

*They have done so well...but risked too much. Sacrifices cost them dearly. Friends and allies fell to enemy blades. Past loyalties crumbled. The pressure my young crusaders face every day would break most souls. I understand why fate--fate...Do I still believe? Maybe Amethyst chose them from beyond the gate—chose these mortals to save the planet. Perhaps they contain some greater potential lost on me. I have faith in them, simply because the cause survives. Aiden—determined, driven, unflinching. Misha—Powerful, charismatic, protective, Uriel—Faithful, spiritual, wise. Raven—Innocent, Kind, and Gentle. They loose friends. Kaid—falling into darkness, taken away by an unknown force. Malachi—Disillusioned, fearful, abandoning the cause. Gilran—Struck down, sacrificing himself for the lives of others.*

*However, allies have arisen, from the oddest places. The fallen Saint, containing a truth, and recoiling against her masters, rising up to start a great revolt against evil. The risen demon, banished to the white gate, incapable of malevolence. More await to be allied. Soon, the entire planet will choose a side, for no one can remain out of this fight. The eventual final battle will not be between Technology and Magic but between the Past and the Future of the planet. For few know the real truth. Even I am not entirely sure what the truth is. I look outside of the range of the White Gate...and I see...nothing. A void. Ant yet...I know something exists out there. Something not effected by magic. Our past come back to haunt us...*

Genai

Snow. The middle of an Eastern Russian Winter. Everyone speaks in his or her native tongues. Huge Tri-Track bulldozers push the snow aside, forming a crater and wall against the elements. A pre-frab building sits in the center. A huge, wheeled drilling machine sits anchored in the ground, burying into rock. Several Russian engineers work on it. Others walk to and from the building. The technology looks substantially futuristic but not clean.

The machine runs unhindered. Two Russian Engineers...the team leaders, talk near the machine.

“Depth”

“12 500 meters”

“Readings must be wrong...can’t be right. Double check.”

“Checked it twice...”

“Alright...shut it down...”

The machine grinds to a halt and the two Russians enter the buildings. Computers relay information from the machinery outside.

“Open the bit, activate the sensor head. Double check these numbers.”

Says the leader.

“Already did...its not lying...17 psi.”

“That’s impossible...it must be broken.”

“Its not broken...we found a cavity.”

“12 kilometers down. That cannot occur. Not with 17 psi.”

“Sir...” one Engineer raises a hand. The bearded Russian walks over.

“What?”

“I checked the other sensors. The pressure sensor is working. Others are transmitting unusually data.”

“Like what—“

“Sir, the seismic mics...they are picking acoustical data...”

Dead silence from the room. The other leader Russian steps forward...”

“Sound...”

A long delay...he trembles his hand...flips a rusted switch. The speaker comes on... Screams...overlapping. Screams of pain, hunger, fright. Hundreds. Thousands. Men. Women. Children. Things, that don’t seem to be human at all. Dark, deep roars of animals but forming words of a language none can understand. The screams intersect. They echo, sending chills among the room. These are sounds no mortal should ever hear.

The room shakes. The light outside goes dark. Everyone look up to the ceiling instinctively. The natural sun fades out.

The group leaves the room...outside...they look up.

A gargantuan comet streaks overhead. It’s going to hit...nearby...

It's been a slow progression. I look back a year ago when all this began. Something doesn't feel right. I tried grabbing all the pieces of this puzzle. But when I look at them, I realize the end result was not the image I conceived. Could there be perhaps a second puzzle no one knows about? Could these riddles be linked? The new pieces force me to ask questions I don't believe any human ever asked. Questions I don't believe no one on this planet can answer. This world is held together by a very delicate fabric. I feel if I ask these questions that haunt me at night, I would pull upon loose threads, unraveling everything I came to understand. The rules set in stone crumble under the hammer of truth. Do I want to know the truth? The more I look into it. The more I try to fit these new pieces in, the less sense it all makes. This requires a leap of logic...of understanding. Questions haunt me. Why did the Second Hammer strike precisely where the Black Gate was? The Fallen dragon, Kronos the Weak, told us the gates were not connected...and closing one would not close the other. But then how did the White Gate reopen? Stories tell that Mankind went through a Nuclear war. Was that before or after the Second Hammer? Who did we fight...and why?

And the Saints? Are they alive or dead? What does that mean? This Saint we befriended gave few answers, in the dark herself for two thousand years. And whom did we save her from? This machine that shed mortal blood, immune to magic, spoke in a voice all too human.

He claimed they, and not us, were the true inheritors of this planet. But how? I asked a simple question:

"Who are you?"

"To find the answers you seek" he said, "you must be able to ask the right questions. To find the answer, look underneath the Tower of Babel. Then the right questions may arise. And if these people you hate are called Saints...then we're Angels."

What did that mean? I found out later he went by the name of Kairos. Angels...Saints. If only I could find God and ask him what this meant. I want to understand. But at what cost?

The world is a lie.

Everything you know is wrong. Everything you understand resides on a surface of falsehoods. The lies are not perpetrated by the forces of evil but by the ignorance of the inhabitants of this planet unwilling or unable to look beyond their own lifespan and think about cause and effect. How did the world get to where it was? Stories tell that 65 Million years ago, the Hammer of God fell. Amethyst would remain and open the White Gate to Attricana when the world healed from its trauma. The Black gate would close as well, reopening by the will of their most powerful mortal creature. Its name fell into obscurity, deleted from history. Stories tell of the great betrayal. Million of demons and devils attacked Amethyst. The Evilescio Machina, known to others by the name Gebermach, emerged, designed for one purpose...slay the greatest dragon. He, or rather it, succeeded. But Amethyst struck down the forces of darkness and slammed a great rock over the Black gate, sealing it off. Earth would belong to no one.

65 Million years later, the Second Hammer fell...right on top of the Black Gate. The force cracked the Absolute rock, and allowed the forces of darkness back into the world. However, a reaction has an equal and opposite reaction...and the white gate opened as well.

After so many millions of years, the world ventured back into magic. But this time, things were different. A new wild card entered the equation. The wild card known as Man. Barely alive after a nuclear war, the survivors separated into two camps. Those with the know and those without. Those with, gathered together and rebuilt mankind in the form of massive idols of their once glory. They walked these idols in and called them Bastions. The remnants left behind survived only by embracing magic themselves.

And the world continued...

Oblivious that's its history was wrong...

## THE BELIEF

The world, as we know it, is beautiful in its simplicity. In the age of Dinosaurs lived a time of magic. Man simply didn't exist in this time. Elves and Dwarves lived apart, but dominated the world together. Halflings and Gnomes followed after. On the other side, Goblins and Orcs fought them at every turn with Kobolds and Ogres in smaller numbers behind them. Dragons, both good and evil, soared overtop of the landscape involving in the matters of the mortals when necessary.

The world definitely skewed towards the good side, as the most powerful creature was a Dragon known as Amethyst. Amethyst was no defined race of dragon, being of Chromatic and Metallic properties. When he spoke, even the evil ones listened. Even they followed him when he put forth his rules. Everyone respected his power...even Mengus, his polar opposite.

No is sure what came first. It is thought that Dragons were the real true inhabitants of this Earth. Perhaps the Bible had gotten parts right...and that simply Adam was a Dragon. In the Ancient Draconic speak, Amethyst is referred to as Initius Lithun, which if translated literally means the first life—Leading many to believe Amethyst was Adam, created by god to inhabit his world. Perhaps God himself opened the White gate himself...which makes a bit of sense as why would God create a Universe then populate which such frail beings. Dragons seemed to make more sense.

The Black gate most likely formed from betrayal. Mengus might have been a good dragon fallen to evil or an evil dragon wanting to loose Amethyst from his throne. The black gate opened and swallowed Mengus, imprisoning him forever. As time grew, Mengus became more and more powerful, feeding off Negative energy. He eventually grew so massive he couldn't leave Ixindar—the gate was too small. Mengus knew that as long as Amethyst lived, the gate would never permit him to reenter the world. He waited for his time.

Then came the First Hammer. Massive and so powerful, it would wipe out most of the life in the planet; it could cause repercussions through the echascape. Mengus started working. Centuries earlier, he ordered the sacrifice of 300 of his fellow dragons their souls fused into three orbs of despicable evil. He then used these orbs to construct three evil artifacts. To wield these artifacts, Mengus built himself a machine that focused all of his power--undyingly loyal and as immortal as he.

Amethyst ordered all the forces of good and evil into their gates, leaving Earth to the Lizards. Amethyst would remain behind and reopen both when the planet healed.

Mengus ordered the betrayal. Gebermach led the forces of evil into Amethyst after the white gate closed. Gebermach himself attacked and mortally wounded Amethyst. Amethyst belted Gebermach back into the Black gate. With his dying throws, he wiped out the surface population of fiends and slammed a mountain onto the Black gate, cutting it off forever.

Mankind evolved from Apes, and 65 millions years after Amethyst fell, the gates reopened. What happened in between is somewhat of a mystery. Many believe these gates are connected, but they are not. The Second Hammer struck right on top of Ixindar, cracking a small opening and allowing evil to return.

*What were you thinking?! You perceive man deserved punishment. Our sins against the planet reattributed against us. The politicians and the religious leaders--they've made a thorough mess of it. We were in deep trouble. But Mankind was on the upswing. We accomplished so much. We underwent so much pain. We came so close to wiping each out by our own hatred. We survived. We rebuilt. Man cured many of the greatest maladies of its time. Nations were allying. War grew obsolete. Man reveled in his accomplishments. We survived our technological adolescence. We were on the eve of discovering that nothing should be done for the sake of gods, but all for the good of man -- nothing for another world -- everything for this one. We were the product of 4.5 billion years of fortuitous, slow biological evolution. There is no reason to think that the evolutionary process had stopped. Our loyalties are to the species and the planet. We spoke for Earth. Our obligation to survive owed not just to ourselves but also to that Cosmos, ancient and vast, from which we sprung. For most of human history we searched for our place in the cosmos. Who are we? What are we? We make our world significant by the courage of our questions, and by the depth of our answers. As a species, finally joined, our potential was limitless. We looked upon a precipice and realized man would finally leave his cradle and venture into this great cosmos a united species...  
...and THEY RUINED EVERYTHING!*

Xavior Camus  
My Brother.

Man, at the time, was doing quite well for itself. Given enough time, he would have ventured into the cosmos a united species. Then the second hammer fell, cracking open the black gate. Some believe we were already in the midst of a nuclear war but many started to think we dropped the bombs to prevent the forces of darkness from overwhelming the once green land.

In the end, Mengus is still imprisoned, and the remnants of Amethyst's heart shattered into 12 jewels. When the white gate reopened, these dead fragments grew to amazing power. They were hunted down and found by the Gray Elves and Titans and Good Dragons. Odd that they were...almost as if the Orbs were fated to always eventually fall into the hands of the good and righteous. There they were fused into great artifacts of amazing power. However, the same went for Mengus and his Dragon Orbs of the Warp. When the gate's prison was breached, the first to emerge was Gebermach. However, the Orbs and the weapons Mengus fused them into were still lost. Gebermach wants to find them and make sure those loyal to Amethyst fail try to bring him back.

For they may. If these fragments of his heart are brought to together at the black gate, where he was slain, he could be brought back. Then not even Mengus could stand up to him.

If only the Amethyst artifacts remained in the hands of good. A completely neutral spirit called Furax -Axis the Thief stole all but one from the Grey Elves, and was inclined to keep them all for himself if the Titan's hadn't found him. Furax booby-trapped them, killing two Titans and sending the artifacts to the far corners of the Earth. The Titans never found the Thief's body.

Many people have tried to find these artifacts...none have been able to locate them all and live. The clock is ticking. Whatever opened the white gate did not succeed wholly. Or maybe the forces of evil were too great and the balance wore down the walls. Attricana was closing. The realms of good only have a few years before the world falls into darkness forever.

## THE TRUTH

*A tall mountain of ice. An undescrpt location. A bearded man in very regal red and black garments climbs to the peak of the mountain, seemingly with no help at all. The wind blows his garments around. He looks around.*

*"Jerrod?" A pause...nothing...*

*"JERROD!" He screams again. A Saint cruiser rises quietly from the edge of the mountain. It approaches and a bridge spans to the edge of the mountain. A man with short white hair*

*approaches.*

*"Giros?" The white haired man asks.*

*"Radsha Giros."*

*Jerrod hands Giros a scroll tube.*

*"Using Echan methods...don't trust me with technology—" Giros snorts.*

*"Don't trust me with true form. I know your origins. I know what you want..."*

*"Then you know my power..."*

*"I don't care how resilient you are to the power of these primitives. Be damned against the Disruptor. Kill me, kill any chances of saving your kin."*

*"How can YOU tap into Echa?"*

*"They reside in a space detectable by technology. What you call Astral, we call Hyperspace...an area we can open holes into. Help us, and you will free your people."*

*"Trust me to trust someone more desired to eliminate me where I stand. I'm enchanted"*

*"That's not the deal. What happens after we succeed resides a different matter. Do well, and we may consider you...a loose end."*

*Giros takes the Scroll. Giros's hand curls backwards to grab it. Jerrod smirks, then continues...*

*"You're on your own...money, supplies—"*

*"Taken care off—why aren't you handling this personally?" Giros asked?*

*"Its complicated..."*

*"I doubt you have the power...you suspect my source already. I know your fears. You lack the capacity for continuous power here. You are alone. No one is coming to help."*

*"Matter of time, Giros...you wish to remain in good favor?" snaps Jerrod.*

*"We agree to be selfish then—" Giros declares*

*"Conditions, ECHAN! First, find the group Find their source. Find how they know. Retrieve their knowledge, and the item. FACT: The wearer cannot be harmed"*

*"Impossible..."*

*Jerrod holds out his hand...*

*"Fine...he lives—"*

*"Kill the others as you see fit but the wearer lives. Non-negotiable. Find the source and remove the trail of knowledge."*

*"Very well...Collateral is mine and absolute. If I find another way to free my kin, you're on your own. You think you possess more power, then locate me and test your theories."*

*Jerrod turns around and walks away...*

*"I would not expect anything less." Says Jerrod, back to the Echan. "Honesty...Important. Loyalty is a lie. Happy we at least understand our motivations. And next time, Giros...don't try to conceal your origin. That deception was unnecessary. Remember...believe humans to be superior if you like. Cross us and our first target will be your precious home" The door closes.*

*Giros snarls... His eyes go yellow as a cat and pronounced canine teeth emerge from his smile.*

The Saints want the Artifacts as well. Why?

Where to begin? Maybe with the world as it stands. The true history. Or maybe that the world itself is simply an illusion. Okay...we'll leave that last part till later...

## EVERY WAR STARTS WITH A CONFLICT. EVERY CONFLICT NEEDS SIDES.

**The Angels:** The true opponents of this world, the Angels returned to Earth after a long time living in the vastness of space. They carry the truth of the past explaining why their bodies turned to metal and why they are the true inheritors on the planet. Their vessels are arriving in force every month, amassing, waiting for the moment to take back their planet.

**Echans:** The magical creatures live their lives hoping and assuming the White gate is eternal. They neither question nor doubt their own existence. The hardest task would be to try to band the good Echan forces to defend against the enemies from the past.

**The Fallen:** Not all good creatures fled into Attricana when the gates fell. Knowing perfectly well the darkness would betray him, Amethyst asked a few dragons so sacrifice their very souls by hiding in the Black Gate, ready to open the White gate if he fell. Of course, Amethyst did fall, and it was 65 Million years before the Black gate exposed again. By then only a few of the fallen Dragons had maintained the slightest benign emotions to follow their oath.

**The Guardians of the Realms:** The skin of the two realms of positive and negative energy formed an intelligence. To open a gate is to bring forth this power into the Universe. These two forces are mirrors to each other. On Earth, they are known by unique names: Mengus and Amethyst.

**The Meggidon:** What all fear—even the ones without such quandaries—are the Meggidon. It appears obvious that they know of Earth and are enroute. But how long before they arrive? The Meggidon are the only alien species in this setting, arriving from a distant world where only a dark gate to Ixindar has ever existed. There is nothing good in this race. Their technology is centuries ahead of anything else...and they are on their way...

**The Saints:** The Saints are lead by the White ones. The Saints are humans based on Mars that seem hell bent and obsessed with closing the gates and retaking Earth. To this end,

they plan on retrieving the Amethyst artifacts and letting the White Gate close on its own, hopefully taking the Black Gate with it. Saints are not loyal to the White Ones as much they are loyal to their comrades. They ask little questions, especially about their own history. Saints are...for the lack of a better word...dead.

**Techans:** Techans are a threat to the true enemies of Earth, fearing the Bastions will join. If they did--If they could break through the interference and create a relationship with each other--the recovery of man is inevitable.

**The White Ones:** The leaders of the Saints. Enigmatic and viscous, their origins remain a mystery to all, including their own people. They are puppets of the Angels, keeping the Saints inline making sure they do not question their past.

The White ones are dead like the other Saints, but they were all in orbit when the all awoke. Somehow, they achieved a much greater power.

*In a sterile office, Jerrod watches a bad quality video of Skytumble Tor breaking apart. Then a flash of light and the castle folds in on itself, vanishing from existence.*

*"Again." The video replays the last few seconds. "And he was there?" A lieutenant behind him appears.*

*"The tracker on the scroll is sound. Giros was there—"*

*"For our purpose or his?"*

*"Sir?" The Lieutenant cocks his head.*

*Jerrod smiles.*

*"A warp collapse. Didn't know Echans could do that." He whispers..."Trying to kill two birds with one stone, eh Radsha?" A long pause..."On the way to Devil's Tower?"*

*"What they used to call it sir..." The lieutenant presses a button on the metal desk and the screen shows up showing a geographical map of Munch. "Only the one peak remains, the surrounding terrain completely changed."*

*"Perhaps our friend in Angel is correct. The EDF?"*

*"Over 65% saturation sir."*

*Jerrod's shocked, "That much? Must be one big sod in there."*

*"Or many small ones...but it does make a direct approach impractical"*

*"Not for the Commandos." The Lieutenant smirks. "Shall I inform Lieutenant Cain?"*

*"Take your pleasure, Lieutenant. Remember the orders..."*

*"Yes sir." The lieutenant bows quickly and leaves. Jerrod stares back at the screen...*

*In the clouds. The Saint cruiser opens up a side panel. A vertically orientated craft break offs. With a sound resembling a shaver buzzing inside a metal bowl, soars down to the surface.*

## THE SHAPE OF THE UNIVERSE

There are no planes. There exists only realms sitting in an ocean of nothingness. But could an absent of dimension, be a dimension in of itself?

