B Cart.	20lb	500g
Shotgun	+2	4/40	1d12	Standard	C Cart.	3lb	125g
Sniper Rifle	+3	40/400	2d12	Standard	D Cart.	5lb	200g
Submachine Gun	+1	6/60	1d10	Minor	A Cart.	4lb	125g
HANDGUN GROUP							
Machine Pistol	+1	6/60	1d8	Minor	A Cart.	2lb	100g
Revolver	+1	6/60	1d8	Minor	A Cart.	2lb	50g
Semiautomatic Pistol	+1	8/80	1d8	Free	A Cart.	2lb	75g

ASSAULT RIFLE FIREARM

This longarm has many shapes but they all have a selector switch near the thumb to quickly change it from semiautomatic to full automatic fire.

Lvl 1	+0	150g	Lvl 20	+4	5,859g
Lvl 5	+1	375g	Lvl 25	+5	14,648g
Lvl 10	+2	937g	Lvl 30	+6	36,621g
Lvl 15	+3	2,343g			

Group: Longarm **Enhancement:** Attack and damage
Proficiency: +2 **Damage:** 1d10
Ranged: 12/120 **Load:** Minor
Ammunition: B Cartridge **Magazine:** Box (30)
Property: Brutal 1 **Weight:** 5lb

Fire Modes: This weapon has three fire modes. It takes a minor action to switch between modes.

Semiautomatic Fire: This weapon can fire one cartridge at a time and automatically load the next cartridge available.

Burst Fire: The firearm loads the next cartridge if able. The use of this power expends 5 cartridges of ammunition. If you have less than 5 cartridges remaining, the attack has a -1 penalty for each cartridge below 5 that is not present. This attack used as a ranged basic attack deals 1[W]+Dexterity modifier damage against a single target.

Automatic Fire: The firearm loads the next cartridge if able. The use of this power expends 10 cartridges of ammunition. If you have less than 10 cartridges remaining, the attack has a -1 penalty for each cartridge below 10 that is not present. As a ranged basic attack with two secondary targets adjacent to the primary target dealing 1[W] to each.

MACHINE PISTOL			FIREARM		
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Compact like a handgun, but fires like a submachine gun.

Lvl 1	+0	100g	Lvl 20	+4	3,906g
Lvl 5	+1	250g	Lvl 25	+5	9,765g
Lvl 10	+2	625g	Lvl 30	+6	24,414g
Lvl 15	+3	1,562g			

Group: Handgun **Enhancement:** Attack and damage
Proficiency: +1 **Damage:** 1d8
Ranged: 6/60 **Load:** Minor
Ammunition: A Cartridge **Magazine:** Box (30)
Property: Brutal 1 **Weight:** 2lb

Fire Modes: This weapon has two fire modes. It takes a minor action to switch between modes.

Semiautomatic Fire: This weapon can fire one cartridge at a time and automatically load the next cartridge available.

Automatic Fire: The firearm loads the next cartridge if able. The use of this power expends 10 cartridges of ammunition. If you have less than 10 cartridges remaining, the attack has a -1 penalty for each cartridge below 10 that is not present. As a ranged basic attack with two secondary targets adjacent to the primary target dealing 1[W] to each.

MINI-GUN			FIREARM		
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With rotating barrels, it can fire many cartridges very quickly.

Lvl 1	+0	500g	Lvl 20	+4	19,531g
Lvl 5	+1	1,250g	Lvl 25	+5	48,828g
Lvl 10	+2	3,125g	Lvl 30	+6	122,070g
Lvl 15	+3	7,812g			

Group: Longarm **Enhancement:** Attack and damage
Proficiency: +1 **Damage:** 2d10
Ranged: 7/70 **Load:** Move
Ammunition: C Cartridge **Magazine:** Linked
Property: Brutal 1 **Weight:** 20lb

Automatic Fire: The firearm loads the next cartridge if able. The use of this power expends 10 cartridges of ammunition. If you have less than 10 cartridges remaining, the attack has a -1 penalty for each cartridge below 10 that is not present. As a ranged basic attack with two secondary targets adjacent to the primary target dealing 1[W] to each.

REVOLVER			FIREARM		
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A pistol holding six shots in a cylinder.

Lvl 1	+0	50g	Lvl 20	+4	1,953g
Lvl 5	+1	125g	Lvl 25	+5	4,882g
Lvl 10	+2	312g	Lvl 30	+6	12,207g
Lvl 15	+3	781g			

Group: Handgun **Enhancement:** Attack and damage
Proficiency: +1 **Damage:** 1d8
Ranged: 6/60 **Load:** Minor
Ammunition: A Cartridge **Magazine:** Cylinder (6)
Property: Brutal 1 **Weight:** 1lb

Semiautomatic Fire: This weapon can fire one cartridge at a time and automatically load the next cartridge available.

SEMI-AUTOMATIC PISTOL			FIREARM		
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Using the energy of the pistol's recoil to load the next cartridge.

Lvl 1	+0	75g	Lvl 20	+4	2,929g
Lvl 5	+1	187g	Lvl 25	+5	7,324g
Lvl 10	+2	468g	Lvl 30	+6	18,310g
Lvl 15	+3	1,171g			

Group: Handgun **Enhancement:** Attack and damage
Proficiency: +1 **Damage:** 1d8
Ranged: 8/80 **Load:** Free
Ammunition: A Cartridge **Magazine:** Box (8)
Property: Brutal 1 **Weight:** 2lb

Semiautomatic Fire: This weapon can fire one cartridge at a time and automatically load the next cartridge available.

SHOTGUN			FIREARM		
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Like a small cannon, it fires a large slug or a bunch of pellets

Lvl 1	+0	125g	Lvl 20	+4	4,882g
Lvl 5	+1	312g	Lvl 25	+5	12,207g
Lvl 10	+2	781g	Lvl 30	+6	30,517g
Lvl 15	+3	1,953g			

Group: Longarm **Enhancement:** Attack and damage
Proficiency: +2 **Damage:** 1d12
Ranged: 4/40 **Load:** Standard
Ammunition: C Cartridge **Magazine:** Internal (8)
Property: Brutal 1 **Weight:** 3lb

Pump Action: This weapon requires you to spend a minor action to load the next cartridge to fire.

Ranged Melee: This weapon does not provoke opportunity attacks when making ranged attacks while in melee. This weapon deals double damage against targets within 1 square of you.

SNIPER RIFLE			FIREARM		
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This longarm makes powerful shots at incredible range.

Lvl 1	+0	200g	Lvl 20	+4	7,812g
Lvl 5	+1	500g	Lvl 25	+5	19,531g
Lvl 10	+2	1,250g	Lvl 30	+6	48,828g
Lvl 15	+3	3125g			

Group: Longarm **Enhancement:** Attack and damage
Proficiency: +3 **Damage:** 2d12
Ranged: 40/400 **Load:** Standard
Ammunition: D Cartridge **Magazine:** Internal (4)
Property: Brutal 1 **Weight:** 5lb

Bolt Action: This weapon requires you to spend a move action to load the next cartridge to fire.

Scope: This weapon extends the vision of a character to 500 squares.

SUB-MACHINEGUN			FIREARM		
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Firing in only full automatic, it can fill the air with cartridges.

Lvl 1	+0	125g	Lvl 20	+4	4,882g
Lvl 5	+1	312g	Lvl 25	+5	12,207g
Lvl 10	+2	781g	Lvl 30	+6	30,517g
Lvl 15	+3	1,953g			

Group: Longarm **Enhancement:** Attack and damage
Proficiency: +1 **Damage:** 1d10
Ranged: 6/60 **Load:** Minor
Ammunition: A Cartridge **Magazine:** Box (100)
Property: Brutal 1 **Weight:** 4lb

Automatic Fire: The firearm loads the next cartridge if able. The use of this power expends 10 cartridges of ammunition. If you have less than 10 cartridges remaining, the attack has a -1 penalty for each cartridge below 10 that is not present. As a ranged basic attack with two secondary targets adjacent to the primary target dealing 1[W] to each.