The Universe, the physical being of itself, could appear as a great stone in ShadowSpace. ShadowSpace is a null of all scientific thought, the blackboard from whence God created the universe from. The Universe is the center and everything revolves around it. An identical version of this same Universe helps maintain the shape and keeps it from breaking its own laws. This skeletal frame resembles the known Universe in everyway except nothing lives in it...and it is a million times smaller. This is Hyperspace or Subspace or the Astral Sea. It is simply a smaller version of the Universe that exists within the larger, but shifted slightly from our own. Teleportation and Fold Drives utilize Hyperspace to travel.

Then come the gates. The gates themselves are simply that...portals into realms. When God created the Universe, it needed a framework and borders. Hyperspace keeps it running properly without breaking the rules put forth. However, for there to be a range of good an evil, realms of pure energy formed around the Known Universe. These are simply zones of pure positive and negative power the Universe feeds off of. In most situations, no intelligent soul would ever be aware these exist but they do so in order to maintain the balance of order and energy in known reality. The gates allow direct access to these realms, allowing their power to flow directly into a location, influencing it greatly. Everything nearby gains in power. If one gate gains dominance, the entire vision of that gate skewers towards its side of the spectrum.

In the case of Earth, both gates exist, fighting each other for control. This applies human qualities to realms no Human has ever been inside of. Are these realms Heaven and Hell? Not exactly. There are shepherds of this Universe. Call them Biblical Angels, or Spirits, or Demigods. Their motives, like the realms, span the spectrum between absolute good and absolute evil. As a result, they tend to exist near the gates to these realms. Heaven? Hell? These terms are too simple. The Realms are pure energy. Touching a realm would be touching the face of god...at which point, your life would be over...and you get promoted. To be inside a realm is to welcome everything that you could possible want or fear, depending on the gate. Could there be a true Heaven and hell...where

the souls created in the Universe go when their physical bodies die? That, no one can truthfully answer.

## THE TIMELINE

To know the truth is to question the very fabric of the story that weaves through these pages. To know the truth means to rethink how someone plays in a story like this.

There really is no magic...but simply that power given to us as a result of having these realms of energy so close. So close, they raise dead, extend lives, and create our worst nightmares and cherished dreams out of thin air.

The First Hammer hit Mexico, as recorded in history. 65 Million years ago, it ended the time of Dinosaurs, allowing an uncontested growth of Mammals from then on. There were no Dragons, no Elves or Dwarves, no Demons or Devils. Amethyst? Amethyst existed as intelligent energy, born into Attricana, without a name or title of his own.

Man evolved and grew. The White gate over Earth never existed before. The realms only exist to form dreams from the commands given to it. Hell and Heaven were created from the thoughts of those living on Earth. If there was no life, the realms would idle away, wasting their power in a dead star system.

Enter Mengus. Mengus is Amethyst's Mirror. Mengus realized that if the Negative realm was freed, he could use the thoughts of Earth's inhabitants to create a truly dreadful place where he could rule. Amethyst would have nothing with it. Both were helpless to change matters as the neither gates to their realms existed on Earth. However, forces beyond either of them were at work...Man. Now comes the paradox.

From the future, the force known as Angels sent a Meteor in hopes of closing the Black Gate in Slav. Echans responded by creating a massive vortex to transport the rock away before impact. However, it sent the rock back to the past, just a hair into the 22<sup>nd</sup> century, where it struck Eastern Europe. It created so much misery and destruction, a black gate birthed. However, it was blocked. Absolute rock is a purely neutral material, incapable holding positive or negative energy. It could look like and simulate everything (Iron, Nickel, Uranium), but its resistance to paranormal energy was universal. Mengus stopped at the entrance of the gate, encased in a solid stone no one could penetrate. The only saving grace was the fact that the Negative gate was only microscopically exposed.

Without a positive gate to back him up, Amethyst could do nothing as the Negative

power that flowed through the partial opening draped the planet in darkness. Using the nightmares of its inhabitants, the Negative gate created Demons, Devils, and other creatures of darkness. They fled onto the surface. Their goals were dictated to them by the very nightmares dreamt by the people of the Earth. The only truly original creation of Mengus is Gebermach himself. The Dragon Orbs would emerge later from the gate and themselves be lost through war and thievery. If only mankind could realize that if they controlled their dark sides, they could wipe out these armies of evil.

*You know, Misha, I admire humans. I really do. They fought harder than any others. I saw them fight to the end. Even as millions of our rank and file stormed to their final stronghold, they still held onto hope. Even as we shot down their dreams, they still refused to go down. They fought well...but a species smells their own extinction. Mankind should have known it was coming...*

*And now you people want to push the matter...don't you realize man is already dead. It's a lovely Irony that we are trying to open a new gate at the foot of man's last stand.*

Thornshroud the Demon Armor  
1<sup>st</sup> Lieutenant to Gebermach

However, they couldn't...and for decades, man fought the manifestations of their dark sides, their own nightmares. Everywhere, these same creatures chipped away the impenetrable mountain, hopefully eventually freeing Mengus. Then no dreams or nightmares would help mankind. All this time, everyone, even the creatures of the Underworld, had no idea everything was false...and that Demons only existed because of Man's insistence that they must. Demons created their own past and history. The whole history of the previous world birthed in the insistence that all stories had a prologue. Mengus was happy. He was also patient.

However, Mankind did contain some pure souls. These souls, so dedicated to good in the world, managed to form the Fallen Ones.... creatures birthed from Negative energy, but capable of kindness. These took the form of Dragons (the image of power in Mankind's lore). Using their combined energy, the Fallen ones would eventually open a White gate above Earth...eventually.

Mankind had been totally overrun. Every city had fallen, every road torn up. Mankind, the few that remained, built massive vaults under the ground and sealed millions of people inside in cryogenically frozen modules. They hoped that the world would forgive them for what they were

about to do. Only a few were allowed to go under...the best and the brightest. This left Millions behind. With no hope in winning, and with the elite hiding in stasis miles underground, the few humans left over finally become martyrs.

However, a small amount of hope remained. And a few vessels were made to carry the women and children into space. Word of the evacuation reached the ears of Gebermach, who ordered the attack. The survivors had banded into a massive stronghold called Arx-Cis located in what was once called North America. There, three dozen vessels were primed for launch. Only one would remain in mothballs in case the remaining fighters holding the stronghold managed to find a way to escape. The commander, Gabriel Malthus, held onto the Doomsday option...a finality to their war.

Millions of demons and devils walked upon to the fortress. For days, man fought to get the ships launched. When they finally broke free from their cradles, each was destroyed by the forces of Darkness. They had won. The walls fell, the demons stormed Arx-Cis. Commander Malthus, wounded but alive, pushed against the wall, stood toe to toe with the demon horde. He didn't flinch. He pushed the failsafe, and the Demons' blinked.

It was once said that man held enough explosive capacity to wipe himself out ten times over.

He did exactly that.

Every single nuclear warhead still operating was released. 85 000 warheads launched. Every one hit their target. A Hiroshima for every second for 24 hours. No crevice was left untouched. Every blade of grass caught fire. Every tree toppled. Every remnant of mankind was decimated. The Pyramids of Egypt crumbled into dust. Stonehenge blew apart. Hoover Dam burst at the seams. The Coliseum vaporized. The Parthenon collapsed. The Taj Mahal shattered into pieces.

The planet was wiped clean. Nothing survived. The sky went dark. Rain melted rock. The very air became toxic. Earth died. It's very soul devoured by the atom.

*May god take pity on us...may he forgive us. For we will never forgive ourselves...*

Angel Gabriel

But it was not the end...A few humans survived, dying from radiation and sickness. Malthus, still alive, took what few remains and boarded the last vessel. They left the slag of a planet behind. As they looked down, they saw demons emerging from the Black gate...it wasn't over.

Mengus assumed they would die in the vacuum of space. They left Earth with an oath. If Earth ever healed, they would return to take back what was theirs. The people known later as Angels left Earth...and for 5 thousand years, they drifted away from both their past and their identities. Alone with no one to fight. Demons emerged again. Would Mengus finally be free?

The Fallen prevented that. They went about trying to create enough energy to open a white gate and give the righteous an edge. It had been 5 thousand years since the other humans had left. Without power, the stasis tubes ran dry...and slowly, one by one.... everyone on Earth died. Frozen in stasis, their minds still fixed. Technically, mankind became extinct.

But it was not the end. Finally, like a great sun rising, the last of the Fallen ones, a sick and ancient dragon known as Kronos the Weak, succeeded...and the White gate creaked opened.

A burst of positive energy erupted. All those bodies slain but still intact were resurrected. The bodies preserved in the stasis tubes woke up, assuming only their technology saved them...little did they know their very existence laid with the energy within Attricana. Feeding off the thoughts of man, Attricana created all their dreams. Everything their fantastic thoughts would think up. The positive realm created dragons, elves, gnomes...creatures of pure heart and spirit. The human species sculpted this world out of their own imaginations—out of the thoughts of their dreams. They read book about magic and dragons. Movies they watched, showing them how beautiful fantasy could look. Paintings of landscapes that moved them. As a species, humans seemed compelled to always wonder what it would be like to exist in a world of romantic abandon.

Like the Demons, they birthed with their own history. No one knew that they just came into being just then. Amethyst was free as well but without a physical form. He cast down 12 fragments of his heart. A test. Could this new reality band together and create a body to which he could descend...or would the darkness win? It all revolved around man. They were the key to the equation. Elves and magic and dragons. They were just that...Fantasy, created by man to add color, to create a new world where man's technology no longer controlled his destiny. A new world came about. No longer obsessed with science and technology, man could embrace something wholly new. Like always, the population was totally unaware that it was all a dream given physical form.

The energy cast from the positive gate spread as far as to Mars. However, not nearly as powerful there, its influence was less pronounced. The inhabitants of the Ares Mars Base died millennia ago without proper supplies from Earth. Now, they all awoke as well, preserved in their sterile environments...but not all the way. The humans there only came back partway. Between alive and dead, they wouldn't age, wouldn't sleep, but could never dream. They could never reproduce. Not undead, they simply were not fully alive. Among them, a few rose more powerful. These were known to be White Ones, these, dead on the Orbiting listening stations woke with a greater power harnessing telepathy and mind control. They awoke first and realized the truth. These Elders use the humans to their own wills. The people of Mars would be known from then on as Saints.

The Saints themselves are not wholly evil, but simply under control. They are not aware of how much time passed or of their own condition. They never stop and think about how many days have passed, or when was the last time they slept or even had a meal. Their skin would heal fast but would feel cold to the touch. If one would die, their corpses would age 2 000 years instantly.

On Mars, the Saints grew and advanced. Without the need for food or rest, they survived and flourished.

Two thousand years passed. The Angel main fleet finally re-entered the Solar System, slowly heading towards Earth. To their shock, they found the gates spewing energy onto their planet, animating these shells of mankind and creating a fantasy world to live. In their eyes, this was all a fabrication. They were the true inheritors of this planet. Their goal is to remove the gates and retake their planet. After thousands of year, the Angels barely resemble humans. What's left of their bodies, shriveled and atrophied, live permanently inside shells of steel. They still consider themselves human—more so than those living on Earth since those lives are dependant on the energy from the white gate.

In the Universe, many other civilizations have been able to open gates of their own...or stumbled onto one as Mankind has. These civilizations either ventured into the cosmos, united in purity and unlimited power or they fall under a blanket of chaos and darkness to which they may never escape. The Megiddon are the latter. Aliens and totally evil, they have been fighting and chasing the Angels for 500 years. The Angels hope that if they retake their world, they could use it as a staging point to finally



defend themselves against the seemingly unstoppable malevolence of the Megiddon...but that's a completely different story.

The Angels fear Amethyst as it could unite and focus the energy of the gate, allowing the inhabitants of Earth to bond and fight off their own shells from the past. Angels use Saints to do their fighting for them. However, its only a eventuality when the Saints realize their own fate is intertwined with the Echans and join them in their fight to save this new world they helped create.

In the long run, the clock is ticking. The white gate was not open all the way...and it already has begun to close. Only a matter of years remain until it closes and sends all positively created manifestations back to the dream world...this includes all good magical creatures, the Saints, and native Earthlings as well.

*The surface of the moon. When it pushed closer to Earth, Lunar quakes rocked the surface that continue today. The lunar module from a forgotten past, half buried in the sand, fallen on its side from a broken landing gear, continues its ageless condition. The Terran shadow covers the surface. Moving further away, the module eventually drifts into the background of the sand, vanishing altogether eventually. Further away, the crest of the moon appears. The massive Earth looms in the horizon...But if the Earth is over there...then what's casting...*

*...The shadow's silhouette appears as more of the moon pulls into view. Not circular. Nothing natural. The silhouette occupies more than half of this face of the Lunar surface. A green glow appears overhead.*

*"Why are you even associating yourselves with this...idiot!"*

*"You're a fool, Jerrod. You think your superior technology will save you. People are part of the equation and you appear to forget that. You lost two vessels...two of your supposedly impervious Skipray Frigates...gone."*

*"One was in your own city! Techan civilizations cannot be allowed to exist. Echans will never ally. Given enough time, one side will win and we could eliminate the other. The Bastions must fall."*

*"Agreed...How?"*

*"Fusion Warheads...The Skiprays have enough capacity to level three of four of the largest and most threatening Bastions. Even though I would like to exact some personal revenge on Angel, I recommend starting with Porto."*

*"Even if you destroyed Porto, which I find unlikely, the impact will reverberate through the planet. Even Selkirk would hear of it. And the Bastions would find a way to ally. And the*

*broken technology of man would unite against a common foe. And I believe you still underestimate the power of magic."*

*"Blasphemy!"*

*"Jerrod!" Snaps Kairos, quiet in the corner till now. "Don't preserve the thought that we believe you to be more valuable than Xavier. He has yet to fail us..."*

*"Except where his brother is concerned. When it comes down to the final day...what will you chose Mr Camus."*

*"If that comes to pass, than it will be by mine on my terms...not yours, bigot!"*

*Jerrod stands up.*

*Kairos slams the table so hard the entire holographic room disrupts for a second.*

*"Everyone get out...save for Xavier."*

*Jerrod looks at Kairos, insulted.*

*"Get out!"*

*Everyone files out of the room. Kairos walks close and sits on the table to stair at Xavier.*

*"I like you Xavier. I do. You found our downed vessel and didn't destroy it. Helped. That, in of itself, would earn our respect and reward. You went further. We told you the truth and you didn't even flinch. Bang for buck, you've been a better investment than that fool Jerrod. It was your idea to use the Saints on the front line. Everyone draws attention on them. However...you have fault. We all do. Yours manifests itself in you brother."*

*Xavier nods. "I know."*

*"I'm not asking you to remove him. Our deal stipulates his survival. I have a sister. I know how you feel. You want to save him. I want to as well. He's not dumb. He may be a Pettifogger, but his intellect is unmatched.*

*"I believe that if Amethyst manifests a form, it would channel the energy from this Positive nexus and pose a great threat. Demoralize the group. Remove their capacity to act, and others would be apprehensive to follow their footsteps. I have no problems eliminating the rest of the group to prove my point."*

*Kairos smiles.*

*"Fingo fingere finxi fictum. Arrange, represent, imagine, conceive, devise...these are your strengths. I know you will do what's right. After this, we will have to discuss options about the Bastions. They are a threat."*

*"You just have to proceed with caution. Smalls steps. You don't destroy the Bastions and the users of magic. You make the Techans and the Echans fight each other...and destroy each other."*

*Kairos shows teeth in a larger grin. "You already have a plan don't, know you?"*

## THE SAINTS

The Saints cannot die...for they are already half way dead. However, one can make sure they stay down for eternity...

The Saints are, by a majority, not evil, but they do follow the commands of the White Ones to the letter. However, as the story progresses, more and more realize the truth that if they continue opposing Echans and trying to defeat Earth, they will only speed along their own demise. Fight it as much as they do, Saints are born from magic and are forever tied to it, as are all Humans of Earth. Oddly enough, those who do rebel have a tendency of avoiding Saint technology, embracing the magical ways.

However, those loyal to their leaders possess a power few on Earth can stand against. Their objectives are simple. The Saints wish to collapse the gates. Some have been led to believe the two gates are connected...thus closing one will close the other. This is untrue. However, many Saints wish to cut their opponents down, regardless of who they are. Therefore Saints seek out the Amethyst Artifacts in order to either use them to bring down the white gate or prevent those good forces from keeping it open.

On Earth, very few even know the Saints exist. Most Techans never heard of them. Echans may occasionally see massive advanced vessels soaring through the sky but assume they are from a Bastion.

**Personality:** Saints are generally very ignorant and biased. They look down on Echans with contempt and believe them to be subhuman. They regard Techans only slightly more. Saints respect the military structure of Krebet and the technological superiority of Porto and may hope to establish a trade with either of them. Any other Bastions lower than TL 3 are looked down as inferior. Saints plan on subverting most of the planet anyway. If the white gate closes first, they would gather a unified front to take on the Black gate. Little did they know their own existence would snuff out if the white gate closed.

Rebels, or "Fallen Saints" as they are referred to, fight an uphill battle for acceptance. Those who have "woken up from death" can



pass off as a normal human...for they are. At that point there is nothing that distinguishes themselves from others unless they have kept any identifying equipment from their past. The ones that have made a life for themselves are usually very quiet and reserved, biting their tongue in fear of regressing back into their prejudice ways.

**Physical Descriptions:** In this regard, Saints are identical to humans even though they are...well...dead. They look normal and act normal. Only a close examination will notice the fact their bodies are slightly colder than normal. They also don't carry a pulse and don't bleed when cut. If they are knocked out cold, they look dead for all purposes until awoken.

**Relations:** Fallen Saints are no different than normal humans however many find magic fascinating while most fear it, even if they possess and use it themselves. Many Fallen Saints have been known to be captivated at the sight of simply cantrips. Rebels with open minds are often welcomed by many human cultures.

**Alignment:** Rebels can be any. Loyal Saints range from Lawful Neutral to Lawful Evil, rarely being Chaotic.

**Religion:** Saints were raised believing in one God and their religious belief does not spread too far away from Catholicism. Even Fallen Saints do not stray from this, making Saint Clerics an extreme rarity.

**Languages:** Like normal Humans, they often speak Common. But they also speak "Pure English", the old language of man before it changed.

**Names:** Normal as humans.

**Adventures:** Fallen Saints often join with native humans and rarely bond with other high

level techans. They seldom journey with other Saints and never travel alone if they can help it, finding this new world intimidating and generally fearful. They do not live for the pursuit of monetary gain or personal power. Fallen usually work to either help save the world they fell to or try to bring other Saints over to their side. In this regard, the majority of Fallen Saints are very selfless.

Loyal Saints are sent on missions from their Skipray Cruisers to level villages, kill anything that stands in their way, in the pursuit of Saint dominance.

*What the hell is going on?! It's some trick. I should be bleeding. Right? You're doing this right? Some trick...*  
*...I don't...what am I?*  
*Am I alive...*  
*dead...What?*  
*I'm a person, this is a person here. There are rules. You cut someone they bleed.*  
*I...*  
*I...*  
*...can't remember sleeping. We did 6 hours on, 6 hours off. When did I sleep? When did I eat? I can't even remember having a meal. Isn't that a strange?*  
*Why now? I was so caught up in the job...I have no idea how much time passed.*  
*What does this mean?*  
*Help me....*  
*...Please...*

Tasia Crufix  
The first Fallen Saint

## SAINT RACIAL TRAITS

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

\*Saint base speed is 30 feet.

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

\*Automatic Languages: Common, Pure English (exclusive Language). Only Rebels can take magic languages later.

\*Saints have all the abilities of Techans. They are given all Knowledge skills as class skills and get 4 more skill points at first level and get one educated feat.

\*Saints are in limbo in their life. They are neither dead nor alive. They cannot be healed by magic nor can Clerics or Paladins turn them.

\*Saints never age. They are frozen in place from whence they died. A character determines the age he/she died...that physical age remains forever. They do not get older with

time and there is no age limit. The real age is their visible age plus 2000 years.

\*Rapid healing: Saints' natural healings is triple that of normal humans.

\*Instant stability: The only way to kill a Saint outright is to reduce him to -10. If left alone past 0 hit points, Saints instantly stabilize.

\*The look of death: Saints, if knocked out, look dead. If reduced to -1 hit points, they pass out...and look completely dead, leading many to think they are.

\*Lack of sustenance: Saints need neither food nor sleep ever.

\*If a Saint is killed outright, his body ages two thousand years in one minute, therefore a standard raise dead spell will not work.

\*If a Saint is killed outright and then resurrected, everything changes. The Saint becomes a pure human and loses all his natural Saint abilities. He still retains knowledge and skills and emerges the age to which he FIRST died. However, they can now be healed with magic and age normally. They need food, sleep, and don't look dead—the warmth returns to their bodies.

\*Favored Class: Techa Classes only. Fallen Saints can multiclass into magic later but all starting classes must be Techan.

\*Saints all get double GaPs and WePs and beginning level and %50 more on successive levels (round down) but Rebels no longer get anymore with successive levels. A DM can refuse these points if allowing the Fallen Saint to buy magical items later.

\*All Saint Techa classes are level equivalent to their class level +2.

*You won't believe what happened. I slept. I really slept. But more importantly...I had a dream. A real dream...*  
*I remembered dying...*  
*I remembered running out of air. I was outside, on the surface, near our outpost by Olympus Mons. I walked out because I didn't want to starve like my comrades. I let my suit just run out.*  
*I awoke anew. I didn't question it. I didn't even think about it. We had new commanders. We didn't ask questions. I haven't slept or eaten in two thousand years...*  
*Its poetic I had to die in order to be reborn. It's worth it. The whole world looks a bit brighter now. Everything seems more colorful. I want to take it all in.*  
*...Dammit I'm hungry...*

Tasia Crufix  
Fallen Saint

Weapon	Dam	Critical	Type	Range Inc.	ROF	Mag / Cell	Size	Wt.	Cost	Rest.	TL	WePs
PowerStunner	Special	--	Special	10ft	1	H3	Med.	10lb.	--	--	6	25
Antimatter Rifle*	6d10	X2	Energy	200ft	S	H3	Large	30lb.	--	--	6	35
Disruptor	Special	--	Special	10ft	1	H2	Med.	15lb.	--	--	6	45
Fusion Missile**	Special	--	Energy	5 miles	1 shot	H1	Huge	300 lb.	--	--	6	--

\* Must be braced or mounted on a turret or tri-pod or suffer a -2 to hit.

\*\* Ship Mounted Weapon

## WEAPONS

All Saints have access to TL6 items and gadgets. However, because of their advancement, all Saint items, regardless of what they are, have a -2 to all Tech Levels for the purpose of disruption. Therefore all Saint exclusive technology operates as TL4 items. However, they have laser weapons as well. Above it lists them as TL3-4. They are still that but Saint versions act -1 TL for the purposes of disruptions.

One interesting side effect of all Saint weapons, gadgets, and armor is their safety mechanism. To prevent Saint technology from falling into enemy hands, all Saint items are tuned to a user's energy signature upon acquisition. If the Saint is killed outright, then all their gear and weapons break down and are useless. This includes the batteries as well. There is NO way this process can be stopped.

Saints, kept alive, often carry an implanted chip behind the ear that disrupts their energy signature for a split second, destroying all their gear to prevent its use in enemy hands. This modification is free to any who choose it.

Saint technology is not found anywhere else therefore cannot be purchased nor found anywhere on the black market. Saints don't use UC so the only way for Saint characters to buy equipment, armor, and weapons is to use GaPs And WePs. All TL6 weapons listed above break through all Damage Reduction.

**Disruptor:** A dangerous and vicious weapon, the Disrupter simply shifts the target vibrational state, drawing all energy from the creature and tearing it apart from the inside out. Anything struck under 100 hp DIES (no saving through). Anything over takes 10d10 damage.

**PowerStunner:** A more legal offshoot of the Disruptor, the power stunner incapacitates a target with no saving throw. If the target is below 50hp, they are stunned for 4d4 Rounds. Between 51-100 hp, 2d4 rounds, and 101 - 150 for 1d4 rounds. Above 150 hp are not effected.

**Fusion Missile:** This one shot weapon is only found on the big cruisers. A final solution for the Saints, the weapon incinerates EVERYTHING

500 feet in every direction with no chance for save. Everything for 100 feet past that takes 20d10 point of damage. The REF DC for half damage is 30. For every 100 feet past that, the DC drops by one and the Damage is reduced by 1d10.

## NEW ITEMS

Same as weapons, all Saints have access to TL6 items and gadgets. However, because of their advancement, all Saint items, regardless of what they are, have a -2 to all Tech Levels for the purpose of disruption. Therefore all Saint exclusive technology operates as TL4 items.

Saints, kept alive, often carry an implanted chip behind the ear that disrupts their energy signature for a slip second, destroying all their gear to prevent its use in enemy hands. This modification is free to any who choose it.

Saint technology is not found anywhere else therefore cannot be purchased nor found anywhere on the black market. Saints don't use UC so the only way for Saint characters to buy equipment, armor, and weapons is to use Tech Points.

**Fold Drive:** Only in the preliminary stages of testing and deployment at Porto, The Fold Drive exists currently as three power nodes built into a 10 meter diameter ring that fold down into a crate 5 feet x 5 feet and weighs 500 lbs. It takes 110 rounds to deploy and another 6 to charge up. A variation of this device operates the same but is built into vehicles.

It creates a tunnel through Hyperspace allowing a target to instantaneously transport to another location. If teleporting to another Drive, only the sender device loses the charge and there is no chance for error in delivery. However, at minimum, planetary coordinates are required for transport. Even still, the delivery is not exact most of the time and may end in tragedy.

Once exact planetary coordinates are set, the generator activates, teleporting the person and 50 extra lbs or a total of 200 lbs (whichever is greater) per charge to the destination. However, reliability remains an issue.

D100

01-52: *On Target* - The coordinates

Object	Size	Weight	Cost	Restriction	GaPs	Cell	TL
Changeling Field		Small	5lb.	--	--	20	H3 6
Fold Drive	Huge	850lbs	--	--	30	H1x2	6

transport without error.

**53-76: Off Target--**You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly

**77-92: Way Off Target:** You wind up way off course, the victim of a major computer foul up or massive EDF surge.

1d6:

1-2 – 1d6 feet off the point of origin

3 -- Opposite side of the planet of the destination intended.

4 – The middle of a random body of water, preferably large, preferably submerged.

5 – A random point on the moon.

6 – A random point on Mars.

**Mishap:** You and anyone else teleporting with you have gotten “scrambled.” You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time “Mishap” comes up, the characters take more damage and must reroll.

No matter the case the charges are used up.

**Changeling Field:** Using 1 charge per hour, this hip-mounted device allows a subject to look different. This includes clothing, armor, weapons, and equipment. You can seem a foot taller or a foot shorter, thin, fat, or in between. You cannot change your body type so no growing extra limbs. It also does not alter the tactile or audible properties either.

## ARMOR

Saint armor resembles the armor or Porto, except darker. They have access to purchase all non-bastion exclusive armor in the Techa chapter. Saint powered armor can be modified like other suit. Rules apply normally.

**Power Suit:** The Power Suit is a power armor using the strength boosting ability of the Kodiak but in a sealed environment. They don't improve agility, however, and offer

unprecedented protection. It offers a +4 Techa bonus to strength on a H5 charge that lasts 1 hour per charge. If the user is killed (below -10), it is assumed the suit has withstood enough damage to render it non functional as well. The battery and drain are the same as the golum suit. It does not need external gases to create its livable environment inside. It will still filter outside air, but in a vacuum, will operate for six hours before suffocating its operator. It can filter all toxins and even allow the user to breath underwater for as long as the power cell will last. Its environment self seals from external punctures. An advanced sensor array incurs a +1 Techa bonus to all ranged weapons.

**Scout Suit:** Exactly the same as the Power Suit, except is more maneuverable and offers only +2 to strength. However, it also comes standard with the Stealth modification without taking up a system slot. This modification is free.

**Netcach Gun Suit:** This suit comes standard with a targeting arrow that offers a +5 Techa bonus to all ranged fire and increases the range increment of all weapons fired from it by +50 feet. This suit uses up one H5 charge per hour.

## VEHICLES

All Saint vehicles utilize anti-gravity technology and self-sustaining power sources. However, they all suffer from constant drain while around Earth. Interceptors will die out in a week, cruisers will only last a few days before it must leave the local Earth-Moon system to recharge.

The reactors of the capital ships utilize a micro black hole reactor, tapping massive energy. Oddly enough, this energy derives from shadowspace, harnessing its energy from the very force they despise. If a detect magic is cast upon a Saint reactor, it will pulse with massive energy. Further examination will reveal them to emanate positive energy similar to the waves spreading out of Attricana. How ironic. These *gargantuan* reactors are not magical mind you, but do tap into the positive realm to receive their energy. They technically operate gate spells to

Armor	Type	AC Bonus	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Spd.	Wt.	Cost	Rest.	TL	WePs
Saint Vacu-Suit	Tactical	3	+1	+8	-0	30	1 lb.	--	--	6	6
Hardened Combat Suit	Tactical	5	+3	+7	-0	30	10 lb.	--	--	6	8
Power Suit*	Advanced	10	+3	+1	-3	30	50lb.	--	--	6	15
Scout Suit*	Advanced	6	+3	+5	-2	30	10 lb.	--	--	6	12
Netcach Gun Suit	Advanced	8	+3	0	-4	25	50 lb.	--	--	6	10

\*These are power suits requiring clips to operate. The Weights given do no hinder movement or actions in anyway and are simply used to add to the weight of the character already.

Name	Crew	Pass.	Cargo (lbs.)	Init.	Man.	Top Speed	Def.	Hard.	Hit Points	Size	Power	Flight Man.
Condor	1	0	0	-1	+4	200 (20)	18	5	30	M	@	Perfect
Blade	1	5	500	-4	-4	1,100(110)	16	5	50	G	@	Perfect
Skipray Cruiser	6	200	10000	-5	-4	1200 (120)	18	10	100	C	@	Good
Capitol Vessels	20	1000	25000	-10	-10	500 (50)	25	15	250	C+	@	Good
Neoger Light Fighter	1	1	100 lb.	-3	-3	1500 (150)	17	7	40	H	@	Perfect
Nephilim Hover Tank	4	1	425 lb.	-4	-4	80 (8)	6	20	64	G	@	--
Sultan Heavy Fighter	2	0	500	-4	-4	500 (50)	16	5	46	G	@	Good
Parkan	3	100	5000 lb.	-8	-6	450 (45)	8	10	45	H	@	Good

power their vessels even though don't receive the benefits from them (see later).

What can be put on hardpoints:

-Up to Four Missiles

-Super Heavy Weapons take up two points

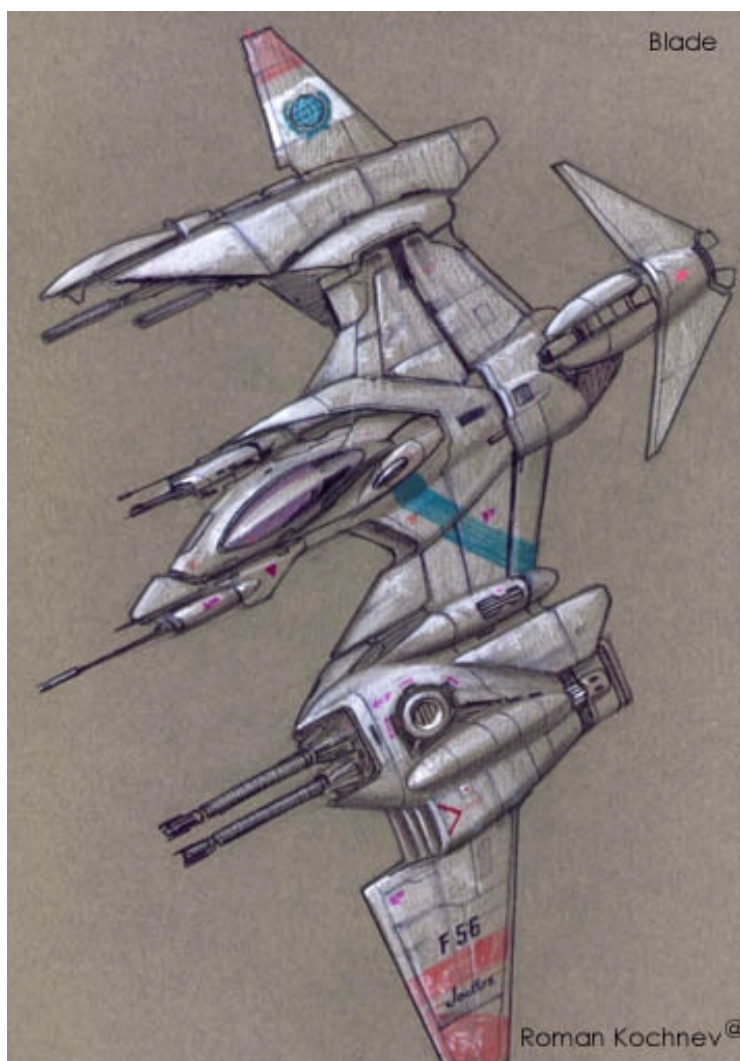
-Energy weapons except for rockets.

-Smaller weapons are turret mounting with two weapons capable per point. Mounting two similar weapons on the same point offers a +2 Circumstance bonus to hit.

All saint vessels are built upon a vertical plane instead of a horizontal one. The corridors are sterile and white and the discipline is hard but the crew always seems to be at ease.

**The Blade:** The standard Medium fighter, the Blade fighter packs a punch and takes a beating. It often escorts the big ships into combat, fending off large enemies and taking on enemy capitol vessels. It often comes standard with anti-ground lasers and air-to-air missiles. In all, it can carry 4 weapons points. Super Heavy weapons count as two and three missiles can be equipped in each point. All ranged weapons receive a +1 Tech bonus to hit. Its primary role is for air to ground combat and has also been known to ferry up to six marines in its small cargo area.

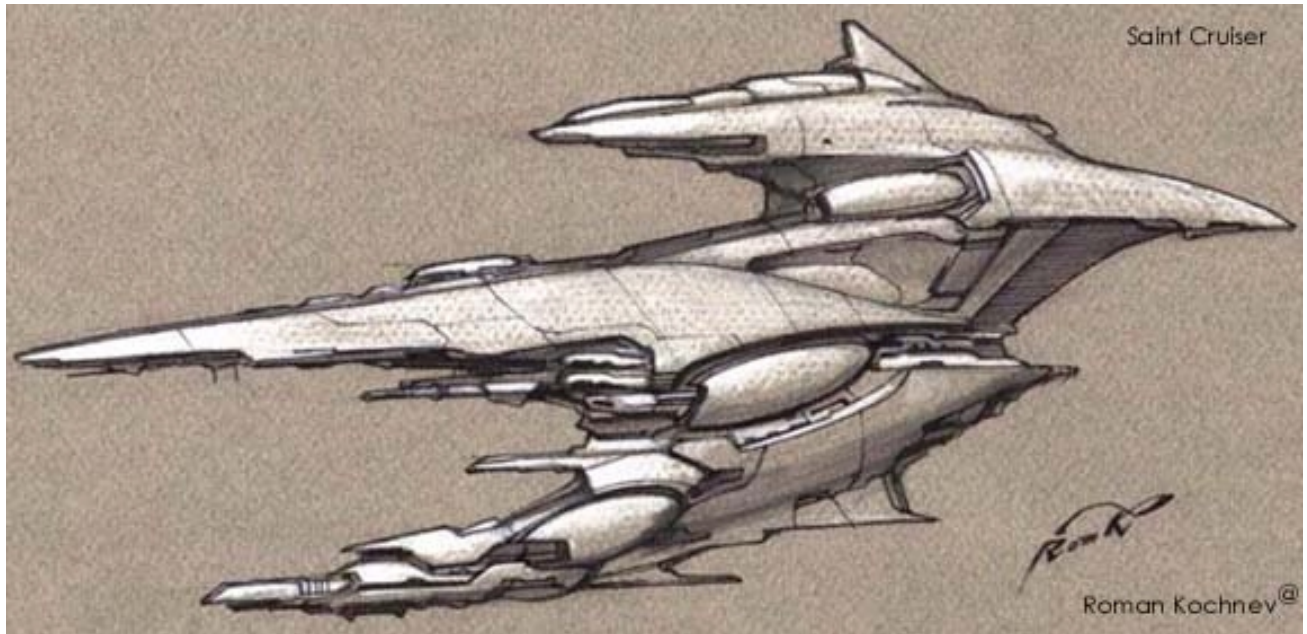
**Capitol Vessels:** The juggernauts of the Saints, luckily, only three are in operation: The Albion, The Cabala, and The Zion. Each loss would be crippling to the Saints as a whole the vessel cannot enter Earth's atmosphere but does carry enough firepower to level a Bastion. To that end, it comes equipped with 20 Hardpoints, plus a dozen Fusion Missiles if the Hardpoints don't succeed in their mission. It also comes standard with Fold Drives and almost every Unique Items listed in the equipment section in Tech. It also has docks so that 3



Skiprays may dock and it also holds up 30 various smaller craft.