Explosives

Explosives can be as simple as a basic, yet violent, chemical reaction and others can be so complicated that they require magic in their construction. They are single use weapons by their very nature.

BLAST PACK EXPLOSIVE

The satchel has a thin drawstring on the side with a simple message on the top, pull and go boom.

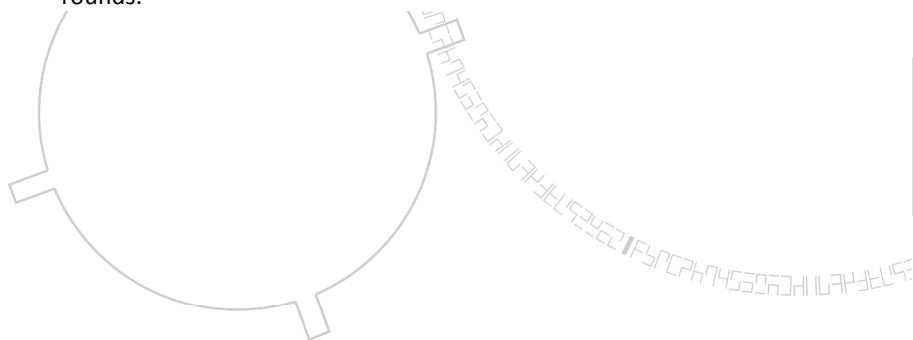
Lvl 1	+1	700g	Lvl 20	+5	27,343g
Lvl 5	+2	1,750g	Lvl 25	+6	68,359g
Lvl 10	+3	4,375g	Lvl 30	+7	170,898g
Lvl 15	+4	10,937g			

Group: Pack **Enhancement:** Damage and burst
Proficiency: +0 **Damage:** 3d12
Ranged: None **Burst:** 20
Target: All creatures within burst **Attack:** Wisdom vs. Reflex
Property: Brutal 1 **Weight:** 10lb

Hit: Enhancement [W] Damage. Push all targets to the edge of the burst.

Miss: Half damage. They may make an acrobatics check DC 20 to ignore this damage.

Timer: This weapon can be set to go off after a number of rounds up to ten rounds.



DEMOLITION PACK EXPLOSIVE

This satchel is similar to its blast pack cousin, but far more powerful.

Lvl 1	+1	1,400g	Lvl 20	+5	54,687g
Lvl 5	+2	3,500g	Lvl 25	+6	136,718g
Lvl 10	+3	8,750g	Lvl 30	+7	341,796g
Lvl 15	+4	21,875g			

Group: Pack **Enhancement:** Damage and burst
Proficiency: +0 **Damage:** 6d12
Ranged: None **Burst:** 40
Target: All creatures within burst **Attack:** Wisdom vs. Reflex
Property: Brutal 1 **Weight:** 15lb

Hit: Enhancement [W] Damage. Push all targets to the edge of the burst.

Miss: Half damage. They may make an acrobatics check DC 20 to ignore this damage.

Timer: This weapon can be set to go off after a number of rounds up to ten rounds.

FLASH-BANG GRENADE EXPLOSIVE

Its loud sound and bright flash allows you to disorient your foe for a moment.

Lvl 1	-0	15g	Lvl 20	-4	585g
Lvl 5	-1	37g	Lvl 25	-5	1,464g
Lvl 10	-2	93g	Lvl 30	-6	3,662g
Lvl 15	-3	234g			

Group: Grenade **Enhancement:** Saving Throws
Proficiency: +2 **Damage:** None
Ranged: 5/10 **Burst:** 3
Target: All creatures within burst **Attack:** Dex vs. Reflex
Property: Brutal 1 **Weight:** 1/2lb

Hit: The target is blinded by a radiant source and deafened by a thunder source. Save ends individually with a penalty to their saving throw according to the enhancement bonus.

FRAGMENTATION GRENADE			EXPLOSIVE		
<i>The explosive fragments the metal casing causing the shrapnel to harm anyone near.</i>					
Lvl 1	+1	25g	Lvl 20	+5	976g
Lvl 5	+2	62g	Lvl 25	+6	2,441g
Lvl 10	+3	156g	Lvl 30	+7	6,103g
Lvl 15	+4	390g			
Group: Grenade		Enhancement: Damage and burst			
Proficiency: +2		Damage: 1d6			
Ranged: 5/10		Burst: 2			
Target: All creatures within burst			Attack: Dex vs. Reflex		
Property: Brutal 1		Weight: 1/2lb			
Hit: Enhancement [W] Damage.					
Miss: Half damage. They may make an acrobatics check DC 20 to ignore this damage.					

FRAGMENTATION MINE			EXPLOSIVE		
<i>This metallic disk is set to explode and shred whoever stood on it.</i>					
Lvl 1	+1	75g	Lvl 20	+5	2,929g
Lvl 5	+2	187g	Lvl 25	+6	7,324g
Lvl 10	+3	468g	Lvl 30	+7	18,310g
Lvl 15	+4	1,171g			
Group: Grenade		Enhancement: Damage and burst			
Proficiency: +0		Damage: 1d8			
Ranged: 5/10 (light thrown)		Burst: 1			
Target: All creatures within burst			Attack: Dex vs. Reflex		
Property: Brutal 1		Weight: 1/2lb			
Hit: Enhancement [W] Damage.					
Miss: Half damage. They may make an acrobatics check DC 20 to ignore this damage.					
Hide: The user of this weapon makes a stealth or appropriate check (dungeoneering if in a dungeon or building, nature if in the wild, and so on). The weapon is hidden using the result of that check.					
Proximity: If a creature gets within 1 square of the mine, it attacks. The user who laid the mine makes the attack roll.					

LIGHT ANTI-ARMOR ROCKET			EXPLOSIVE		
<i>Propelled with a rocket motor, this shaped explosive is meant to penetrate armor.</i>					
Lvl 1	+1	300g	Lvl 20	+5	11,718g
Lvl 5	+2	750g	Lvl 25	+6	29,296g
Lvl 10	+3	1,875g	Lvl 30	+7	73,242g
Lvl 15	+4	4,687g			
Group: Rocket		Enhancement: Damage and burst			
Proficiency: +0		Damage: 1d10			
Ranged: 20/40		Burst: 2			
Target: All creatures within burst			Attack: Dex vs. Reflex		
Property: Brutal 1		Weight: 5lb			
Hit: Enhancement [W] Damage.					
Miss: Half damage. They may make an acrobatics check DC 20 to ignore this damage.					

Direct Hit: If the targeted square is occupied by a creature and the attack hits, that creature is subject to 2[W] damage from the rocket.

Armor Piercing: When attacking a vehicle or object, ignore bonuses to resistances when dealing damage. When attacking a creature, ignore bonuses to resistances that are from armor.

ROCKET PROPELLED GRENADE			EXPLOSIVE		
<i>Propelled with a rocket motor, it carries a warhead similar to that of a grenade.</i>					
Lvl 1	+1	100g	Lvl 20	+5	3,906g
Lvl 5	+2	250g	Lvl 25	+6	9,765g
Lvl 10	+3	625g	Lvl 30	+7	24,414g
Lvl 15	+4	1,562g			
Group: Rocket		Enhancement: Damage and burst			
Proficiency: +0		Damage: 2d6			
Ranged: 20/40		Burst: 2			
Target: All creatures within burst			Attack: Dex vs. Reflex		
Property: Brutal 1		Weight: 5lb			
Hit: Enhancement [W] Damage.					
Miss: Half damage. They may make an acrobatics check DC 20 to ignore this damage.					
Direct Hit: If the targeted square is occupied by a creature and the attack hits, that creature is subject to 2[W] damage from the rocket.					

SMOKE GRENADE EXPLOSIVE

This canister releases massive amounts of smoke in any color you need.