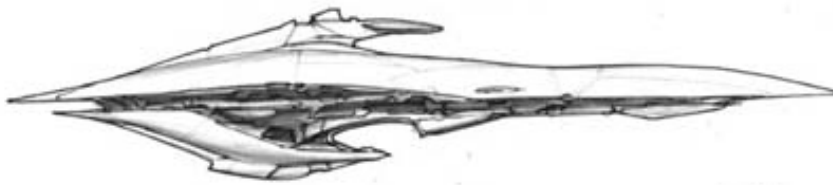
**The Condor:** Even smaller than Neoger, this single-man craft operates with full gravitics all the time, capable of squeezing into the tightest areas. It has two hardpoints but only Energy Longarms can be equipped in them. However, both weapons on each point can fire as one, allowing an additional attack with the weapon.

**The Skipray Cruisers:** The Skiprays number at least four dozen but its doubtful anyone would ever see more than one at a time.



Saint Cruiser

Roman Kochnev @



Saint Capital Ship

*Roman Kochnev*

troops and fighter craft. It can carry 15 various craft, and each Skipray comes equipped with 12 Vortex Flight-Bots and 12 Daath Quadropeds, 6 SIN-ACUs, and one MAX.

Some well known Skiprays: The Bethany (Captain Kenneth Crufix), The Buster Four, The Geisttwelve, The Core Falcon, The Spirit Fortress,

The Panzer Bull, The Varidam, and The Dire Zeta (Home of the most powerful White One, Jerrod)

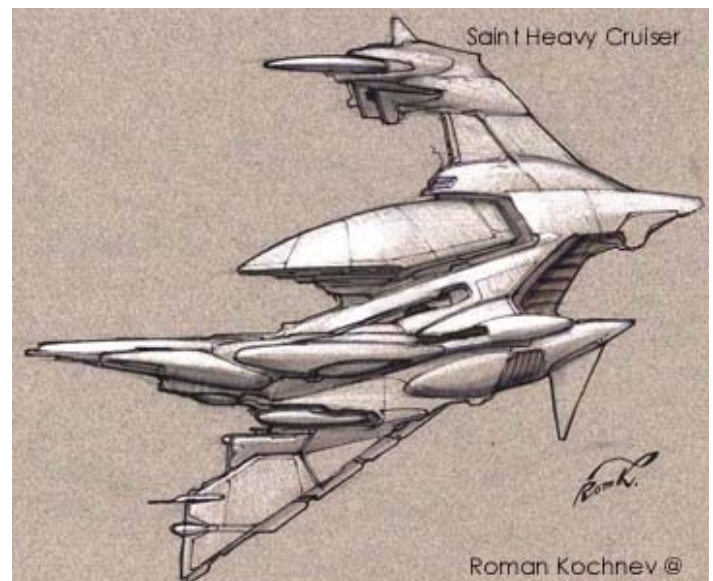
**The Sultan Heavy Fighter:** Primarily for



Condor

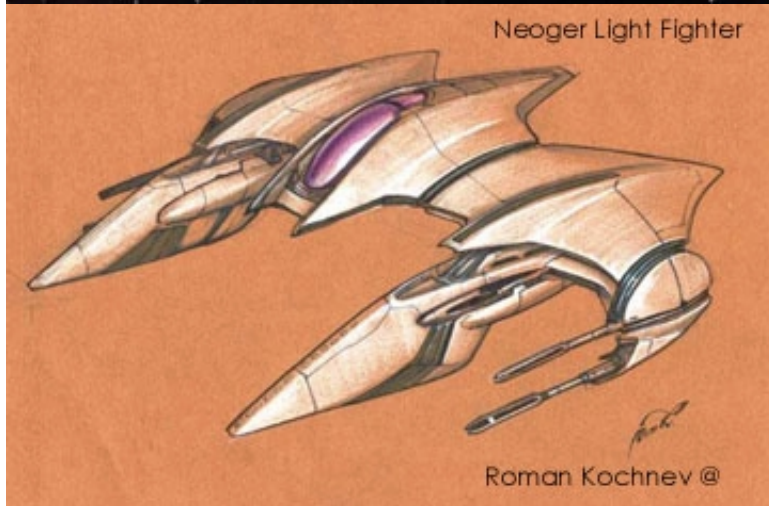
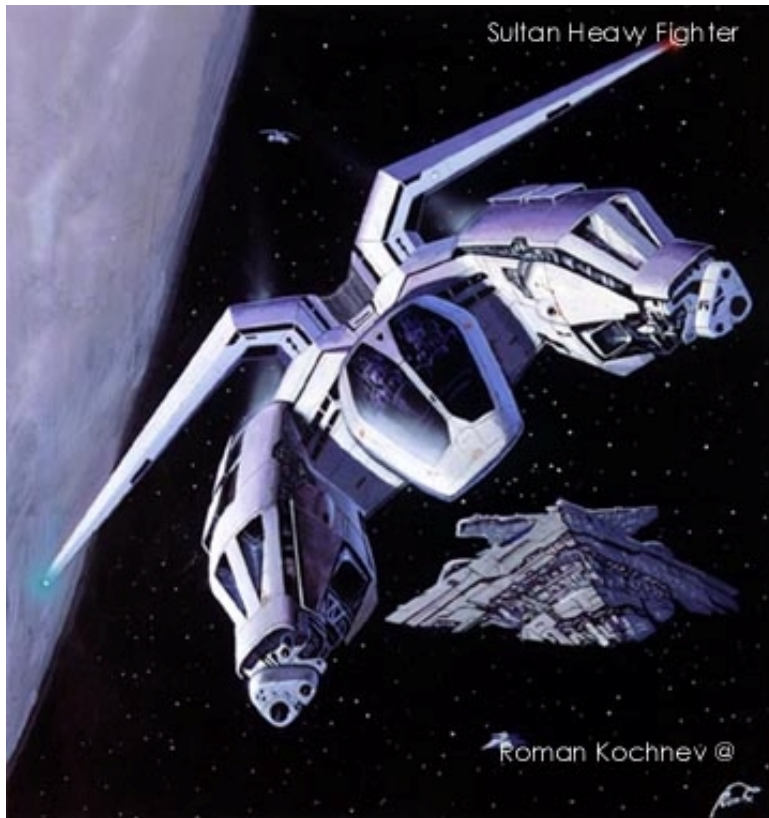
Roman Kochnev

These vessels comprise the main brunt of the Saint assault fleet. They move up front with the bombers and fighters offering unheralded fire support. The vessels' advanced grav drives allow the craft to operate under any conditions, even allowing it to hover inches off the ground. Each sports 10 hardpoints, two being used for Burst Lasers and three reserved for Fusion Missiles. The Skiprays carry an awesome number of ground



Saint Heavy Cruiser

Roman Kochnev @



Space use, the Sultan fighter is designed to strafe ground targets with bombs and missiles as well as take out enemy strongholds, including other vessels. It has four hardpoints plus a free spot for 1 Fusion Missile. Two hardpoints must be forward firing weapons. This leaves the remaining two for bombs.

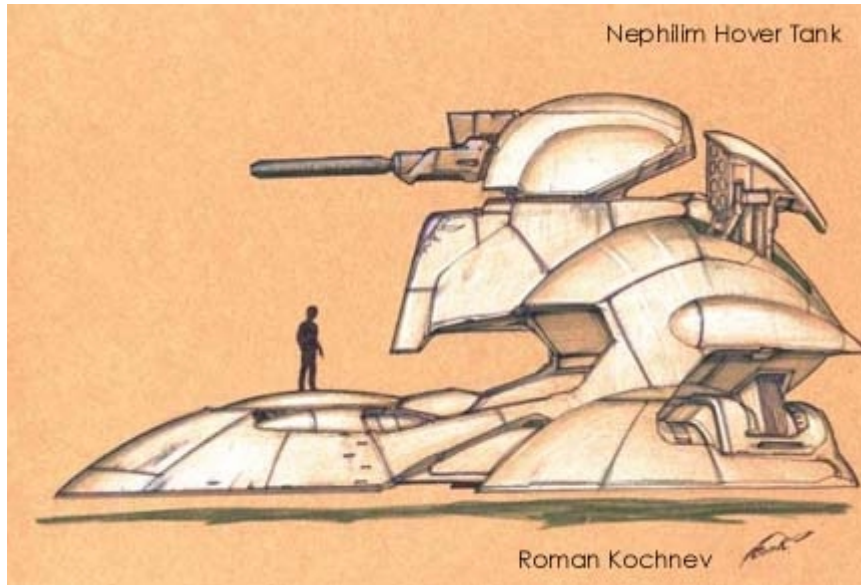
**The Neoger Light Fighter:** The Neogar launches and flies in waves and rarely does one go out alone. The pilots specialty in close maneuvers and swarming strategies to overwhelm opponents. It has two hardpoint that must be forward mounted weapons. However,

these two systems can fire as one, allowing an extra attack from the vehicle. The weapons must also be energy guns. It offers a +1 Techa bonus to hit with these weapons.

**The Parkan:** The Parkans are usually found either in Capitol ships or flying down flanked by Skiprays. They are too big to dock within Skiprays. They fly in fast and use gravity cushions to hit the ground fast, deploying a hundred troops in only a matter of seconds. It comes equipped with an internal Fold Drive where more than 50 additional troops every 5 minutes can teleport from a distant Capitol ship. Usually, a Parkan can only transport three loads before burning out its capacitor. Its only one way and the soldiers still need to disembark through the drop doors. The Parkan armor is strong but its weapons are not. It has only three hardpoints that can fit neither Super Heavy Weapons nor missiles. The Parkan can allow replacing 50 troops with a single Nephilim Hover Tank or 5 troops with either a Daath or Vortex. This includes the teleporter.

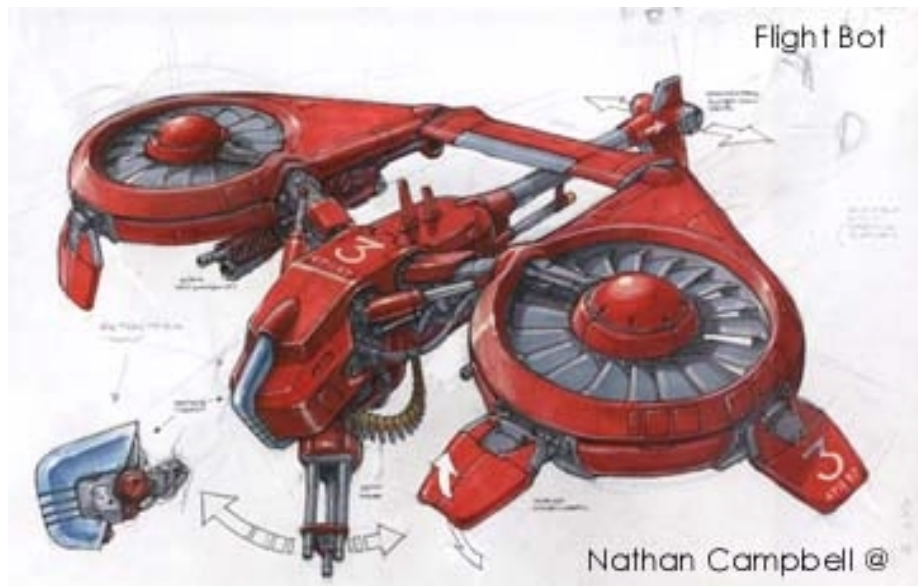
**The Nephilim Hover Tank:** The Nephilim tank can rise to a height of 20 feet if necessary. Its smooth hull is coated with stealth net, allowing the craft to go invisible for up to 10 minutes before draining its battery. Of course, the vehicle is not *silenced*, and certain other conditions can render it detectable (such as striking a target). The device's field disrupts if any weapons fire. It comes standard with one Super heavy weapon and two ports of 7 rockets each.





## SAINT CONSTRUCTS

Sometimes Saints employ automated machines to do their dirty work. They include the simply Flightbots to the Quadropeds, leading up to the intimidating Mobile Anit-echan eXosuit (MAX).



### VORTEX FLIGHT BOT

<b>Hit Dice:</b>	7d8+7 (38 hp)
<b>Initiative:</b>	+5
<b>Speed:</b>	Fly 60 ft. (perfect) (12 squares)
<b>Armor Class:</b>	21 (+5 Dex, +6 natural), touch 15, flat-footed 16
<b>Base Attack/Grapple:</b>	+7/+9
<b>Attack:</b>	Assault Cannon +12 ranged
<b>Full Attack:</b>	Assault Cannon +12 ranged
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Weapon
<b>Special Qualities:</b>	Darkvision 60 ft., Construct, Hardness 5
<b>Saves:</b>	Fort +0, Ref +10, Will -4
<b>Abilities:</b>	Str 14, Dex 21, Con --, Int --,

<b>Skills:</b>	Wis 1, Cha 1 Listen +11, Move Silently +15, Search +10
<b>Feats:</b>	Dodge, Flyby Attack, Weapon Finesse, Point Blank Shot
<b>Organization:</b>	Solitary or Squad (2-4)
<b>Challenge Rating:</b>	6
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	8-14 HD (Medium)
<b>EDF Percentage:</b>	%30

VFBs are deployed usually before a dropship or Skipray lands in order to secure an area. They can operate via a control center on the ship and be ordered to follow instructions from a portable controller

## COMBAT

**Assault Cannon:** Because of the vulnerability of the Vortex, the weapon is intentionally detuned. Standard armament is a 7.62 Assault Rifle (Dam: 2d8, Crit x2, Single/Auto, 100 shots, Range 50 ft.) The weapon can also be fired in close combat without invoking an attack of opportunity.

### DAATH QUADROPEDS

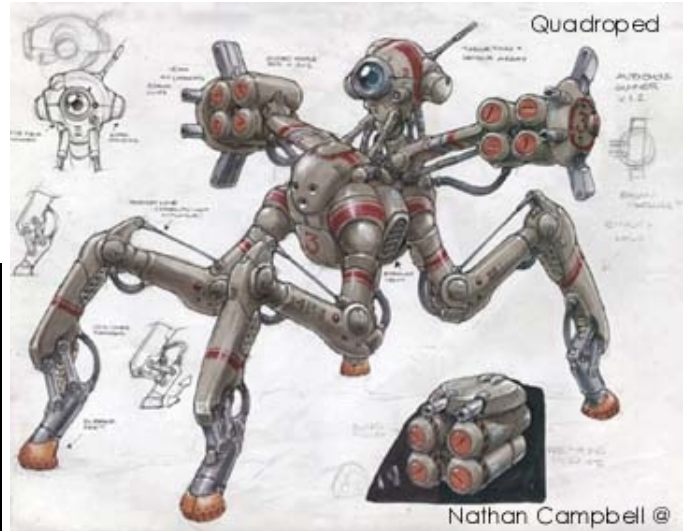
<b>Hit Dice:</b>	6d10+24 (57 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	30 ft. (6 squares)
<b>Armor Class:</b>	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
<b>Base Attack/Grapple:</b>	+6
<b>Attack:</b>	Side Guns +10/+4 ranged or Grenade Launcher +6 ranged
<b>Full Attack:</b>	Same as above.
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Spikes
<b>Special Qualities:</b>	Darkvision 60 ft., low-light vision, Construct Traits, Hardness 5
<b>Saves:</b>	Fort +0, Ref +7, Will -4
<b>Abilities:</b>	Str 20, Dex 15, Con 0, Int 0, Wis 1, Cha 1
<b>Skills:</b>	Listen +5, Spot +9
<b>Feats:</b>	Weapon Focus (Side Cannons)
<b>Organization:</b>	Solitary, pair, or Squad (3-6)
<b>Challenge Rating:</b>	6
<b>Treasure:</b>	None
<b>Alignment:</b>	Always Neutral
<b>Advancement:</b>	7-16 HD (Large); 17-18 HD (Huge)
<b>EDF Percentage</b>	%30

The Daaths escort ground troops and seldom enter without human flanks or with Vortex hovering above. They sport grenade launchers and twin machine guns

**Twin Submachine guns:** Dam 2d6, Crit x2, Ballistic, Single/Automatic, Range Inc 50ft, Ammo 120 box.

**Grenade Launcher:** The Grenade Launcher carries a varied armament dependant on Grenade listings above. The Range Inc is 20 ft. It carries 8 grenades.

**Skills:** Daaths have a +4 racial bonus on Spot checks.



### MAX (Mobile Anti-echan eXo warrior)

<b>Hit Dice:</b>	14d10+30 (107 hp)
<b>Initiative:</b>	0
<b>Speed:</b>	20 ft. (4 squares)
<b>Armor Class:</b>	26 (-1 size, -1 Dex, +18 natural), touch 8, flat-footed 26
<b>Base Attack/Grapple:</b>	+10/+23
<b>Attack:</b>	Slam +18 melee (2d10+9)
<b>Full Attack:</b>	2 slams +18 melee (2d10+9), OR Plasma Cannon + 10 or Markermisiles +15 (1d4+1) OR Flamethrower
<b>Space/Reach:</b>	10 ft./10 ft.
<b>Special Attacks:</b>	Markermisiles
<b>Special Qualities:</b>	Construct traits, Hardness 10, darkvision 60 ft, Spell Resistance 21, low-light vision
<b>Saves:</b>	Fort +4, Ref +3, Will +4
<b>Abilities:</b>	Str 33, Dex 9, Con —, Int 8, Wis 11, Cha 1
<b>Skills:</b>	—
<b>Feats:</b>	—
<b>Environment:</b>	Any
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	11
<b>Treasure:</b>	None
<b>Alignment:</b>	Neutral
<b>Advancement:</b>	15-21 HD (Large); 22-42 (Huge)
<b>EDF Percentage:</b>	0%

The MAX is rare, designed for a specific purpose, venturing on its own into the realm of



Echa to eliminate a target or retrieve an item. It needs no escort, no flanks. It enters alone and always returns. Its low, deep voice, demands obedience and its sympathy is non-existent.

**Plasma Cannon:** Crit: x2, Range Inc 50ft. A rolled strike results in a Reflex save DC16 for half damage. Damage: 6D6 (direct hit 10D6), Combusts all.

**Markermissile:** If the first shot strikes, every subsequent round strikes with a free action for another 1d4+1 (Crit: x2, Range Inc: 100ft). If the MAX chooses, the initial round can explode on its own for 10d6 points of damage. If so, it cannot act as a Markeround at any point. The Missile cannot marker, and then explodes. The initial Markermissile can also act as a tracer if kept intact. It can relay the target position to the Max up to 500 kilometers away. Max even can communicate to the target through relays in the missile. Only a "Heal" spell or major surgery can properly remove the missile without detonation.

**Flamethrower:** Max can temporarily vent plasma for a severe blast of superheated energy. This area effect weapon acts as a Fire breath weapon. It fires as a cone only and delves out

2d10 damage with a Ref DC of 15 for half. Max can spew flames 1d4 times a day.

## THE ANGELS

The Angels are exceptions to the rule of everything, being true humans never affected by any of the gates. They are incapable of using magic, including wielding magic weapons and casting magic. It simply doesn't work in their hands.

They are immune to disruption and walk on Terran soil without a problem. However, their mindsets, culture, and technology progressed for thousands of years independently then the rest of Mankind. To them, their progression is part of survival, and part of a natural development of the species—adapting to their environment. Angels consider themselves true humans and the real inheritors of this planet. They sacrificed the most. They witnessed it all. And now they return to find the side effects of magic running things.

## HISTORY

Angel culture feels totally natural to them and they are not embarrassed whatsoever.



Missiles soared around the planet and 99% of the dark creatures was wiped out. But not all were killed. A few survived and made their way up the mountain to finally eliminate the last fledging sliver of humanity. They reached the peak but couldn't stop the one vessel that survived the holocaust.

Battered and limping, and crewed by victims plagued by radiation, dying of sicknesses unidentified, a single ship rose from the ground and escaped.

This vessel, the Redeemer, carried 500 battered souls into the void.

### CULTURE

Angels live a life they consider perfectly normal. Others consider it exceedingly complicated and foreign. Soon, after leaving Earth, the ravages of radiation killed most of the passengers. The few leftover, obsessed with survival tried everything, finally resorting to removing their own shells in replacement with metal. At first, they simply used the machine to keep them alive. Soon after, the metal accentuated the frail bodies. Finally, the bodies found themselves permanently mounted within the steel.

It was another 1000 years before the human skin itself was cast aside and the only the nervous system, primary blood vessels, and brain remained. Most Angels look the same but, like humans, there are subtle differences between them all. Some are different colors, some are taller, shorter, with subtle physical variations. Angels can tell each other apart with ease even though most others think they all look the same. Among many cultures that have encountered Angels but are unaware of their identity, these creatures are called *Spinefingers*.

In Angel culture, the most notable advancement is with holographics. Every single Spinefinger carries a personal Holographic generator allowing its "organic" form to be visible. This form is fixed and only a few interdictor units are allowed to change into other people. They walk among their own kind looking as normal humans. Even the corridors and rooms of their vessels also carry this illusion. Where rooms were once dry and sterile metal can now be replaced with wood and glass and vegetation. The holograms are tied into the individuals to respond with external input. Therefore an Angel can interact and even feel the wood chair they sit on, the texture of a plant. However, the smells and sounds usually remain

Other may find it terribly difficult and alien to what they know a human culture to be. Long ago, at the cost of their own planet, the humans left, crippled. Only one vessel abandoned Earth. Their history is fairly accurate this field. It tells of the armies of darkness tearing down every city. The traitors sealing themselves in their coffins—the remnants of mankind fighting till virtual extinction. The few who remained managed to gain access to more than 80 000 nuclear warheads. They were all reprogrammed. The plan was to build a fleet of ships to evacuate the remaining survivors and then launch the warheads. Ixindar had other plans.

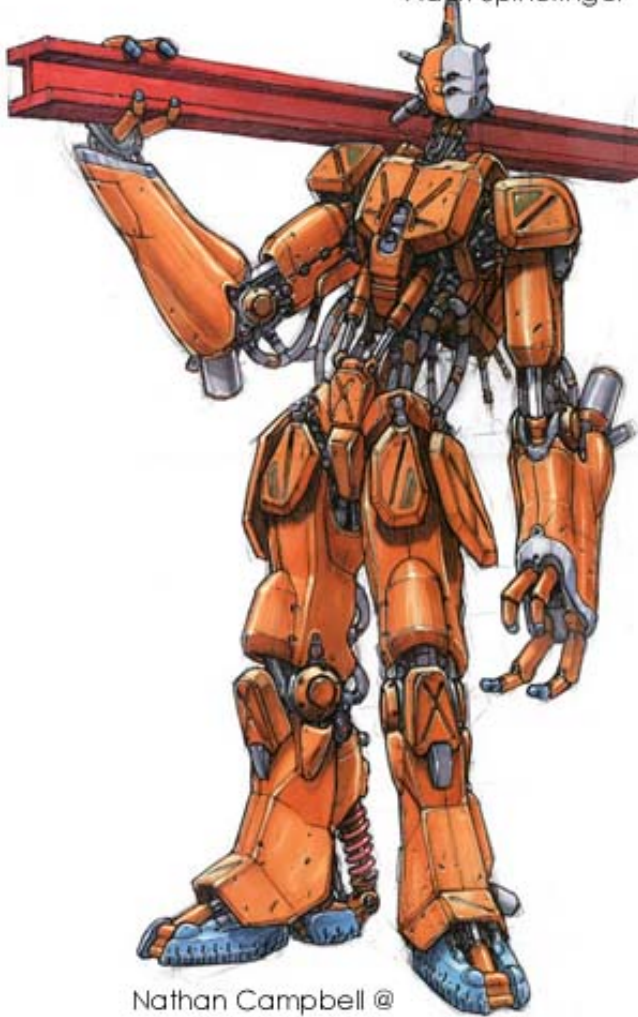
*"Adeo vivo vivere vixi victum"*  
*Just live--Just Survive...*

Angel Gabriel

Like a great intelligence controlling them, every demon and devil formed ranks and marched to the launching platforms. The last few armies of man fought to death to protect them. However, the shadow proved to be great and as the first ships launched, great comets of fire cast from great demons threw them down, killing thousands of innocents.

Knowing there would be no escape, the surviving commander pushed back his forces to the control base. And as the front line Kython Demons broke through the door, the button was pushed.

Adult Spinefinger



Nathan Campbell @

distant. Angels are simultaneously aware of both their virtual forms and their real ones.

The mess hall looks like a mess hall with people talking and associating with others, enjoying a meal. Really, they are plugged in power centers, resupplying their organic nourishment. But the room generates an environment where everyone can talk and socialize. Even sleeping is justified. Quarters have beds that supply power for the electronics of the body.

Reproduction? It does exist. Spinefingers engage in sex and reproduction. They encounter passion and pursuit of the opposite sex like any other species. More than just holographics, Angel vessels also have complete virtual environments contained within computers. Angels can tie into social areas like old age chatrooms. They can practice skills, get an education, and find and express love. When two Angels decide to bond, the procedures are not too far off from normal humans. Marriage exists

and Angels pride themselves on having a virtually zero divorce rate. When Angels decide to create a child, they go to the medical bay and donate DNA samples. The external body's design is derived from combining elements of the parent bodies. DNA is combined in a technique that mimics the standard human reproduction cycle. The cells are grown into the new form and a body suit is built. From there, the child develops normally. Parents still defend their children to death even though the mothers don't breastfeed their children. They still consider themselves mammals. Throughout their lives, an Angel will go through five suits. Old suits are reused for others. Even the Holographic form is derived using the dominant characteristics of the parents. Blonde hair, blue eyes, the program follows the rules of genetics to the letter, even allowing for the odd offshoot. The parents can override that to a point, deciding on a girl or a boy beforehand. All disease is removed. There is no baldness, no obesity, and no genetic imperfections at all. Height only differs by a foot taller or shorter.

Surprisingly enough, the Angels are not even a singular race. Asian, African, and European traits live on. Angels can appear Caucasian or Negro—Indian or Middle Eastern—Whatever their forms would have been if their organics grew skin. It means nothing to the Angels. They are all created equal. Accents may be different but in the end, they are all one species.

Angels may seem evil, but they are generically not. They are driven and obsessed with reclaiming their world. They don't believe this world of Echa has any foothold on the planet and many believe the world of Echa is false and that none of it is real, ironic since most of what Angels see in their own world is also false.

They are generally long lived (more than 200 years on average) and keep their family names very private. Usually only personal friends and family know Angel's family name. They never refer to them by their last name in public.

## GENERAL CAPABILITIES OF ANGELS

--All Angels are immune to any magic requiring a FORT or WILL save. Only magic that can cause physical damage effects them, thus requiring a REF save to avoid. So spells like Lightning Bolt and Fireball and Magic Missile strikes an Angel but Polymorph, Dominate Person, and Charm uneffects them.

--Angels cannot be magically healed or magically resurrected.

	Newborn Spinefinger (Medium Exotic)	Juvenile Spinefinger (Medium Exotic)	Adult Spinefinger (Medium Exotic)
<b>Hit Dice:</b>	3d8 +10 (28 hp)	6d8+14 (41 hp)	10d8+30 (75 hp)
<b>Initiative:</b>	+4	+6	+6
<b>Speed:</b>	40ft	40ft	30ft
<b>Armor Class:</b>	18 (+0 size, +4 Dex, +4 natural) touch 14, flat-footed 14	22 (+0 size, +4 Dex, +8 natural) touch 14, flat-footed 18	24 (+0 size, +5 Dex, +9 natural) touch 8, flat-footed 30
<b>Base Attack/Grapple:</b>	+3 / +6	+6 / +9	+8/+15
<b>Attack:</b>	1 Claw +3 Melee (1d6+1)	1 Claws +6 Melee (1d6+4)	1 Claw +10 (1d8+7)
<b>Full Attack:</b>	2 Claws +3, +0 Melee (1d6+2)	2 Claws +6 Melee (1d6+4), 1 Claw +1 Melee (1d6+4)	2 Claws +10 melee (1d8+9), 1 Claw +4 melee (1d8 +9) OR 2 Ranged fire attacks (+10 / +4) if equipped
<b>Space/Reach:</b>	5ft by 5ft by 5ft	5ft by 5ft by 5ft	5ft by 5ft by 5ft
<b>Special Attacks:</b>	Angel Abilities	Angel Abilities	Angel Abilities
<b>Special Qualities:</b>	Angel Abilities	Angel Abilities	Angel Abilities, One weapon mount, One Support System
<b>Saves:</b>	Fort +2, Ref +4, Will +6	Fort +4, Ref +7, Will +6	Fort +6, Ref +10, Will +6
<b>Abilities:</b>	Str 12, Dex 18, Con 12, Int 8, Wis 10, Cha 8	Str 17, Dex 18, Con 14, Int 10, Wis 13, Cha 9	Str 20, Dex 20, Con 16, Int 13, Wis 14, Cha 11
<b>Skills:</b>	Escape Artist +3, Hide +5, Listen +5, Move Silently +7, Balance +10, Tumble +10, Climb +15, Swim +2, Jump +5	Escape Artist +6, Hide +6, Listen +10, Move Silently +10, Balance +13, Tumble +13, Climb +19, Swim +3, Jump +10	Escape Artist +8, Hide +9, Listen +15, Move Silently +13, Balance +16, Tumble +16, Climb +23, Swim +4, Jump +15
<b>Feats:</b>	Dodge, Improved Initiative, Ambidexterity	Dodge, Improved Initiative, Ambidexterity,	Dodge, Improved Initiative, Ambidexterity, Weapon Finesse, Weapon Focus, Two Weapon Fighting, Mobility
<b>Environment:</b>	Any	Any	Any
<b>Organization:</b>	Packs (6-15)	Packs (3-10)	Solitary or packs (2-10)
<b>Challenge Rating:</b>	6	9	10
<b>Treasure:</b>	None	None	None
<b>Alignment:</b>	Usually Neutral	Usually Neutral	Usually Neutral
<b>Advancement:</b>	By Character Class	By Character Class	By Character Class
<b>Level Adjustment:</b>	+2	+4	+6

--Angels are TL7 and have access to all technology present in previous chapters. However, their technology is tied with the Angels themselves and they can locate all of their technology from orbit. Retrieval squads hunt down and locate lost technology and will kill any who possess them for using forbidden knowledge. Therefore Angel technology cannot be found anywhere for sale.

--Angel technology is totally unaffected by EDF and cannot be harmed by EMP weapons.

--Spells cast UPON Angels (good or bad) that do not require a FORT or WILL save ( ), only effects them for one round before the spells simply slips off the Angel.

--Angel Weapons cannot be enchanted in anyway.

--Angels do not breath and ingest a foodstuff similar to baby food. They eat through an opening that develops in their head. A similar food can be made if outside of a vessel. Angels needs to "eat" at least once a day or starve like Humans.

--Angels need to "sleep" to recharge. Outside of vessels, many Angels (especially

Solitary units) are equipped with a solar shield that charges during the day. However, the Angels will begin to suffer from sleep deprivation and shut down after three days. They are not dead though until the organics starve. Magic as sustenance does not work. An Angel can "suck" any "H" cell to power their suit anew. One H cell (regardless of charges) is sucked dry (must be fresh) and recharges the body for another day.

--Angels do not read up on any Detect Alignment spells (Detect Good/Evil/Law/Chaos).

--Angels are immune to ALL disease and all Poisons.

--Spellcasters cannot Scry onto Angel vessels.

--Angels cannot be level nor ability drained.

--Legend Lore does not reveal any information about Angels.

--Angels have 120 feet Darkvision and can filter Ultrasonic to view invisibility at 60 feet.

	Combat Spinefinger (Medium Exotic)	Spinefinger Ronin / Commander (Medium Exotic)
<b>Hit Dice:</b>	12d8+36 ( 90 hp)	15d8+90 (127 hp)
<b>Initiative:</b>	+7	+9
<b>Speed:</b>	30ft	30ft
<b>Armor Class:</b>	27 (+0 size, +7 Dex, +10 natural) touch 17, flat-footed 20	33 (+0 size, +10 Dex, +13 natural) touch 20, flat-footed 23
<b>Base Attack/Grapple:</b>	+10/+23	+12/+28
<b>Attack:</b>	1 Claw +18 melee (1d8+9)	1 Claw +23 melee (1d8+11)
<b>Full Attack:</b>	2 Claws +18 melee (1d8+9), 1 claw +12 melee (1d8+9), 1 claw +6 Melee (1d8+9), OR Ranged attacks (+18/+12/+6) if equipped	2 Claws +23 melee (1d8 + 11), 1 Claw +17 melee (1d8 + 11), 1 Claw +11 melee (1d8 + 11), 1 Claw +5 melee (1d8 + 11), OR Ranged attacks (+23/+17/+11/+5) if equipped)
<b>Space/Reach:</b>	5ft by 5ft by 5ft	5ft by 5ft by 5ft
<b>Special Attacks:</b>	Charge 6d6+8, Angel Abilities	Charge 10d6 +10, Angel Abilities
<b>Special Qualities:</b>	Damage reduction 10/adamantine, Angel Abilities, Two Weapon Mounts, One Support System, Ultrasonic Imaging, Holographics	Damage reduction 15/adamantine, Angel Abilities, Three Weapon Mounts, Two Support Systems, Ultrasonic Imaging, Holographics
<b>Saves:</b>	Fort +8, Ref +14, Will +8	Fort +10, Ref +19, Will +10
<b>Abilities:</b>	Str 25, Dex 24, Con 18, Int 15, Wis 15, Cha 13	Str 30, Dex 30, Con 19, Int 17, Wis 15, Cha 14
<b>Skills:</b>	Escape Artist +12, Hide +12, Listen +20, Move Silently +16, Balance +19, Tumble +19, Climb +27, Swim +5, Jump +20	Escape Artist +16, Hide +12, Listen +25, Move Silently +19, Balance +23, Tumble +23, Climb +31, Swim +6, Jump +25
<b>Feats:</b>	Dodge, Mobility, Improved Initiative, Ambidexterity, Weapon Finesse, Weapon Focus, Two Weapon Fighting, Improved Two Weapon Fighting, Spring Attack	Dodge, Mobility, Improved Initiative, Ambidexterity, Weapon Finesse, Weapon Focus, Two Weapon Fighting, Improved Two Weapon Fighting, Spring Attack, Improved Critical, Cleave, Power Attack
<b>Environment:</b>	Any	Any
<b>Organization:</b>	Solitary or gang (2–6)	Solitary unless leading
<b>Challenge Rating:</b>	13	15
<b>Treasure:</b>	None	None
<b>Alignment:</b>	Usually Neutral	Usually Neutral
<b>Advancement:</b>	By Character Class	By Character Class
<b>Level Adjustment:</b>	+8	+10

--Angels speak True English but many oddly enough seem to have mixed Latin into their speak. Many Angels have programmed Echan languages in them as well

--Angel bodies regenerate via nanotechnology. If reduced below 0, however, the Nano machines stop working and external repairs will be needed.

--Angels prefer close combat and rarely strike with range unless in a spacecraft. One on one combat, they usually prefer using hand weapons, only using ranged weapons until close combat occurs. All Angels are ambidextrous.

--Angel Spinefinger suits operate as powered suits listed in the Techa chapter above. Therefore, each Spinefinger can add modifications as listed in the Armor chapter.