Lvl 1	+0	10g	Lvl 20	+4	390g
Lvl 5	+1	25g	Lvl 25	+5	976g
Lvl 10	+2	62g	Lvl 30	+6	2,441g
Lvl 15	+3	156g			

Group: Grenade **Enhancement:** Duration and Burst
Proficiency: +2 **Damage:** None
Ranged: 5/10 (light thrown) **Burst:** 3
Target: All creatures within burst **Attack:** Dex vs. Reflex
Property: Brutal 1 **Weight:** 1/2lb
Effect: Creatures within the area are blind and have total concealment. The cloud lasts a number of rounds according to its enhancement + 1.

STICKY GRENADE EXPLOSIVE

When this grenade explodes, it covers its victim in a glue-like substance.

Lvl 1	+0	20g	Lvl 20	+4	781g
Lvl 5	+1	50g	Lvl 25	+5	1,953g
Lvl 10	+2	125g	Lvl 30	+6	4,882g
Lvl 15	+3	312g			

Group: Grenade **Enhancement:** DC and Burst
Proficiency: +2 **Damage:** None
Ranged: 5/10 (light thrown) **Burst:** 3
Target: All creatures within burst **Attack:** Dex vs. Reflex
Property: Brutal 1 **Weight:** 1/2lb
Hit: The creature is immobilized. To escape requires an escape check with a DC 15 + enhancement bonus.

STICKY MINE EXPLOSIVE

When this mine detonates, it releases a large amount of glue holding the person in place.

Lvl 1	+0	70g	Lvl 20	+4	2,734g
Lvl 5	+1	175	Lvl 25	+5	6,835g
Lvl 10	+2	437g	Lvl 30	+6	17,089g
Lvl 15	+3	1,093g			

Group: Mine **Enhancement:** DC and Burst
Proficiency: +2 **Damage:** None

Ranged: None **Burst:** 1

Target: All creatures within burst **Attack:** Wisdom vs. Reflex

Property: Brutal 1 **Weight:** 1/2lb

Hit: The creature is immobilized. To escape requires an escape check with a DC 15 + enhancement bonus.

Hide: The user of this weapon makes a stealth or appropriate check (dungeoneering if in a dungeon or building, nature if in the wild, and so on). The weapon is hidden using the result of that check.

Proximity: If a creature gets within 1 square of the mine, it attacks. The user who laid the mine makes the attack roll.

Groups and Properties

With the creation of new weapons comes the creation of new weapon groups and properties.

GROUPS

There are new weapon groups.

Grenade: Grenades hold explosives within a small case. This format is versatile enough to be used to deliver many different kinds of explosives.

Handgun: Any power that will allow the use of a hand crossbow will allow the use of a handgun.

Longarm: Any power that will allow the use of a crossbow will allow the use of a longarm. Longarms are two-handed firearms.

Mine: Mines are meant to sit and wait for someone to trip them.

Pack: A pack explosive, also known as a satchel charge, is an explosive that is put into a bag. When the bag is set down and a pin is pulled, the pack counts down on a timer determined by the one who pulls the pin, and then detonates.

Rocket: Rockets can be fired off the shoulder. Each rocket has a single use tube that once the rocket is launched, is discarded.

NEW PROPERTIES

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon. The box magazine value is the number of shots it can hold. The load property indicates what action is needed to replace the magazine.

Burst: This weapon does damage within the burst radius.

Cylinder: The weapon keeps its ammunition in a cylinder, which is part of the weapon and also serves as the firing chamber for each shot. Unlike box magazines, cylinders cannot be removed and they must be reloaded by hand. The cylinder value is the number of shots in the cylinder can hold.

Internal: Some weapons keep their ammunition in an internal space which must be loaded by hand. The internal value is the number of shots it can hold. The load property indicates what action is needed to replace all the cartridges at once. Anyone wielding an internal weapon may also use a move action to reload one cartridge.

Linked: Some machine guns use linked ammunition. The shots are chained together with small metal clips forming a belt. In military units, the gunner fires while an assistant clips new ammunition belts together, keeping the weapon fed. The load property replaces the link that is loaded into the weapon. Without assistance, a creature may only carry enough linked ammunition to fire for a number of rounds equal to their Strength and Constitution modifiers combined.

AMMUNITION

The ammunition for the weapons presented here comes in cartridges which is a self contained metal casing with a propellant capped with a projectile. Cartridges are normally classified by the barrel diameter they have to fit in as well as the overall size of the cartage, slugs are classified by weight.

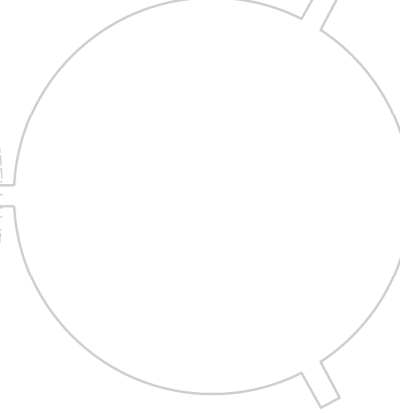
AMMUNITION			
	Type	Quantity per Box	Cost
CARTRIDGE			
	A	100	25g
	B	100	50g
	C	50	50g
	D	50	75g

Special Cartridges

Armor Piercing cartridges have either bullets that are specially hardened and shaped to penetrate hardened armor, or they have a softer outer part with a hardened core.

Either way, they have an Armor Piercing value and this value is how much Ablation the round ignores from the *hard* armor. These price totals are added to the price of the cartridge itself above.

Armor Piercing	Additional Cost
1	+10g
2	+20g
3	+30g
4	+60g
5	+90g
6	+150g
7	+240g
8	+390g



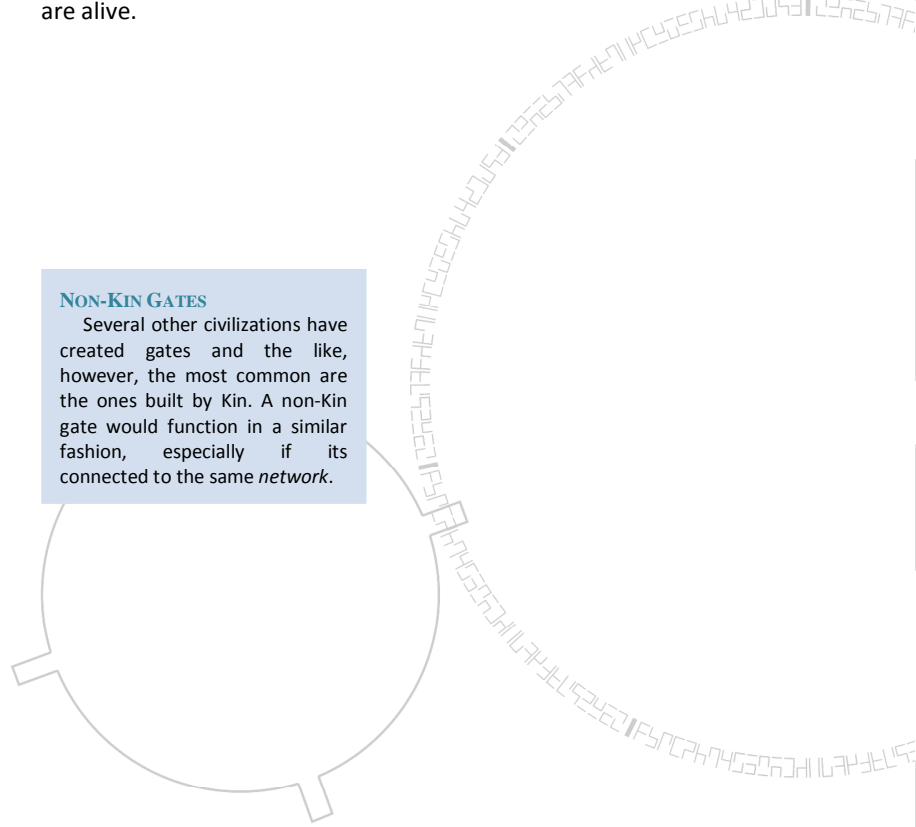
GATES AND PORTALS

While immensely expensive to create, gateways and portals link worlds and astraes together. Because of this, it's more common for people to use established gateways and portals that the Kin has left long ago.