Basic troops are usually only none while officers and hunters can use one or two. Commanders can use three. "Named" Characters are fixed.

--**Cloner:** Angel Cloners are smaller and can reform a dead DNA strand in a day. If the body is rescued, the backup computer in the suit reads the brain activity at the last second so it can be re-integrated into a cloned organic. This is not like Resurrection as this is an identical personality but not the same soul. However, the

computer CAN transfer a living brain pattern over to a new Organic. Also, there is no level drain with the process. This is only for Angels HOWEVER, it may work with humans as well. Some Angels have offered the process to normal humans. This is necessary to turn a Human into an Angel.

--**Mono-Molecular Blades:** Angels love close combat weapons. To that end, they have develops Mono-Blades. All Angel Mono-Blades are built naturally to a single atoms' width and all can penetrate though all level of magical defense and through all hardness levels.

## STANDERD SPINEFINGERS

Angels are people, and as such, the youth are not trained in combat but can still hold their own. The stats reflect their basic abilities before being equipped for Combat. They usually only sport clawed hands. However, they capacity for individually holds no ends and many Spinefingers love the fact they can equip themselves totally differently than their friends. They relish in hand to hand fighting and are virtually unequalled in that field.

## COMBAT:

**Weapon Mounts:** Spinefingers can outfit themselves with any variety of weapons listed in



the Weapon section below as long as they have slots for them. Blades are always fixed on limbs, Pistols and rifles are always separate and slung when not in use. Heavy weapon are either over the shoulder and back mounted, requiring the Angel to fall on their arms to launch. Any blade attacks replace the Angels Claw Attacks. If an Angel with multiple weapons mounts identical weapon on them they get an extra free action with that weapon. Mono blades are at half cost, so two weapons can be added to one slot and still offer this ability.

**Support Systems:** Some Angels can equip themselves with modifications similar in use to Armor modifications in the Techa chapter above. Their options available are: Acid Resistance, Cold Resistance, Fire Resistance, Fortification, Electricity Resistance, Stealth, Phase, Invulnerability, Invisibility, Sonic Resistance, Booster, Anti-Gravity (Lasts for 30 minutes before the Angel must recharge), Jumper (+8 to jump).

**Ultrasonic Imaging:** Prowlers can detect invisible objects up to 60 feet away and can scan rooms through closed doors and through walls.

**Feats:** All Spinefingers are ambidextrous and know two-weapon fighting. They are master close combat fighters and these have been incorporated into their attack stats. However the Spinefinger Ronin has Improved Critical that will be always assigned to the hand weapons.

## AUTOMATED A.I.

Angels employ a small number of machines run through their advanced AI system. In some cases, these AIs are actually programmed through the brain wave scans of dead Angels. In a few rare situations, Spinefingers have actually transferred their intellect to these machines. If an Angel is nearby, it can totally control an AI, directing its actions. By a whole, the Angel constructs are few in number and are usually only found to accent a force rather than dominate it.

## TALOS

	Large Construct
<b>Hit Dice:</b>	10d8+23 (35 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	30 ft. (6 squares), climb 15 ft.
<b>Armor Class:</b>	25 (-1 size, +4 Dex, +12 natural), touch 13, flat-footed 21
<b>Base Attack/Grapple:</b>	+3/+18
<b>Attack:</b>	Slam +8 melee (2d6+15)
<b>Full Attack:</b>	2 Slams +8 melee (2d6+15)
<b>Space/Reach:</b>	10 ft./10 ft.
<b>Special Attacks:</b>	Rend 2d6+15, Crush 3d6+15
<b>Special Qualities:</b>	Darkvision, Ultrasonic Imaging, Angel Abilities, Construct
<b>Saves:</b>	Fort +6, Ref +6, Will +5
<b>Abilities:</b>	Str 40, Dex 18, Con --, Int 3, Wis --, Cha 7
<b>Skills:</b>	Climb +14, Listen +5, Move Silently +4, Spot +6
<b>Feats:</b>	Alertness, Toughness
<b>Environment:</b>	Any
<b>Organization:</b>	Solitary or company (5-8)
<b>Challenge Rating:</b>	8



<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	6–15 HD (Large)
<b>Level Adjustment:</b>	—

A Talos resembles a robotic Ape, standing about 9 feet tall and weighs 1600 pounds.

### COMBAT

Talos keep back after Prowlers and usually flank with Spinefingers, targeting the toughest enemies. If an opponent's armor foils a Talos's attacks, the machine will attempt to grapple and pin, then rend the prone opponent.

**Rend (Ex):** A Talos that hits with both Slam attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+15 points of damage.

**Crush (Ex):** A Talos that hits with both Slam attacks latches onto the opponent's body. Instead of tearing flesh automatically, the Talos can attempt a grapple that round. If successful, it will attempt to crush the opponent on the next round (and another grapple roll) for an extra 3d6+15 points of damage.

**Ultrasonic Imaging:** Talos can detect invisible objects up to 60 feet away and can scan rooms through closed doors and through walls.

**Skills:** Talos have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

### PROWLER

	Large Construct
<b>Hit Dice:</b>	12d8+30 (80 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	22 (-1 size, +5 Dex, +8 natural), touch 14, flat-footed 17
<b>Base Attack/Grapple:</b>	+12/+24

<b>Attack:</b>	Claw +20 melee (2d4+8)
<b>Full Attack:</b>	4 claws +20 melee (2d4+8)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Improved grab, pounce, rake 4d4+8
<b>Special Qualities:</b>	Blind Fighting, Ultrasonic Imaging, Construct, Angel Abilities
<b>Saves:</b>	Fort --, Ref +18, Will --
<b>Abilities:</b>	Str 27, Dex 18, Con --, Int 4, Wis --, Cha 10
<b>Skills:</b>	Hide +7, Jump +14, Listen +6, Move Silently +11, Spot +7, Swim +10
<b>Feats:</b>	Alertness, Improved Natural Attack (claw), Run, Stealthy, Weapon Focus (claw)
<b>Environment:</b>	Any
<b>Organization:</b>	Solitary, pair, or Pack (3-6)
<b>Challenge Rating:</b>	9
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	17–32 HD (Large); 33–48 (Huge)
<b>Level Adjustment:</b>	—

Prowlers are six legged cat-looking machines operated as front line cavalry for the Angels. They are hard to take down and like stalking potential targets, striking whenever the creature lets down its guard.

### COMBAT

A Prowler attacks by running at prey, leaping, and clawing and biting as it rakes with its limbs.

**Improved Grab (Ex):** To use this ability, a Prowler must hit with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a Prowler charges, it can make a full attack, including two rake attacks.

**Ultrasonic Imaging:** Prowlers can detect invisible objects up to 60 feet away and can scan rooms through closed doors and through walls.



Prowler

TJ Frame @



**Skills:** Prowlers have a +4 racial bonus on Hide and Move Silently checks. Prowlers also cannot be flanked nor surprised in anyway

## CHARACTERS

These are the leaders and most notable soldiers of the Angels. The first and more important one is...

### KAIROS (Virago)

	Spinefinger Commander (Medium Exotic)
<b>Hit Dice:</b>	18d8+100 (200 hp)
<b>Initiative:</b>	+9
<b>Speed:</b>	40ft
<b>Armor Class:</b>	35 (+0 size, +12 Dex, +13 natural) touch 20, flat-footed 23
<b>Base Attack/Grapple:</b>	+14/+30
<b>Attack:</b>	1 Mono Blade +30 melee (1d8+11)
<b>Full Attack:</b>	2 Mono Blades +30 melee (1d8 + 11), 1 Mono Blade +24 melee (1d8 + 11), 1 Mono Blade +18 melee (1d8 + 11), 1 Mono Blade +12 melee (1d8 + 11), 1 Mono Blade +6 melee (1d8 +11) OR Ranged Pulse Rifle attacks +30/+24/+18/+12/+6 (3d10)
<b>Space/Reach:</b>	5ft by 5ft by 5ft
<b>Special Attacks:</b>	Charge 10d6 +11, Angel Abilities
<b>Special Qualities:</b>	Damage reduction 15/adamantine, Angel Abilities, Three Weapon Mounts (Mono

	Blades, Pulse Rifle). Three Support Systems (all pre-filled--Fortification, Anti-Gravity, Jumper), Ultrasonic Imaging, Holographics
<b>Saves:</b>	Fort +14, Ref +25, Will +14
<b>Abilities:</b>	Str 33, Dex 36, Con 22, Int 18, Wis 13, Cha 16
<b>Skills:</b>	Escape Artist +20, Hide +16, Listen +27, Move Silently +23, Balance +27, Tumble +27, Climb +35, Swim +9, Jump +40
<b>Feats:</b>	Dodge, Mobility, Improved Initiative, Ambidexterity, Weapon Finesse, Weapon Focus, Two Weapon Fighting, Improved Two Weapon Fighting, Spring Attack, Improved Critical, Cleave, Power Attack, Blind Fighting
<b>Environment:</b>	Any
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	18
<b>Treasure:</b>	None
<b>Alignment:</b>	Lawful Neutral
<b>Advancement:</b>	none
<b>Level Adjustment:</b>	--

Kairos was the first to set down on the Earth. He has studied the new rules of the planet for most of his 150 years of life. He is obsessed with retaking Earth. However, unlike many of his comrades, he believes that Angels should stand back and let the planet destroy itself with only little prods from the Angels.

Kairos believes that Earth belongs to them. Further, he thinks that the Echans and Techan humans on Earth are not totally useless nor deserve to die. Those willing to help the Angels bring down the gates will be rewarded with survival. Not only that, those special allies will be allowed to join their society when Earth is rebuilt. Kairos will honor this agreement. He has established a bond with Xavier Camus, Commander of the Starlight Division of the Angel Bastion but despises Jerrod, the Saint commander.

Because there is a real possibility that every human on Earth will fall into dust when the gates closed, Kairos promises to turn them into Spinefingers when the new world is born.

Kairos understands the native humans desire to keep what they want and feel an affinity for his opponents. However, even though he may respect native humans, he hates Saints, considering them a threat that are only under minor control by the White ones...a control Kairos feels will break soon, sending the Saints against them. He would rather take them out now and save the trouble.

## COMBAT

**Weapon Mounts:** Kairos' weapons are fixed and all of his mounts are occupied.

**Support Systems:** Kairos' Support Systems are fixed and all of his systems are occupied. He is equipped with the following:

*Fortification*- Additional armor plating prevents flanking and critical hits. There is a %50 chance that these attacks are treated normally.

*Anti-Gravity*--Kairos can fly at a speed of 45 feet. He can ascend at half speed and descend at double speed, and the maneuverability is Perfect. He can charge but not run.

*Jumper*--Huge hydraulic lifters allows a +10 Techa bonus to Jump checks.

**Ultrasonic Imaging:** Kairos can detect invisible objects up to 60 feet away and can scan rooms through closed doors and through walls.

**Feats:** Kairos is ambidextrous and is a master at two weapon fighting and this has been incorporated into their attack stats. However Kairos has Improved Critical that will be always assigned to the hand weapons (Crit 12-20).

### ELISSA (Arcanus)

	Spinefinger Ronin / Commander (Medium Exotic)
<b>Hit Dice:</b>	16d8+100 (165 hp)
<b>Initiative:</b>	+9
<b>Speed:</b>	30ft
<b>Armor Class:</b>	33 (+0 size, +10 Dex, +13 natural) touch 20, flat-footed 23
<b>Base Attack/Grapple:</b>	+12/+28
<b>Attack:</b>	1 Claw +23 melee (1d8+11)
<b>Full Attack:</b>	2 Claws +23 melee (1d8 + 11), 1 Claw +17 melee (1d8 + 11), 1 Claw +11 melee (1d8 + 11), 1 Claw +5 melee (1d8 + 11), OR Ranged Pulse Pistols attacks +23/+17/+11/+5 OR Rotary Cannon +23
<b>Space/Reach:</b>	5ft by 5ft by 5ft
<b>Special Attacks:</b>	Angel Abilities
<b>Special Qualities:</b>	Damage reduction 15/adamantine, Angel Abilities, Three Weapon Mounts (Two Pulse Lasers, One Rotary Cannon). Two Support Systems (Phase, Invisibility, Stealth), Ultrasonic Imaging, Holographics, Dominate Person
<b>Saves:</b>	Fort +10, Ref +19, Will +15
<b>Abilities:</b>	Str 30, Dex 30, Con 19, Int 17, Wis 17, Cha 18
<b>Skills:</b>	Escape Artist +15, Hide +11, Listen +23, Move Silently +34, Balance +25, Tumble +23, Climb +31, Swim +6, Jump +25
<b>Feats:</b>	Dodge, Mobility, Improved Initiative, Ambidexterity, Weapon Finesse, Weapon Focus, Two Weapon Fighting, Improved Two Weapon Fighting, Spring Attack, Quick Draw, Track, Improved Grapple
<b>Environment:</b>	Any

<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	15
<b>Treasure:</b>	None
<b>Alignment:</b>	Neutral

Elissa does her job to the letter but sometimes she desires more. When given a mission, she follows until completion, but she often dreams of the day when they can remove the weapons from her back. She dives into her career but wonders if The Angels had ventured too far away from the heritage.

**Weapon Mounts:** Elissa's weapons are fixed and all of her mounts are occupied. She can allot to go into Support mode. Her hands turn into pads, she drops to the ground and unleashes her Rotary Cannon. She receives NO penalty for firing this heavy weapon (an exception to the rule)

**Support Systems:** Elissa's Support Systems are fixed and all of his systems are occupied. She is equipped with the following:

*Phase*--Image distortions and light bending generators blurs the armor, incurring half concealment (%20 chance miss rate) when activated. A H4 cell lasts for one round per charge.

*Invisibility*--A built-in Cloaking generator renders the suit invisible per the spell for one round per charge in a H3 clip. Like the spell, the effect dissipates with an attack. Tripling the price removes that disadvantage.

*Stealth:* Baffles and insulation quiets the unit, offering a +10 Circumstance bonus to the user's Move Silently checks.

**Ultrasonic Imaging:** Elissa can detect invisible objects up to 60 feet away and can scan rooms through closed doors and through walls.

**Feats:** Elissa is ambidextrous and is a master at two weapon fighting and this has been incorporated into their attack stats.

**Dominate Person:** Not unlike the spell, Elissa can gain control of other people but the procedure is quite different. She can control the actions of any humanoid creature by downloading an identical copy of her own personality onto any Organic brain. She begins this by attempting a grapple (and not receiving an attack of opportunity). If successful, she latches on with three probes. After three rounds, and a Will DC of 25, an identical personality (Int 17, Wis 15, Cha 18) is placed overtop. She can force the subject to perform as she desires, within the limits of its abilities.

Detection spells will pick up Elissa and not the subject's alignment. The original personality does not have direct control of the unit but can always locate the domination anywhere within 100 kilometers. Every day after,



Elissa. After a week and every week, the two personalities have %20 chance of beginning to merge. Stats turn into an average of the two and the interests begin to combine.

From the beginning, the implanted personality grows independently, gaining the chance than the implanted Elissa will rebel. However, this has not happened yet.

To gain what the implant has learned, Elissa has to re-attach the probes and reintegrate the personality. If the

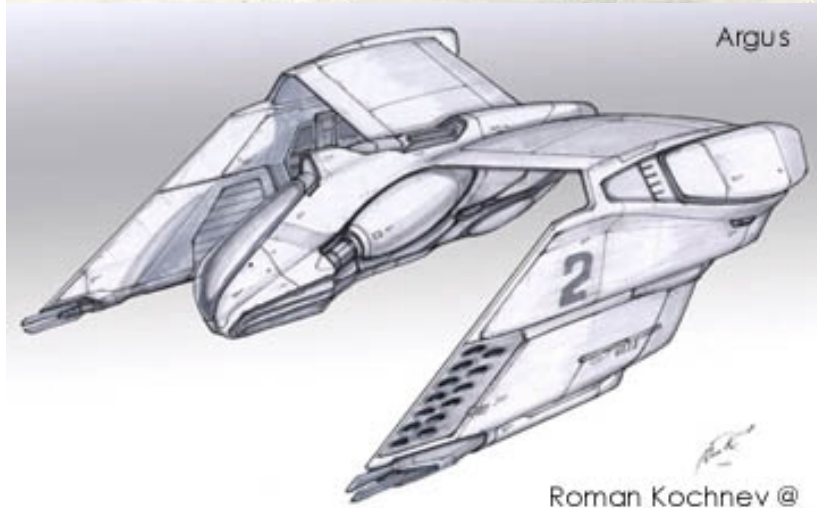
implant body is killed, it stuns Elissa for 4d6 rounds.

Obviously self-destructive orders are not carried out as even the implanted Elissa wishes to preserve her own existence. Once control is established, the range at which it can be exercised is unlimited.

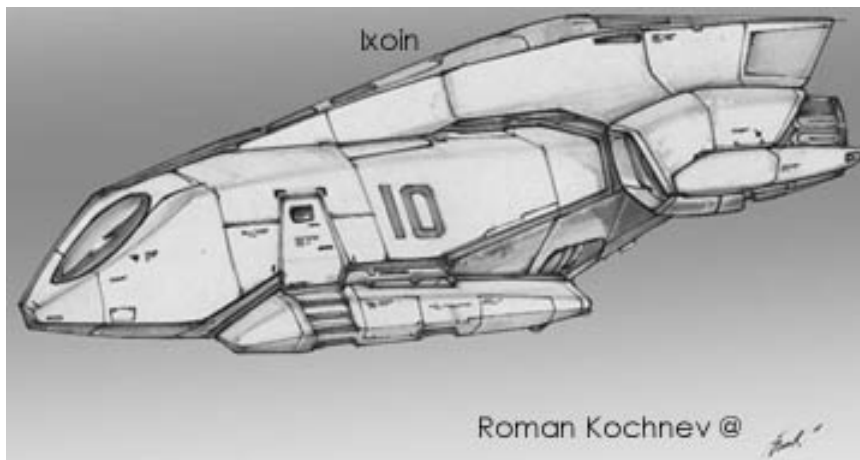
No magic can dispel this. Killing the body and raising it later cures the condition.

## VEHICLES

Angel Vehicles are powerful, massive, and deadly. Few ever see their vessels in

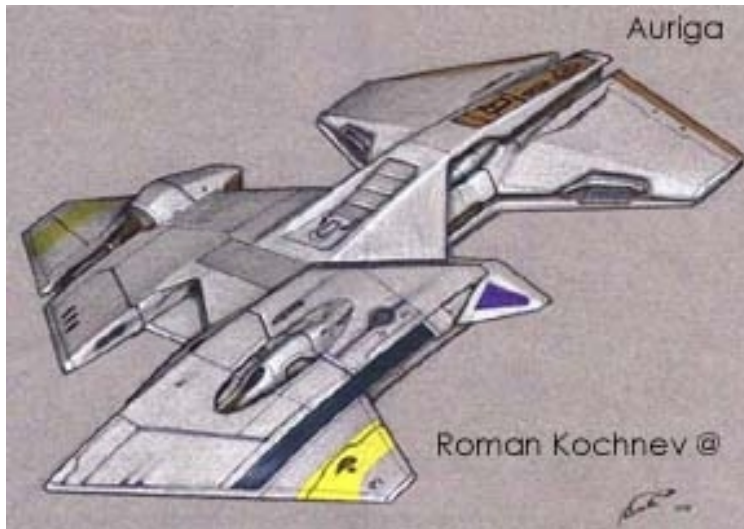


action. Angels love simplicity. They have no ground vehicles, just spacecraft that can traverse every environment. They only have one tank for intimidation purposes. Their vessels do the rest. They scale in size from the Miniscule to the enormous, finally leading to the Mother craft, the Agrippina. These vessels are offered in standard stats but it would not honestly convey the massive nature of these craft. All Angel craft carry a virtually unlimited power supply but



with a technology so advanced, it is impossible to remove without incinerating the craft.

a new Will save can be made to break the control. However, if the Domination lasts more than three days, no more saves can be made. The Domination is permanent until removed by



usually adopt their own. Their titles are three numbers and a letter, making their individuality a moot point. Each cruiser comes with 10 Pulse Blaster Turrets, 100 Guided Rockets, 2 Particle Beams Cannons, and three forward mounted Ion Cannons.

**Capital Vessels:** Capital vessels fill up the Angel fleet, a view to throw fear into all. Where the Saints have heavy cruisers and only a few command vessels, the Angel command more than 50 of these monoliths. Each one looks different, with different styles, colors, and weapon systems. Where the Actuarius vessels are primarily automated drones, the Captain of a capital vessel is normal Angels whose organics have been

Like many vehicles, they can be assigned weapons dependant on how many weapon slot in the profile.

**Argus:** The Elite interceptors, the Argus are reserved for Commanders and for lone penetration missions with Ronin Spinefingers. They sport twin Pulse Rifles (The twin linked weapon offers a +2 Circumstance Bonus to hit) and 26 Guided Rockets (Up to 6 can launch a round). The craft is totally Anti-Gravity powered. It can stop and turn on a dime.

implanted into the vessel itself. They have Spinefinger bodies located usually on the bridge connected to the greater vessel by dozens of cables attached to the back of the body. The Spinefinger itself will often walk around the bridge with these cables dangling from a crane above, allowing the crew to associate with their captain rather than talking to a disembodied voice (although some captains are known to combine the two). The Captain can download herself into her Spinefinger and do errands and even leave the ship for a time (leaving the vessel automated) but after 6 hours the Spinefingers Data Cell begins to degrade and the brain scan will fragment and kill the personality if it is not reintegrated with its Organic. The Captain has full access to every part of the ship and does not need the Spinefinger to create a holographic of his / her human likeness to wander the halls. Also, Captains are known to carry their families along as well.



**Ixion:** The Ixion operates as a personal shuttle for high ranking officers and dignitaries. It is tough, maneuverable, but not armed.

**Actuarius:** The Actuarius class vessels are small cruisers armed with more weapons than Capitol ships. They usually operate under control from a capitol ship, making them the largest Combat Drones in the Universe (each vessel is 150 meters long). Only a small crew tower holds any room for people. If its destroyed and the vessel is not under guidance from a mother craft, an Internal AI (Int 10, Wis 10, Cha 5) activates and continues as it sees fit to succeed at the mission.

Its primary role is for defense and front line assault, seldom going into combat alone. It is often found flanked with a twin. These vessels carry no specific names although their commanders, having little crew otherwise, to

Each Capital Vessel's armament is unique. They have 20 Weapon ports each. Here are some notable Capital Vessels. They are named by their Captains but not named after them.



**Praetoria:** Kairos's personal vessel, controlled by his wife, Ardene (Virago).

**Alcinous / Croesus:** The only Husband / Wife Capital Vessels in the fleet, led by Janus and Heren (Acclamo).

*Tarquinius*: Clean and white, this beautiful vessel usually stays back as a medical frigate. Commanded by Augustus (Cincus)

*Bacchus*: A vicious black vessel usually volunteering for the black operations. Commanded by Praxis (Alauda)

*Mephitis*: A super fast cruiser (x2 speed) led by the reckless Marina (Clueo).

*Silvanus*: Old and obsolete, the Silvanus captain, Cassius (Attalus), limps from destination to destination. Cassius refused upgrade and usually hangs back, offering wisdom when needed. Cassius is more than 1000 years old.



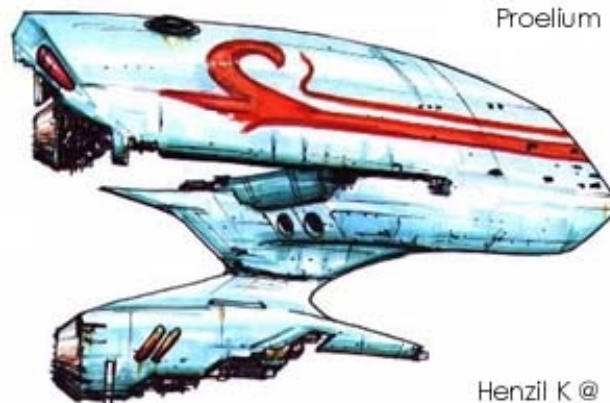
Belligero

Henzil K @

*Belligero*: Almost of the verge of rebelling, Captain Paris (Sibella) finds Darius' and Praxis' actions horrendous and often hangs back with Cassius. Her crew often feels Mankind are making too many compromises with evil to achieve their means.

*Diomedes*: Even though armed like so many other vessels, Captain Servilius (Tros) and its crew enjoy life too much to really care about war. They will fight when pushed but often host the after battle parties. Servilius has constructed more Holographic chambers than any other vessel. Virtual environments recreate any scene. Many Spinefingers elect to visit the Diomedes in their spare time to chill out and stretch their arms.

*Alofalcis*: A Hunter Killer, the cold Darius (Exclamo) is obsessed with the destruction of Echans and leaves no survivors. Often fights for planet missions with the more cool Praxis.



Proelium

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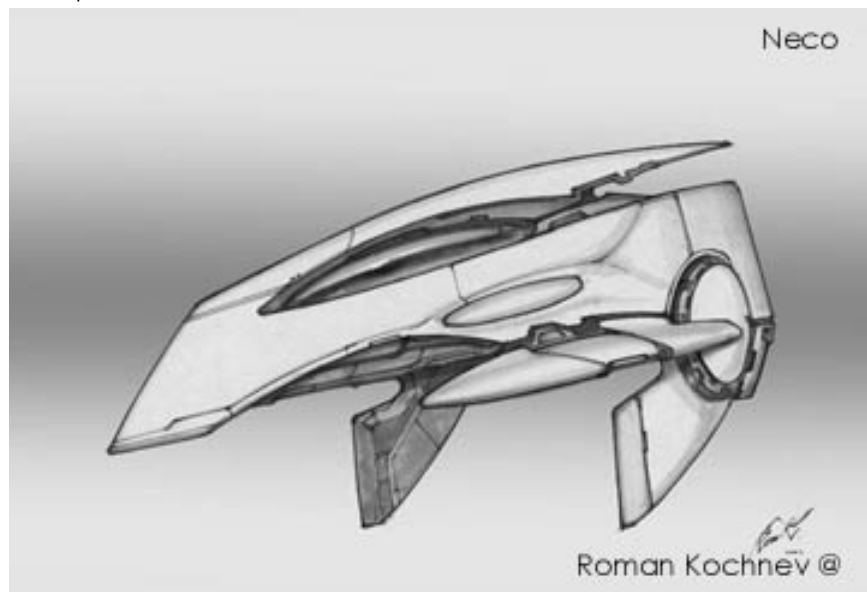
*Proelium*: Canna (Navicula) commands this prototype. More advanced than any other capital vessel, it sports 30 Slots of various configurations.

*Naufragus*: Battle hardened and bruised, Captain Zeno (Terentius) is the only Captain whose vessel single handedly took on a Meggidon craft and survived. Zeno lost his wife to them and doesn't share his comrades' obsession with Echa and he believes a greater threat looms.

**Fugax**: The largest frigate capable of dog fighting, this craft was built as a mid point between fighters and capital ships. Unlike the Actarius, which are automated, the Fugax are piloted. They often fly in either as dropships or, more often, as bombers. They sport 10 Weapon slots.

**Neco**: Identical almost to the Argus, these small fighters flew in squadrons of 4 – 12, sometimes led by a Commander in an Argus. They are extremely maneuverable, very fast and Angels built more than 5 000 of them. They are equipped with 2 Weapon slots.

**Quadroplex**: The only ground unit, the QDP walks fast into combat, offering heavy fire support to the majority close combat Spinefingers. They are often flanked with heavy support Combat Spinefingers carrying similar weapons. Each footstep can crush a target for 3d6+20 points of damage. It approaches into combat with 5 weapon slots of armament.



Neco

Roman Kochnev @



Nathan Campbell @

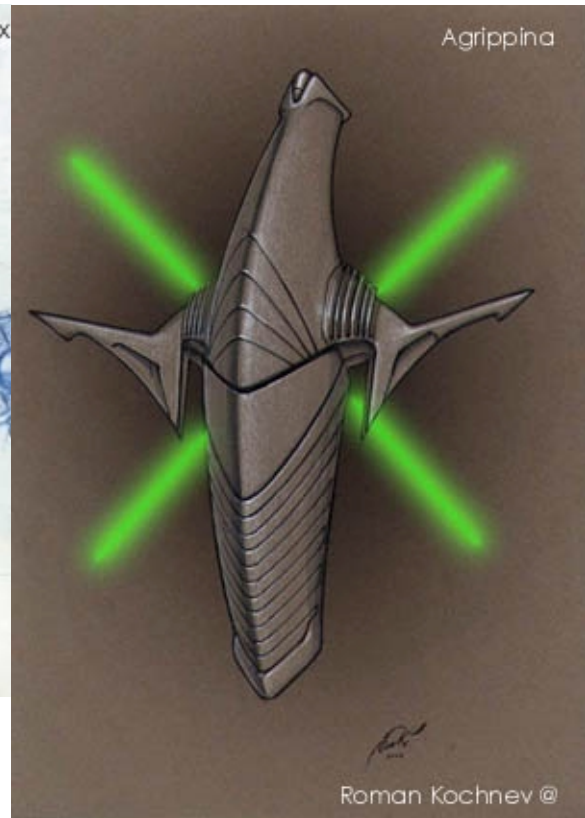
**Essedarius:** The heavy fighter craft, the Essedarius sports one Super Heavy Weapon Mount reserved for that type of weapon. Around the vessel are four more mounts for lighter weaponry. They usually enter combat with two more of its kind or flanked by two

**Auriga:** The Angel dropship, the vessel drops at terminal velocity, stopping only inches from its target, releasing 100 troops into combat. It can replace 20 troops in exchange for one Quadroplex. It also has 1 weapon slot

## WEAPONS

Angels know the sins of the atom and as a result, wield no Nuclear or Fusion weapons.

**Mono-Blade:** These forearm mounted swords is ground to a mono-molecular point. The



Roman Kochnev @

weapon then can slice through virtually anything, increasing its critical rate.

**Shredders:** A more complicated version of the MonoBlades, Shredders comprise of two sets of spinning blades on a staff and then mounting that staff on the forearm of the Spinefinger. The staff can slide up and down the arm and the blade continues to spin, never stopping. They can saw through metal and bone quite easily.

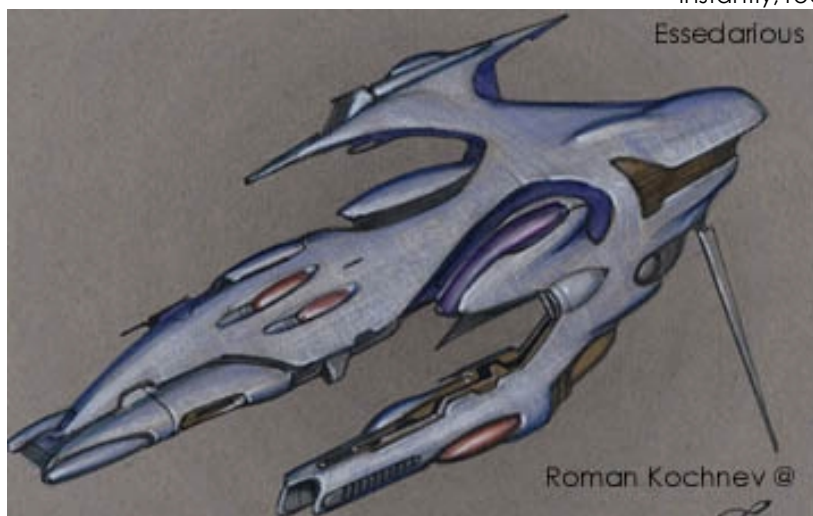
**Impalers:** Impalers due just that. A large spiked piton drives into a target and recoils instantly, ready for another puncture.

**Rotary Cannon:** Same as the Techa equivalent except that it launches energy bolts instead of bullets.

**Pulse Rifle / Pistol / Carbine / Sniper Rifle:** These weapons are separate weapons carried by the Angels.

**Guided Rocket Launcher:** All Angel rockets fire is guided. There are two types of launchers, personal and craft.

**Disintegrator Rifle / Atomic Devastator / Flamethrower / Scatterpack Missile / PPC / Ion Cannon / Plasma Caster / Pulse Blaster:** Same as Techa.



Weapon	Dam	Critical	Type	Range Inc.	ROF	Mag / Cell	Size	Wt.	Slots
Mono Blade	1D8	16-20/x2	Slashing / Piercing	--	--	--	Med	10lb.	0.5
Shredders	2d10	19-20 / x3	Slashing	--	--	--	Med	15 lb	1
Impalers	1d10	x4	Piercing	--	--	--	Med-	10 lb	1
Pulse Pistol	2d10	X2	Energy	100ft	S	H3	Small	4lb.	0.5
Pulse Rifle	3d10	X2	Energy	200ft	S	H3	Large	25lb.	1
Pulse Carbine	3d10	X2	Energy	100 ft	S, A	H3	Large	20lb.	1
Sniper Laser Rifle	2d10	17-20/x2	Energy	300ft	S	H2	Large	30lb.	1
Guided Rocket Launcher (Personal)	10d6	--	--	200ft	1 / Spcl	3 Int.	Large	10 lb.	2
Guided Rocket Launcher (Ship Mounted)	10d6	--	--	500ft	3 / Spcl	10 Int.	Large	10 lb.	4
Disintegrator Rifle	Special / 5d6	--	Energy	340ft	1	H2	Large	35lb.	2
Atomic Devastator	Special / 10d6	--	Energy	60ft	1	H2	Large	20lb.	3
Rotary Cannon	2d12 / 3d12 / 4d12	X2	Energy	100ft	A / spcl	Linked (rec: 500)	Huge	80 lb	3
Flamethrower (no feat needed) <sup>3</sup>	3d6	--	Fire	--	1	10 int.	Large	50lb.	2
Scatterpack Missile	24d6 / Special	--	Fire	500	1	1 shot	Large	85lb.	3
Particle Beam Cannon	20d6 / 10d6	20	Energy	300ft	Single	H1	Huge	550 lb.	4
Ion Cannon	5d10	20	Energy	100 ft	Single	H2	Huge	300 lb.	4
Plasma Caster	10d10	--	Fire	Spcl	Single	H2	Huge	350 lb.	4
Pulse Blaster	3d10	X2	Energy	150 ft	A	H5	Huge	150 lb.	4

Ship	Crew	Pass.	Cargo (lbs.)	Init.	Man	Top Speed	Def.	Har d.	Hit Points	Size	Flight Man.
Argus	1	0	0	+3	+4	2000 (200)	20	8	40	H	Perfect
Ixon	1	8	1 000 lb	-2	-2	1,100 (110)	16	5	50	G	Perfect
Actuarius	6	5	10000	-5	-4	1200 (120)	18	10	100	C	Perfect
Capitol Vessels	20	1000	25000	-10	-10	500 (50)	25	15	250	C+	Perfect
Fugax	1	1	100 lb.	-3	-3	1500 (150)	17	7	40	H	Perfect
Neco											
Quadroplex	4	1	425 lb.	-4	-4	80 (8)	6	20	64	G	--
Essedarius	2	0	500	-4	-4	500 (50)	16	5	46	G	Perfect
Auriga	3	100	5000 lb.	-8	-6	450 (45)	8	10	45	H	Perfect
Agrippina	500	1 900 000	500 000 000 000 lb.	-10	-20	1000 (100)	20	50	50000	C++++	Perfect



## NEW MONSTERS

### MOSKEE

	Colossal Magical Beast
<b>Hit Dice:</b>	24d10+300 (858 hp)
<b>Initiative:</b>	+10
<b>Speed:</b>	0
<b>Armor Class:</b>	10
<b>Base</b>	+30/+55
<b>Attack/Grapple:</b>	
<b>Attack:</b>	Bite +40 melee (4d8+17/18–20/x3)
<b>Full Attack:</b>	Bite +40 melee (4d8+17/18–20/x3), Bite +34 melee (4d8+17/18–20/x3), Bite +28 melee (4d8+17/18–20/x3), Bite +22 melee (4d8+17/18–20/x3), Bite +16 melee (4d8+17/18–20/x3), Bite +10 melee (4d8+17/18–20/x3), Bite +4 melee (4d8+17/18–20/x3)
<b>Space/Reach:</b>	500 ft./10 ft.
<b>Special Attacks:</b>	Improved grab, swallow whole
<b>Special Qualities:</b>	Damage reduction 15/magic, immunity to fire, poison, disease, energy drain, and ability damage, regeneration 20, scent, spell resistance 25
<b>Saves:</b>	Fort +38, Ref +29, Will +20
<b>Abilities:</b>	Str 45, Dex 16, Con 35, Int 18, Wis 14, Cha 14
<b>Skills:</b>	Listen +17, Search +9, Spot +17,
<b>Feats:</b>	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will,
<b>Environment:</b>	Any
<b>Organization:</b>	Unique
<b>Challenge Rating:</b>	18
<b>Treasure:</b>	None
<b>Alignment:</b>	Neutral

Moskee is a living Church. It still remains a powerful force that remembers its once original form. It lives its own life and will only act out of instinct unless someone manages to draw the old cleric out.