There are two kinds of daises, portaastreae and portaregnum. Both are similar in construction including the fact, like most the Kin technology, they are alive.

NON-KIN GATES

Several other civilizations have created gates and the like, however, the most common are the ones built by Kin. A non-Kin gate would function in a similar fashion, especially if its connected to the same *network*.



GATEWAY DAIS (PORTAASTRAEA) ANCIENT LEGACY [THE KIN]

This huge dais has steps on three sides and a large onyx wall. When the name of another dais is written on the far engraving, you are able to walk through the surface and explore another world.

Epic +20

Group: Portal **Enhancement:** Mechanics DC

Property: Portal, Networked **Weight:** 5,673 tones

Outbound Gate: Once the name of a different gateway anywhere or a portal dais within the same astraes is locked, a single ripple is let loose on its surface and then the near indestructible surface can be walked through. One round later, you will appear through the named gateway dais's surface as long as that gate isn't already active.

Inbound Gate: As long as the gateway dais isn't active, it can accept inbound travellers. The surface will rippled once and a then what was sent through an outbound gateway dais or portal will come through the surface. Normally you cannot tell where the inbound gate is coming from, however, a mechanics check DC 25 (enhancement already included) on a connected matrix interface will allow you to know the name of the connecting dais.

Networked: All gateway daises are linked together. All portal daises in a single astraes are linked to their corresponding gateway dais.

Alive: A gateway dais has 40,000,000 hit points (Bloodied at 20,000,000) and regenerates 100 hp every round back to full. If bloodied, it stops working. If it reaches 0 hit points, it explodes dealing 50,000 to everything within a mile of the dais.

Shielded: The gateway dais has a force shield that protects it from damage. Anytime damage would be dealt, that damage is ignored and the dais gains an impact counter. If it gains more than 1,000 impact counters, the shields burst dealing 1,000 damage to all creatures within one square of it. At the end of each round, it dismisses 50 impact counters.

Aetherportation: The gateway dais doesn't require line of effect to function. All of its teleportation effects function even in zones where normal teleportation does not.

PORTAL DAIS (PORTAREGNUM)**ANCIENT LEGACY (THE KIN)**

This huge dais has steps on three sides and a large onyx wall. When the name of another dais is written on the far engraving, you are able to walk through the surface and explore another world.

Epic +10

Group: Portal

Enhancement: Mechanics DC

Property: Portal, Networked

Weight: 5,673 tones

Outbound Portal: Once the name of a different portal dais or gateway within this astraea is locked, a single ripple is let loose on its surface and then the near indestructible surface can be walked through. One round later, you will appear through the named portal dais's surface as long as that gate isn't already active.

Inbound Portal: As long as the portal dais isn't active, it can accept inbound travellers. The surface will rippled once and a then what was sent through an outbound portal dais or portal will come through the surface. Normally you cannot tell where the inbound gate is coming from, however, a mechanics check DC 15 (enhancement already included) on a connected matrix interface will allow you to know the name of the connecting dais.

Networked: All portal daises are linked together in a single astraea. All portal daises in a single astraea are linked to their corresponding gateway dais.

Alive: A portal dais has 20,000,000 hit points (Bloodied at 10,000,000) and regenerates 100 hp every round back to full. If bloodied, it stops working. If it reaches 0 hit points, it explodes dealing 25,000 to everything within a mile of the dais.

Shielded: The portal dais has a force shield that protects it from damage. Anytime damage would be dealt, that damage is ignored and the dais gains an impact counter. If it gains more than 1,000 impact counters, the shields burst dealing 1,000 damage to all creatures within one square of it. At the end of each round, it dismisses 50 impact counters.

Aetherportation: The portal dais doesn't require line of effect to function. All of its teleportation effects function even in zones where normal teleportation does not.

MANA

Mana is nearly pure magical energy. Arcana in its purest form is highly toxic. Arcane energy is akin to a form of radiation. Many pieces of arcanatechnology uses trace amounts however, some larger pieces such as astraea-drives of some starships uses vast tanks of nearly pure mana to power them. Mana is made by breaking down residuum and extracting its impurities. Mana is stored commonly in two forms, a jelly like liquid or a vaporous gas. One gallon of mana, in either of its forms, contains 100 mana counters (see below). The cost of one gallon of mana is about 3,000 gold.

Mana Poisoning

Exposure to too much mana can be fatal. How dangerous the mana poisoning can be is dependent on the number of mana counters that you gain from the initial exposure.

MANA POISONING**LEVEL 30 POISON [RADIATION]**

Mana poisoning is a form of radiation sickness. A polychromatic haze seems to follow the victim.

Poison No Price

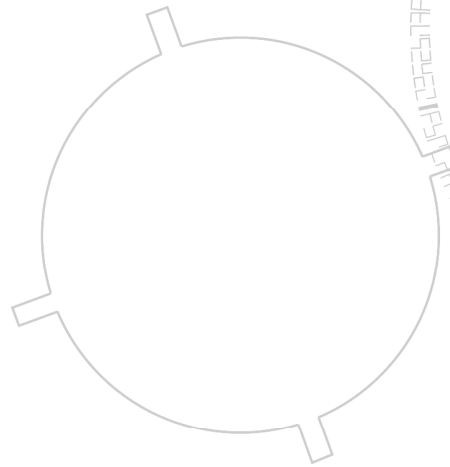
Attack: +35 vs. Fortitude; Gain a mana counter. For each mana counter you possess, you gain a -1 for to your endurance checks. Your highest level non-disrupted power is disrupted. If a power is used and you are the target of it, they are attacked with mana poisoning and gains mana counters equal to the number of mana counters you possess. At the end of each of your turns, anyone who is within a number of squares equal to the number of mana counters you possess becomes a target of mana poisoning.

Special: As long as you have a mana counter, you must roll an endurance check DC 30 after every extended rest. If you succeed, dismiss one mana counter. If you fail, your highest level non-disrupted power becomes disrupted until you no longer have mana counters. Every time you gain a mana counter, take damage equal to the number of mana counter you possess. If you are immune to mana poisoning, you still gain the one mana counter.

CHAPTER 8 ~ THREATS

The Xori are intelligent, cunning, and ruthless. A trio that cannot be overlooked.

The most common foe to most any party is the Savage Xori Dirge. The Dirge has been outlined in Chapter 2.



MONSTERS

They are cunning. The Savage Xori Dirge has many different monsters in their employ to wreak havoc on the battlefield. This doesn't mean that the Xori themselves don't know how to get dirty in combat either.

XORI SERVITOR **LEVEL 2 MINION**
Medium Natural Animate (Undead) XP 31

Initiative +6 **Senses** Perception +0; darkvision

HP 1; a missed attack never damages a minion.

AC 16; **Fortitude** 17, **Reflex** 17, **Will** 11

Immune disease, poison

Speed 4

⊕ **Slam** (standard, at-will)
+7 vs. AC, 4 damage.

Alignment unaligned	Dex 20 (+6)	Languages Xor
Str 20 (+6)	Int 8 (+0)	Wis 8 (+0)
Con 20 (+6)		Cha 8 (+0)

A corpse shambles towards you with blank expression coming from a porcelain mask.

XORI LABORER **LEVEL 3 BRUTE**
Medium Natural Animate (Undead) XP 150

Initiative +4 **Senses** Perception +0; Darkvision

HP 56, **Bloodied** 28; see also *zombie weakness*

AC 15; **Fortitude** 19, **Reflex** 16, **Will** 12

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 4

⊕ **Slam** (standard, at-will)
+6 vs. AC; 1d6+3 damage

Zombie Weakness

Any critical hit to the zombie reduce it to 0 hit point instantly.

Alignment unaligned	Dex 16 (+4)	Languages Xor
Str 22 (+7)	Int 8 (+0)	Wis 8 (+0)
Con 16 (+4)		Cha 8 (+0)

A corps slowly moves towards you, its pockets are filled with random tools.

Servitor and Laborer Tactics

Servitors and Laborers are not built for combat, but they will fight if they are commanded to by the xori that owns them. Their tactics are fairly strait forward, they will get into melee with whomever is the closest at the time and start to use their slam attack.

XORI DREADKNIGHT LEVEL 5 SOLDIER

Medium Natural Humanoid (Undying, Xori) XP 200

Initiative +8 **Senses** Perception +2; darkvision 12 squares
Dispersion Field (Force) aura 1; Resist 5 all damage. Every time damage exceeded 5, the dispersion field gains an impact counter. If they have more than 3 impact counters, the dispersion field is disabled and suppressed.

HP 60, **Bloodied** 30

AC 21; **Fortitude** 18, **Reflex** 18, **Will** 15

Resist 3 necrotic, see *dispersion field*; **Vulnerable** 5 radiant

Saving Throws +2 against ongoing damage

Speed 6

⚡ **Dark Desire** (standard, encounter) • **Heal, Necrotic**
 +12 vs.AC; 1d6+4 necrotic damage; heal hit points equal to the damage dealt this way.

⚔ **Longsword** (standard; at-will)
 +12 vs. AC; 1d10+4 damage.

☄ **Plasma Pistol** (standard; at-will) • **Fire, Lighting**
 Ranged 10; +12 vs. AC; 2d8+4 fire and lighting damage.

Alignment Evil	Languages Common, Xor		
Str 18 (+6)	Dex 18 (+6)	Wis 10 (+2)	
Con 12 (+3)	Int 10 (+2)	Cha 10 (+2)	

Don in full armor, it is hard to make out the face of your attacker.

Dreadknight Tactics

A Dreadknight rarely enters combat on their own and would employ teamwork to take down the bigger threats first. They prefer to stay out of melee and target the opposing strikers and controllers with their plasma pistol, but if engaged, they will use their longsword to avoid drawing opportunity attacks. They wait to use *dark desire* until they are finally bloodied, and only if they are in melee already.

XORI BRUTE LEVEL 8 BRUTE

Large Natural Animate (Undead) XP 350

Initiative +9 **Senses** Perception +3; darkvision
Dispersion Field (Force) aura 1; resist 5 all damage. Every time damage exceeded 5, the dispersion field gains an impact counter. If they have more than 2 impact counters, the dispersion field is disabled and suppressed.

HP 110, **Bloodied** 55; see also *zombie weakness*

AC 20; **Fortitude** 21, **Reflex** 21, **Will** 16

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 5

⬇ **Beat Face** (standard, at-will)
 +11 vs. AC, 1d8+5 damage. On a crit, the xori brute deal 3d8+15 instead.

⬇ **Necrotizing Bite** (standard, at-will) • **Necrotic**
 +9 vs. Fortitude; 2d8+5 necrotic damage. The target takes ongoing 6 necrotic damage.

Zombie Weakness
 Any critical hit to the zombie reduce it to 0 hit point instantly.

Alignment Unaligned	Languages Xor	
Str 20 (+9)	Dex 20 (+9)	Wis 8 (+3)
Con 20 (+9)	Int 8 (+3)	Cha 8 (+3)

This large mass of writhing muscle starts to move towards the closest enemy, trailing the gore of the last victim from its knuckles.

Brute Tactics

They are built to fight and keep fighting. Normally they are being commanded by a xori. Their major goal is to use *beat face* until their opponent is a bloody pulp. The normal use of brutes are to send them in and have them start with *necrotizing bite* to start to weaken the defender they happen to be fighting at the time and then continue to use *beat face*. If a striker or controller manages to get close enough, it will use *necrotizing bite* on them and then continue taking on the defender.

XORI ARCANIS	LEVEL 10 CONTROLLER	
Medium Natural Humanoid (Undying, Xori)	XP 500	
Initiative +4	Senses Perception +5; darkvision 12 squares	
Dispersion Field (Force) aura 1; Resist 5 all damage. Every time damage exceeded 5, the dispersion field gains an impact counter. If they have more than 3 impact counters, the dispersion field is disable and suppressed.		
Bolster Undead (Necrotic) aura 3; undead within the aura gains a +1 to attacks and damage, and a +2 to all defenses.		
HP 100, Bloodied 50		
AC 24; Fortitude 19, Reflex 19, Will 23		
Resist 6 necrotic, see <i>dispersion field</i> ; Vulnerable 5 radiant		
Saving Throws +2 against ongoing damage		
Speed 6		
↓ Dark Desire (standard, encounter) • Heal, Necrotic		
+12 vs.AC; 1d6+4 necrotic damage; heal hit points equal to the damage dealt this way.		
⚔ Rot (standard, at-will) • Necrotic		
Ranged 10; +14 vs. Fortitude; 2d6+5 necrotic damage.		
⚔ Twist (standard, encounter) • Necrotic, Psychic		
Close Burst 3; +12 vs. Will; living creatures within burst takes 4d10+5 necrotic and psychic damage, they are stunned (save ends).		
Alignment Evil		Languages Common, Xor
Str 8 (+4)	Dex 8 (+4)	Wis 10 (+5)
Con 12 (+6)	Int 12 (+6)	Cha 20 (+10)
<i>A dark hood casts a shadow over a majority of its face, but you can still see the semi-mummified jaw of your attacker.</i>		

Arcanis Tactics

Many xori become Arcanis on their path to becoming a powerful mage. They normally allow others under their command be in melee while staying just within range of their foes and start taking on controllers and strikers with *rot*. If they get into deep trouble and become surrounded, they will use *twist* to stun them long enough to get out of melee. If they happen to be bloodied while in melee, they will use *dark desire*.

XORI FELKNIGHT	LEVEL 14 SOLDIER	
Medium Natural Humanoid (Undying, Xori)	XP 1,000	
Initiative +13	Senses Perception +7; darkvision 12 squares	
Dispersion Field (Force) aura 1; Resist 10 all damage. Every time damage exceeded 10, the dispersion field gains an impact counter. If they have more than 5 impact counters, the dispersion field is disable and suppressed.		
Bolster Undead (Necrotic) aura 3; undead within the aura gains a +1 to attacks and damage, and a +2 to all defenses.		
HP 140, Bloodied 70		
AC 30; Fortitude 26, Reflex 25, Will 21		
Resist 8 necrotic, see <i>dispersion field</i> ; Vulnerable 5 radiant		
Saving Throws +2 against ongoing damage		
Speed 6		
↓ Dark Desire (standard, encounter) • Heal, Necrotic		
+21 vs.AC; 1d10+6 necrotic damage; heal hit points equal to the damage dealt this way.		
⚔ Long Sword (standard; at-will)		
+21 vs. AC; 2d8+6 damage.		
⚔ Plasma Pistol (standard; at-will) • Fire, Lighting		
Ranged 10; +21 vs. AC; 3d6+6 fire and lighting damage.		
↓ Shield Bash (standard; encounter)		
+21 vs. AC; 3d10+6 damage and push the target 4 squares.		
Alignment Evil		Languages Common, Xor
Str 20 (+12)	Dex 18 (+11)	Wis 10 (+7)
Con 20 (+12)	Int 10 (+7)	Cha 10 (+7)
<i>The heavy armor and large shield makes the felknight a menacing foe.</i>		

Felknight Tactics

Felknights carry a shield that actually floats around them rather than being tied to their arm. Like a Dreadknight, they prefer to stay at range and take on controllers and strikers with their plasma pistols, but if engaged in melee, they will use their longsword. If for any reason the melee starts to get too crowded or they need an avenue of escape, they can use *shield bash* to create an opening. If they are bloodied and in melee, they will use *dark desire*.

XORI DREADARCANIS	LEVEL 16 CONTROLLER
Medium Natural Humanoid (Undying, Xori)	XP 2,400

Initiative +8 **Senses** Perception +9; darkvision 12 squares
Dispersion Field (Force) aura 1; Resist 10 all damage. Every time damage exceeded 10, the dispersion field gains an impact counter. If they have more than 5 impact counters, the dispersion field is disabled and suppressed.
Bolster Undead (Necrotic) aura 5; undead within the aura gains a +2 to attacks and damage, and a +3 to all defenses.
HP 172, **Bloodied** 86
AC 33; **Fortitude** 26, **Reflex** 28, **Will** 32
Resist 9 necrotic, see *dispersion field*; **Vulnerable** 5 radiant
Saving Throws +2 against ongoing damage
Speed 6

⚔ **Dark Desire** (standard, encounter) • **Heal, Necrotic**
+24 vs.AC; 2d6+7 necrotic damage; heal hit points equal to the damage dealt this way.

⚔ **Rot** (standard, at-will) • **Necrotic**
Ranged 10; +23 vs. Fortitude; 3d8+7 necrotic damage.

⚔ **Twist** (standard, encounter) • **Necrotic, Psychic**
Close Burst 5; +21 vs. Will; living creatures within burst takes 4d12+7 necrotic and psychic damage, they are stunned (save ends).

Spell Shunt • Arcane
You may have an allied undead of level 15 or less within 5 squares be the origin of any power you use. They become bloodied after the use if they were not already.

Alignment Evil	Languages Common, Xori	
Str 8 (+4)	Dex 8 (+4)	Wis 10 (+5)
Con 12 (+6)	Int 12 (+6)	Cha 20 (+10)

The robes are intricately decorated with runes and from under the hood, all that can be seen is seemingly eternal darkness.

Dreadarcanis Tactics

Being in combat for so long, a regular Arcanis learns a new trick that makes them the scourge of the battlefield. While using their undead minions and other xori to keep strikers and defenders at bay, they can now keep further out of combat. Using their *spell shunt* ability, they can keep

an undead ally within range and effectively increase the range of their *rot* or *twist* spells while being an extra twenty-five feet out of the way. If they do become bloodied and get engaged in melee, they will use *dark desire*.

ENCOUNTER GROUPS

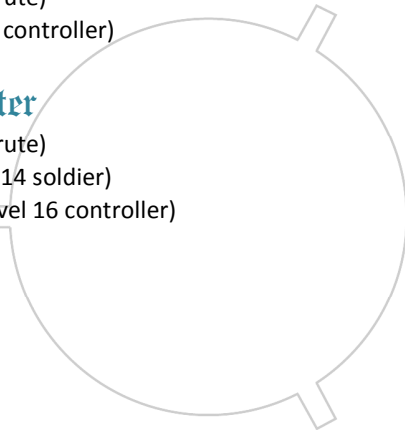
Xori will do anything to win a fight, anything. But at the same time, they know when to sacrifice others to make a well timed escape.

Level 8 Encounter (XP 1,750)

- 1 Xori Dreadknight (level 5 soldier)
- 3 Xori Brutes (level 8 brute)
- 1 Xori Arcanis (level 10 controller)

Level 15 Encounter

- 4 Xori Brutes (level 8 brute)
- 2 Xori Felknights (level 14 soldier)
- 1 Xori Dreadarcanis (level 16 controller)



XORI RACIAL TRAITS

The xori is a powerful race of neither living nor dead. They belong to an unusual group known as the undying. They can spend centuries to perfect a single craft using their vast knowledge and nearly infinite patience. Normally a xori rarely joins a party unless they can gain something from the adventure.

Their innate connection with magic leads them to be controllers, but this flexibility allows them to be dangerous defenders or lethal strikers as well.

Average Height: 5'6" – 6'2"

Average Weight: 135lb – 220lb

Ability Scores: +2 Intelligence, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Darkvision 12 squares

Languages: Common, Xor

Skill Bonuses: +2 Arcana, +2 Endurance

Resistance: 1 + ½ level Necrotic and Poison

Vulnerable: 5 Radiant

Undying Traits: +2 to saving throws against ongoing damage. You do not eat, breathe, or sleep; however, this does not render you immune to any effect. You are neither living nor undead for effects that require so.

Aura of Evil: Even though you can have any alignment, you have an aura of evil. Any effect that can target an evil creature, you count as evil regardless of alignment.

Arcane Affinity: You may choose one arcane encounter power you know; this power is now considered Reliable if it doesn't already have a miss ability. You may change which power you have affinity for each time you gain a level.

Hunger: Unless you eat living flesh every three days, you lose access to your *arcane affinity* until you eat living flesh.

Dark Desire: You have the *dark desire* power.

DARK DESIRE

XORI RACIAL POWER

The hunger is undeniable fact of life, and to an extent, unlife as well.

Encounter • Heal, Necrotic

Standard Action

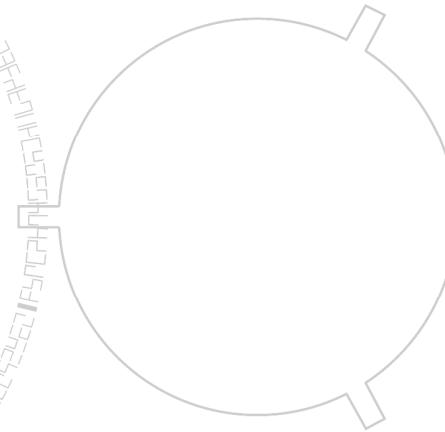
Melee Bite

Target: One creature

Attack: Strength vs. AC

Hit: Deal 1d6 necrotic damage. Any damage you deal with this power, you gain in bonus hit points.

Special: This counts as eating living flesh if you target a living creature and successfully hit for the purposes of *hunger*.



CHAPTER 9 ~ TOOLBOX

Without the right tools, the greatest of works cannot be done.

The following are tools for your use. This includes assistance in creating your own ADASTRA adventures.

SPECIAL RULES

Below are rules and definitions that have been added specifically for this campaign setting that adds a new level of depth to the game.

Definitions

Below are some new terms and status effects.

AWAKENED [KEYWORD]

Powers with an awakened keyword are powers and abilities that have tremendous effect to change the flow of the current encounter. Normally there is a *backlash* to the use of the power, such as damage to yourself or the disruption of the rest of your powers.

Awakened powers require that you have an awakened spark.

DISRUPTED [STATUS EFFECT]

Disrupted or to disrupt is to essentially turn off a power. An individual power that is disrupted cannot be used until it loses its disrupted status. If the entire character was disrupted, then they cannot use any powers until this status effect ends. The only powers that cannot be disrupted are powers that count as basic attacks.

Magical items can be disrupted as well, however, artifacts cannot.

New Rules

Below are some new rules and special effects.

MORE ON DISRUPTION

A power becomes disrupted when the effect severs the power from its power source. This condition is rare and adds a level of difficulty to the encounter.

MORE ON AWAKENED

Powers of the awakened keyword requires that the character has the ability to awaken to begin with. This is why you need the awakened spark in order to access them. Accessing them while not awakened has consequences creating a *backlash* effect that those kinds of powers normally have.

MORE ON COUNTERS

Counters represent a build up of something. At times this is figurative, but in cases like mana, it is literal.

AWAKENED SPARK

Every being has that extra something that drives them. Characters start with an awakened spark. In dire moments, some have been known to burn this spark to spectacular effect.

The awakened spark is only given once and there is no way to gain that back when it is burned, without DM approval of course. Normally only player characters have access to this, but the DM may give the main villain of the adventure one as well.

SPARK BURN

PLAYER CHARACTER FEATURE

When hope seems to be lost, you reach down deep inside and find the spark to keep going.

Daily ♦ Awakened

No Action

Personal

Requirement: You have an awakened spark

Effect: Until the end of the encounter or until you dismiss this, whichever comes first; all your encounter powers can be used at-will. You gain a bonus to all of your ability scores and saving throws equal to your level. You gain the ability to teleport yourself and all creatures adjacent to you a number of squares equal to your new Intelligence modifier as a move action, this teleportation ignores effects that would normally prevent teleportation and does not require line of sight or effect.

Backlash: When the encounter is over; you lose your awakened spark. Your hit points drop to zero and stable. All of your Ability Scores drop to one. You will regain 1 hit point and one point to your Ability Scores up to max every extended rest until you are no longer bloodied, then you will heal as normal. Healing keyworded powers do not work on you until you are no longer bloodied.

COUNTERS

Many feats and abilities grant a character counters. Counters stay with a character until an event dismisses the counters. Counters of the same name stack with each other no matter what the source is. DMs have the ability to dismiss counters at will.

TOKEN

A token represents a character but is not the character itself. It is a place holder that has all the properties of the actual thing.

ADASTRA IN YOUR CAMPAIGN

Adding ADASTRA to your campaign is simple, yet it can be a daunting task. There are more things going on in the multiverse than most characters are ready for, or even able to truly understand.

Getting Out

There are a series of methods to help get a party out and exploring the multiverse. However, as a DM, you need to understand that once they leave and come back, how the characters would view their place in the world will be completely different. Especially if they are the first of their astraea to see the grand scale of the multiverse.

BREAD CRUMBS

There are many the Kin ruins and artifacts running around any given adventure. The bread crumb method has them looking for the true nature of the Kin. This will eventually lead them to a Gateway for them to portal to another astraea.

CONTACT

Another character that seems to be odd and out of place might spark enough curiosity that the party will try to figure out where he came from. The journey to discover his origin may lead them away from their astraea into the multiverse. This could be a great mechanism for the other methods to occur.

GREATER PLOT

Sometimes a being from another astraea would need something that the party has, or a service that the party can only provide. This is a premise that there is a greater plot about to unfold that they somehow became a part of.

SUDDEN CHANGE

Wild portals exist as well as the party could trigger a hidden Gateway. Either way, they suddenly take the party away from their home and now they explore the multiverse in an attempt to get back.

Whole or in Parts

You can use any of the parts of the ADASTRA setting in your campaign without having to use the entire setting.

What ADASTRA is best about is the ability for the DM to create their own astraea, their own gaming universe. This allows for the near infinite diversity and expansion of the game to go to places that range from the fantastic, to the horrific within a single jump through a portal.

LANGUAGES

Within D&D, there are ten languages and six scripts; however, within ADASTRA there are more. This is because they are not influenced by the same gods and primordials as other beings. Not to mention some of the influence of the Kin civilization causes trouble.



F5NCPH74G307H1 167HJEL924E I

-the Kin script

BUILDING A CAMPAIGN

ADASTRA is known mostly as campaign settings within a campaign setting. The infinite diversity within the cosmos allows for infinite different places to visit. There is really no difference from building one adventure to building one with ADASTRA, the only notable difference is the ability to move from one universe to another.

One of the best ways to build a campaign within ADASTRA is to use other campaign settings and treat them as astraea and creating a main plot that requires the players to have to run from one *universe* to the other to save the day. The other and more interesting ways to build an ADASTRA campaign is to create an astraea from scratch.

Keep It Simple! One of the biggest rules that cannot be stressed enough is to keep it simple. Do not put too much detail into it that will go unnoticed. Small details can be fleshed out when they come up, otherwise do not “sweat the small stuff”.

Let Your Imagination Run Free: You can always let your imagination run free for the fun of it. The best part of ADASTRA is the ability to create an astraea the way you want it, but if it does not work out, you can always leave it behind for greener pastures.

Technical Skills

The technical skill level of the astraea you are building determines what kinds of equipment may be available for the party when they go there, or even how well received they will be.

The technical skill of an astraea is determined by the dominate culture of that astraea. There are always exceptions. Also the technical skill does not always go up, sometimes, if there is a major disaster that rocks the foundation of some cultures, they could revert to previous technical skill levels.

THE STONE AGE

Even most pre-made campaign settings and adventures will be higher than this.

The ability to craft metal hasn't been learned yet and most civilizations are still hunting and gathering with no written language and a very simple spoken dialect. There should not even be magic yet because without total command of language, the complex verbal spells would be impossible.

Warfare within this level is very basic with sharpened sticks and stones. No true military strategy has developed as well as everyone is in a tribal state. There would be nothing more complex than a skirmish between tribes and families.

The possibility of undiscovered or even just lost relics and artifacts from a now long-gone civilization is quite possible, so there would be a reason for a party to be there.

Do not take the underdeveloped nature of the cultures of this level as a non-threat; they can still generate some major issues to the safety of the party.

THE IRON AGE

Most of the civilizations of the astraea have formed into city-states and are more than likely governed by an elder or a king. No one owns massive

tracks of land and there are still large amounts of frontier to explore. Magic is in its infancy and poorly understood, if at all.

Here commonly the church runs the known world as their magic can be understood as miracles. Steel is the main metal of choice, making weapons and armor out of it has turned into an art, but not yet a science.

Wars between kingdoms are not uncommon. It is highly likely that officials are corrupt in some manner as they are the sole controllers of most areas.

There may be a form of democracy still in its infancy as well as the concept of a nation-state will start to form towards the end of this age.

THE ARCANE AGE

With each rise in civilization, so does that technical knowledge. However, when civilizations fall, they can either leave behind that knowledge, or they can take it with them. The transition from the steel age to the arcane age is commonly a difficult one.

Arcane and divine magic is now better understood, and with that understanding three things come from it; one, everyone has easier access to the lower magics; two, more powerful magics are learned and coveted; and three, organizations of some form would want it all.

The crafting of metal and the blending of metal and magics at the forge has created some of the strongest and most versatile materials known at this point.

Warfare has taken a new level in horror with armies of undead and warmages blasting away entire battalions or even legions of soldiers with a single gesture. War machines that are powered through magic and mechanics start to become commonplace among the troops. With this kind of devastation at mere fingertips, most nations start to use diplomacy rather than war to solve issues.

Most premade campaign settings and adventures are within this level.

The Age of Reason: Sometimes some astraea will not develop magic at all for one reason or another. In this case, magic does not dominate the world. Reason and the birth of observational and applicable sciences does. This is where massive conjured behemoths of steel and magic give way to the mechanizations of pure ingenuity.

Most of the same issues are there, except instead of magic, everyone wants knowledge and the geniuses behind them. Equivalently, a powerful

mage of the arcane age is the same as an ingenuous engineer of the Age of Reason.

THE MANA AGE

Towards the end of the arcane age and into the mana age, arcane magic has changed from a complex art that takes years of dedication and training, to a fine science that has quantifiable values. Two things have become the result of this revolution; one is the ability to travel from one world to another using powerful teleportation effects and the creation of a more refined form of residuum known as mana.

Interplanetary politics dominate where once war was the only answer. If war were to break out, they can easily sweep across entire worlds with vast, powerful machines that use mana as a power source and arcane effects that are more devastating than ever.

During this age, many massive corporate industries form and flourish.

Before this age, the concept of the multiverse was fairly common, but the actual extent of complexity was never really a concern. By the Mana Age, many start to postulate about the true nature of the multiverse and by the end of the Mana Age, experiments are being performed to attempt to open gateways to other astraea.

The Age of Super-Science: In the age of super-science, many wonderful and fantastic machines and other technologies have been developed that can easily mimic that of arcane magic.

Many industries have formed to cater to the widening needs of an ever expanding population. A form of stardrive is developed that fundamentally act the same way as the portal drives to get massive ships from one world to another.

Science has also proven the existence of the multiverse and other universes within it. It isn't until the end of the Age of Super-Science that they would have developed the technology and the ability to attempt to open paths to other universes.

THE ASTRAEA AGE

Everything starts to blend. Technology and magic, even flesh and machine have started to blend in the Astraea Age. While some of the other technical skill levels have their non-magical variants, it does not matter when everyone starts to trade knowledge and ideas.

Magic becomes a refined science and travel between different astraea is common. Factions form that have similar ideals while entire astraea start to form alliances.

Interastraea wars are uncommon, but not by the least considered rare. These only occur when issues become extreme and diplomacy fails.

BEYOND

The chance of coming across an astraea that has a civilization that is at this level of technical skill is almost impossible. The only known super-civilization of this magnitude was the Kin Civilization.

If You Dare: All the technology and magic of this level puts most epic level magic items and artifacts to shame. The common people are in possession of powers that rival gods.

They would not consider lowering themselves to the level of other, lesser developed cultures by interfering with whatever they happen to be doing, nor would they allow someone of said culture to interfere with theirs.

Most civilizations that would claim to witness this level of civilization would view them as gods rather than actual people.

Theme

While the technical skill level tells you what the astraea is generally capable of, the theme of the astraea gives the overall feel.

Picking a theme allows you to more easily figure out what to populate the astraea with. You do not have to pick just one theme, nor do you have to pick a theme presented to you here, but this will help spark some ideas. Note that these are extremes; sometimes you might just want something more subtle.

APPARATUS ANIMADVERTO

For one reason or another, the entire astraea is run by or has become a machine. Either a long-lost civilization has left machines behind as their legacy or they continued to multiply until they are the sole inhabitants, or they were the only form of *life* that has spread across the universe like their biological counterparts have done in countless others.

Common Population: Constructs

BARREN WASTE

Life never developed here, the universe isn't dead because that assumes that there was life here at one point. In a barren wasteland, life never came to be.

Common Population: None

COMMON

There are all kinds of life, magic has developed and many sentient races run around living fairly normal lives.

Common Population: Any

DEAD WORLDS

Life existed here many years ago, but for one reason or another, all life within this astraea was destroyed.

Common Population: None

FLORA INSTEAD OF FAUNA

Oddly enough, plants reign supreme instead of animals. Plants are mobile and capable of hunting other plants taking on the classical roles of animals. It is also possible that animals act more like plants and stay in one spot and wait for something edible to come along.

Common Population: Plant

HIGH SCIENCE

Magic never developed like in other astraea. Instead of arcane means of accomplishing extreme effects, they use technology. This could be from a plethora of reasons, from magic is outlawed to the astraea is a giant null-magic zone.

Common Population: Any

NECRO-EMPIRES

The constant fight between the undead and the living may have finally had a decided victor. Now the undead rule the astraea as the new natural state of things.

Common Population: Undead

Basic Timeline

The idea of a basic timeline is not to flesh every single event that has occurred since the birth of that astraea. General ideas of what precipitated the major events will take you a long way.

The fastest and simplest way to help create a timeline is to look back to its technical skill level and its general theme and answer a few basic questions that may be asked by a party that enters this astraea.

HOW DID IT HAPPEN?

What happened to get things the way they are? The specifics do not have to be known to anyone. All they need to know is how it got the way it is. If the universe is war-torn, how did the war start, little details like that are important.

When you think back to the technical skill level and the overall theme of the universe, assembling how things happen can be fairly quick. After that is just a matter of how long ago did it happen.

WHO WAS THERE?

Some key figures in history may have just been there at the right time; others saw an opportunity and exploited it for their own gain.

The who aspect of a timeline helps round out the history, but the total history of the people involved does not need to be that well defined to create legendary heroes or villains that shaped the astraea. Sometimes just a name and a race with a vague description is all that is needed.

Bells and Whistles

The rest of it from here is really just the extra details that make your astraea into a deep functioning place to play. Those little details are easily found in the *Dungeon Master's Guide*.

THE MULTIVERSE

The great sages and thinkers have always known about the existence of other universes. Sometimes clues come from those that enter the far realm and see stars.

Astraea Travel

The ability to travel from one astraea to another is a monumental task. Normally it requires an intentional effect to do so. There are some natural events, however, that can do it.

RITUALS

There are normally rumors of rituals of great power, mostly from the scholars and mages that dedicate themselves in the study of the far realm. Finding this magical research is extremely rare and expensive.

MAGIC ITEMS

This is assuming that the magic item is not of the Kin origin. These magic items are even rarer than rituals. The time and effort to craft them and the amount of magical energy required to operate makes the crafters hard to find. Their innate frailness also makes items like these extremely expensive.

THE KIN ARTIFACTS

On most worlds in most astraea, only a trace of their existence still stands. Some of their artifacts can allow for astraea travel, but their relics are the hardest to come by and have been the reason for wars on many worlds; on top of the fact that just possessing the item does not guarantee that the item will work for you.

WILD PORTALS

Sometimes the same weakness in reality that allows parts of the far realm to enter can create a connection between two astraea and allow people to travel between them. Many different races and monsters have been transplanted in such a fashion.

WAYPOINT

For most other astraea, the only way to leave is in a ship designed to do the task or through a specific gateway. Both normally require the close proximity of a part of every astraea, the waypoint.

The waypoint is a natural and stable weak spot in the way that a universe is put together. When most teleportation effects that cross astraea are used, they use the current waypoint and the destination's waypoint as a way to travel.

Cosmic Destinations

When the Map was discovered in the Bazaar, it was more or less a list of names. These names were the names of the astraea. The astraea got its name from the name of the gateway that is placed there. When a gateway links to another gateway, it is checking its network for a gateway with that name.

When ships travel from astraea to astraea, they must lock onto a beacon in that astraea, that is the equivalent to knowing the astraea's name. If there is no beacon, then the navigator must know the destination to travel there safely, otherwise the destination will be random. There are entire fleets dedicated to seeding astraea with beacons to aid navigation.

Travel Horses Tier

Until they are able to afford their own ship, they have to use the Gateways that are in most astraea. The cost to travel most of these gates is fairly cheap ranging from a few silver to a handful of gold.

Most gates will take a party to where they need to be until they reach the levels where they can afford a ship.

Tickets: Many civilized areas have installed ticket masters as part of the gateway control mechanism. By purchasing a ticket, the ticket holds all of your travel information, including the name of the astraea you are traveling to. By sliding the ticket through the ticket-master device, it will automatically call up the astraea you wish to go. When you are at your destination you can use it again to get to a specific world.

HEROIC TIER

Travel between one or two worlds is fairly common within an astraea, but travel to a different astraea is a big event.

PARAGON TIER

Travel between many different worlds is common. Travel between astraea is still not very common, but it can be fairly regular.

EPIC TIER

The party will travel everywhere. An epic adventure can easily require that the party travel to five or six astraea within the same few levels.

Parallel Astraea

Major differences in events can splinter a parallel. For every astraea that has contact with others there is the exact same number that have not. This is true with astraea that have the Kin artifacts.

The actual extent of parallels is unknown. It is possible for a character to meet a parallel version of themselves from time to time. That parallel would have had a different life so the personalities may not be the same.

Sometimes within a single astraea, the natural world creates a parallel without the creation of an entirely new astraea. This event is rare, but has been known to happen. No other plane has been known to do that, but that does not mean that it is impossible.

TO THE DM...

So we are about to the end of our little jaunt through the ever expanding cosmos filled with adventure. There are many things that are just beneath the surface, waiting, maybe possibly, lurking.

This is just the silence before the storm. Many events are about to unfold that have been put into motion hundreds of thousands of years ago.

User Made Content

Because it is a vast cosmos anything is possible. You should enjoy that fact and build more onto the events that happened.