### COMBAT

**Improved Grab (Ex):** To use this ability, Moskee must hit a Huge or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

**Swallow Whole (Ex):** Moskee can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from Moskee's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to Moskee's digestive tract (AC 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. Moskee's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

**Regeneration (Ex):** Moskee regenerates lost mass. Any part of its body regrows in 1d6 minutes (the detached piece dies and decays normally).

**Spellcasting:** Moskee casts Divine spells as an 18<sup>th</sup> level Cleric

**Weakness:** The only real weakness is Flesh-to-Stone, which will Stop all actions in that area for one round / caster level than slow for the same duration.

### LAURO THE WISE (Lammasu)

	Large Magical Beast
<b>Hit Dice:</b>	10d10+21 (101 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	30 ft. (6 squares), fly 60 ft.(average)
<b>Armor Class:</b>	20 (–1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
<b>Base</b>	+7/+17
<b>Attack/Grapple:</b>	
<b>Attack:</b>	Claw +12 melee (1d6+6)
<b>Full Attack:</b>	2 claws +12 melee (1d6+6)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Pounce, rake 1d6+3, spells
<b>Special Qualities:</b>	Darkvision 60 ft., low-light vision, magic circle against evil, spell-like abilities
<b>Saves:</b>	Fort +8, Ref +8, Will +7
<b>Abilities:</b>	Str 23, Dex 14, Con 17, Int 20, Wis 19, Char 14
<b>Skills:</b>	Concentration +18, Diplomacy +4, Knowledge (all skills) +15, Listen +20, Sense Motive +17, Spot +20
<b>Feats:</b>	Blind-Fight, Iron Will, Lightning Reflexes
<b>Environment:</b>	Mount Munch
<b>Organization:</b>	Solitary
<b>Challenge</b>	9

<b>Rating:</b>	
<b>Treasure:</b>	None
<b>Alignment:</b>	Lawful good

Like a typical lammasu, Lauro is about 8 feet long and weighs about 500 pounds. He speaks, Every Human tongue, Draconic, and Celestial.

## COMBAT

Lauro attacks with spells or its razor-sharp claws. It almost always enters combat if it observes a good creature being threatened by evil.

**Spells:** Lauro casts spells as a 15th-level cleric, and can choose spells from the cleric spell list, plus any two of the following domains: Good, Healing, Knowledge, or Law.

*Typical Cleric Spells Prepared (6/6/5/4/2; save DC 13 + spell level):* 0—*detect magic, guidance (2), light, read magic, resistance*; 1st—*bleed (2), detect evil, divine favor, entropic shield, protection from evil\**; 2nd—*aid\*, bear's endurance, bull's strength, lesser restoration, resist energy*; 3rd—*daylight, dispel magic, magic circle against evil\*, remove curse*; 4th—*holy smite\*, neutralize poison*.

\*Domain spell. Domains: Good and Healing.

**Magic Circle against Evil (Su):** Lauro radiates a continuous magic circle against evil that affects a 20-foot radius.

**Spell-Like Abilities:** 2/day—*greater invisibility* (self only); 1/day—*dimension door*. Caster level 7th.

**Pounce (Ex):** If Lauro charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +12 melee, damage 1d6+3.

**Skills:** Lauro has a +2 racial bonus on Spot checks.

## RAHMQVIST

	Large Construct / Magical
<b>Hit Dice:</b>	18d10+30 (129 hp)
<b>Initiative:</b>	-1
<b>Speed:</b>	45 ft. flight only (Good)
<b>Armor Class:</b>	30 (-1 size, +3 Dex, +20 natural) touch 8, flat-footed 30
<b>Base Attack/Grapple:</b>	+12/ +0 (no arms)
<b>Attack:</b>	Slam +23 melee (2d10+11)
<b>Full Attack:</b>	2 slams +23 melee (2d10+11)
<b>Space/Reach:</b>	10 ft./0 ft.
<b>Special Attacks:</b>	Babble, Slam 4d6+10
<b>Special Qualities:</b>	Blink, Detect Thoughts, Detect Magic, Single Mind, Magic

	Immunities, Damage reduction 15/adamantine, darkvision 60 ft., low-light vision
<b>Saves:</b>	Saves: Fort +8, Ref +3, Will +25
<b>Abilities:</b>	Str: 31, Dex 16, Con --, Int 31, Wis 50, Cha 5
<b>Skills:</b>	Knowledge ( <b>ALL</b> ) +30, Innuendo +20, Sense Motive +15
<b>Feats:</b>	Alertness, Iron Will.
<b>Environment:</b>	Rahmqvist
<b>Organization:</b>	The group mind (3 - 18) + 1d6 per round (total 30) if Rahmqvist appears to lose.
<b>Challenge Rating:</b>	14
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral

Rahmqvist can speak all known languages.

## COMBAT

**Ignorance:** Rahmqvist will ignore EVERYTHING unless addressed by a +15th level Character or by someone possessing the Staff of KeRif. If attacked in any way, Rahmqvist responds with an equal attack...only if lethal force is applied will lethal force respond.

**Babble (Su):** As a normal action, a Rahmqvist head mutters and whines to itself, creating either hypnotic or confusing effect. All sane creatures within 60ft of the head must succeed at a Will save (DC 20) or be affected as though by a Hypnotism spell or Confusion spell for 1d4 rounds cast by a 15th level Sorcerer. This is a sonic, mind effecting compulsion. Opponents who successfully save can be affected by other Heads but not by that specific head for a full day.

**Shout:** Rahmqvist can shout per the spell as a 15th level Sorcerer.

**Detect Thoughts:** Rahmqvist can continually detect thoughts as a 15th level Sorcerer.

**A Single Mind:** Rahmqvist heads see all together and hear all together. They are immune to flanking.

**Slam:** Rahmqvist, if driven to take such drastic action, can slam its body onto its opponent for 4d6+10 damage. The target must be underneath the head and be no more than 45 feet beneath it.

**Immunity to Magic (Ex):** Rahmqvist is immune to any spell or spell-like ability that allows spell resistance. Rahmqvist is immune to all mental and sound based attack spells. This includes Silence, Deafness, Command,

Confusion, Daze, Detect Thoughts, Dispel Magic, Dominate Person, Hypnotism, and Suggestion.

**All Knowledge:** Rahmqvist knows pretty much everything but loves being cryptic. It can also cast Legend Lore as a 20th level Sorcerer. The casting time is 1d100 minutes regardless of the information being retrieved. If someone asks a general question, most likely, they are going to get every single possible answer, regardless of which one is true.

The Staff only allows 10 questions per year. A high level character can ask Rahmqvist one question per level 15<sup>th</sup> and above (eg: A 17<sup>th</sup> level caster can ask two 3 questions) per year.

**Immovable:** Rahmqvist's levitation is a natural ability and cannot be dispelled until its death. It cannot be brought down by any magic spell. Only a force greater than Rahmqvist's Strength can force it down.

**Skills:** Rahmqvist gains a +15 to spot and +5 to listen checks.

## THORNSHROUD THE DEMON ARMOR

	Large Outsider (Evil, Extraplanar, Lawful)
<b>Hit Dice:</b>	10d8+50 (95 hp)
<b>Initiative:</b>	+9
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	30 (-1 size, +5 Dex, +16 natural/armor) touch 14, flat-footed 26
<b>Base Attack/Grapple:</b>	+10/+19
<b>Attack:</b>	Scimitar +14 (1d8+10)
<b>Full Attack:</b>	Scimitar +14 / +8 melee (1d8+10) and 1 claw +12 melee (1d4+7)
<b>Space/Reach:</b>	10 ft./10 ft.
<b>Special Attacks:</b>	Spell-like abilities, fear aura, Body Feeding
<b>Special Qualities:</b>	Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft., Construct Properties
<b>Saves:</b>	Fort +12, Ref +12, Will +11
<b>Abilities:</b>	Str 28, Dex 21, Con 21, Int 19, Wis 14, Cha 12
<b>Skills:</b>	Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks),
<b>Feats:</b>	Alertness, Improved Initiative, Iron Will, Multiattack, Power Attack
<b>Environment:</b>	Any
<b>Organization:</b>	Unique
<b>Challenge</b>	11

<b>Rating:</b>	
<b>Treasure:</b>	None
<b>Alignment:</b>	Lawful evil

Thornshroud stands about 9 feet tall and weigh about 150 pounds. He used to be a normal Osyluth demon before he was slain by a Cantis ranger. Gebermach found his broken body, removed his head and implanted it onto animated armor. Now Thornshroud follows Gebermach to the very ends of the Earth.

However, they could not be any further apart. Thornshroud is aloof, boisterous, and egocentric and possesses an odd sense of humor for a Demon. In fact, he walks acts like a Cantis Ranger. That because he used to be one but his soul fell into shadow centuries ago.

## COMBAT

**Fear Aura (Su):** Thornshroud can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a fear spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

**Construct:** Even though intelligence, the primary body of Thornshroud is that of a living suit of demon armor. As a result, he is immune to all mind-influencing effects, poisons, disease, and similar effects. He is not subject to critical hits, subdual damage, ability damage, and energy drain or dealt from massive damage.

**Spell-Like Abilities:** At will—*greater teleport* (self plus 50 pounds of objects only), *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*. Caster level 12th. The save DC is Charisma-based.

**Body Feeder:** Every time Thornshroud's Scimitar strikes, it drains additional 2d6 damage and heals Thornshroud that same amount. It may add to his own existing hit points but the additional points will only last for 1 hour.

## FURAX – AXIS the Thief

	Medium Outsider
<b>Hit Dice:</b>	25d8+50 ( 150 hp)
<b>Initiative:</b>	+15
<b>Speed:</b>	60 ft. (8 squares)
<b>Armor Class:</b>	30 (+17 Dex, +3 natural), touch 27, 12
<b>Base Attack/Grapple:</b>	+20/+25
<b>Attack:</b>	+4 Rapier +20 melee (1d6+7)
<b>Full Attack:</b>	+4 Rapier +20, +20, +20, +20 melee (1d6+7)
<b>Space/Reach:</b>	5 ft./5 ft.

<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Darkvision 60 ft., detect magic,
<b>Saves:</b>	Fort +10, Ref +35, Will +10
<b>Abilities:</b>	Str 18, Dex 45, Con 15, Int 17, Wis 18, Cha 29
<b>Skills:</b>	Listen +19, Sleight of Hand +32, Spot +19, Balance +33, Climb +10, Disable Device +20, Escape Artist +45, Hide +15, Jump +15, Move Silently +25, Open Lock +25, Pick Pocket +35, Tumble +35, Swim +30, Spot +20,
<b>Feats:</b>	Dodge, Improved Initiative, Multiattack, Ambidexterity, Two Weapon Fighting, Improved Two Weapon Fighting, Weapon Finesse (Rapier), Lightning Reflexes
<b>Environment:</b>	Any
<b>Organization:</b>	One
<b>Challenge Rating:</b>	15
<b>Treasure:</b>	Triple standard goods; double items, Triple Coins
<b>Alignment:</b>	Neutral

Falxus is a bizarre-looking creature with no known heritage and no known racial morphology. Truth is, he is an alien from outside this realm. He landed of his own accord and became trapped. He is basically a very unique pick-pocket, pursuing the rare items. Arriving on Earth, he found out about the Amethyst Artifacts and succeeded in stealing more than half over a century. He was found but booby trapped the artifacts, sending them all over the planet. Falxus refuses to leave without the artifacts and cares nothing about the rest of the world's problems.

Falxus is a spectacular pickpocket. He speaks Common and an odd language no one else can understand (the language of his native people).

## COMBAT

**Detect Magic (Su):** Furax can detect magic as the spell (caster level 5th) at will.

**Ethereal Jaunt (Su):** Furax can shift from the normal world into Etherealness as a free action, and shift back again as a free action. He can remain ethereal for 1 round before returning to the normal world.

## THE 4 MORTAL GODS

Some are real, some a creations of the imagination of the masses. However, 4 great forces are attempting to control the fate of Earth where Magic is concerned: One side is the physical manifestation of Ixindar in our world, Mengus and the physical form of Attricana, Amethyst.

However, they would not venture in to the world alone, and they created companions to help them in their task. Amethyst created a mate in Jathad and Mengus created an evil machine in Gebermach. Even though both Mengus' and Amethyst's true forms don't currently exist in the natural world. Gebermach and Jathad are very much alive and on the loose.

## GEBERMACH (The Hellrider)

	Large Outsider (Evil, Lawful)
<b>Hit Dice:</b>	25d8+200 (386 hp)
<b>Initiative:</b>	+12
<b>Speed:</b>	40 ft. (8 squares),
<b>AC:</b>	46 (-1 size, +8 Dex, +29 natural/armor ) touch 17, flat-footed 32
<b>Base Attack/Grapple:</b>	+28/+35
<b>Attack:</b>	+5 Keen Glaive +35 melee (1d10+12+1d8 fire)
<b>Full Attack:</b>	Glaive Attacks +37/+33/+28/+23/+11 1 Claw +30 melee (2d6+13+1d8 fire)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	fear aura, heat, spell-like abilities, mortal hunting, smite mortals, slaw mortals
<b>Special Qualities:</b>	Damage reduction 20/good or silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 32, telepathy 100 ft., mortal skin, spurn mortal magic, spell boost
<b>Saves:</b>	Fort +22, Ref +16, Will +14
<b>Abilities:</b>	Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha 26
<b>Skills:</b>	Bluff +15, Craft (Metalworking) +30, Diplomacy +17, Escape Artist +25, Hide +21, Listen +24, Move Silently +23, Search +26, Sense Motive +14, Spot +27, Wilderness Lore +14, Climb +24, Concentration +14, Disguise +18, Hide +19, Intuit Direction +7, Jump +19, Knowledge (Arcana) +14, Knowledge (Religion) +8, Ride +26, Swim +19, Handle Animal +13
<b>Feats:</b>	Cleave, Mortalbane, Great

	Cleave, Track, Multi-Attack, Power Attack, Alertness, Weapons (All Simple and Martial), Armor (all)
<b>Environment:</b>	Any
<b>Organization:</b>	Unique
<b>Challenge Rating:</b>	22
<b>Treasure:</b>	None
<b>Alignment:</b>	Lawful evil

Gebermach intelligence is twistedly forced into a living mechanism built by Mengus for one purpose, to find a way to get Mengus into our world. History tells that Gebermach entered in the first age and killed Amethyst wielding three Dragon Pearls, also constructed by Mengus. Of course, since the first age didn't occur, Gebermach actually entered our world for the first time when the Black gate opened and now it seeks to keep Amethyst out as well as get Mengus in. He has a personal hatred for the Cantis ranger to the point of finally eliminating the village single handedly and taking the skin and form of the leader. Gebermach exhibits few emotions and often rides his beast, "Ferinus" into battle.

Gebermach speaks all known languages.

## COMBAT

**Fear Aura (Su):** Gebermach can radiate a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 27 Will save or be affected as though by a fear spell (caster level 18th). A creature that successfully saves cannot be affected again by the same pit fiend's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

**Regeneration (Ex):** Gebermach takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

**Vulnerability:** Gebermach Takes double damage from cold.

Spell Like Abilities per 15<sup>th</sup> level Sorcerer): Darkness 3/day, Desecrate 3/day, Unholy Blight 3/day, Poison 3/day, Contagion 3/day, Blasphemy 3/day, Unholy Aura, 3/day, Unhallow 3/day, Horrid Wilting 3/day, Burning Hands 3/day, Fireball 3/day, Flaming Sphere 3/day, Wall of Fire 3/day, Dispel Magic 3/day

**Heightened Defense:** Gebermach is immune to critical hits.

**Spells (as per a 20<sup>th</sup> level Sorcerer):**

1<sup>st</sup> Level (any 5 per day): Cause Fear, Detect Good, Heartache, Protection from Good, Sleep, Unnerving gaze.

2<sup>nd</sup> Level (any 5 per day): Detect Thoughts, Evil Eye, Hold Person, Magic Circle Against Good, See Invisibility, Web, Wither Limb,

3<sup>rd</sup> Level (any 5 per day): Flesh Ripper, Mirror Sending, Non Detection, Scrying, Suggestion, Vile Lance, Wrack.

4<sup>th</sup> level (any 4 per day): Arcane Eye, Locate Creature, Morality, Undone, Phantasmal Killer, Resonating Silence.

**Mortal Hunting (Ex):** Gebermach receives a +4 Competency bonus to hit, damage, bluff, listen, sense motive, spot, wilderness lore rolls against all mortals.

**Mortal Skin:** Gebermach can take the form of any creature he has taken flesh from.

**Boost Spell (Spell-like):** +2 DC to any spell 3/day.

**Smite Mortals (Ex):** 1/day, Gebermach can receive a +3 to hit and +20 Damage to one Mortal.

**Mortal Bane Shout (Su):** Once a day, Gebermach can emit a massive scream that stuns all Mortals within 50 feet. A Fort save of DC23 can resist.

**Slay Mortal:** 1/Day, Gebermach may make a touch attack. If a Mortal is struck, they must make a Fort save DC25 or Die.

**Mortal Bane:** 5 times a day, Gebermach can add +2d6 damage to a humanoid, non-outsider.

## FERINUS (The Steed)

Huge Outsider (Evil, Extraplanar)

<b>Hit Dice:</b>	16d8+32 (135 hp)
<b>Initiative:</b>	+6
<b>Speed:</b>	80 ft. (8 squares)
<b>Armor Class:</b>	27 (-2 size, +4 Dex, +15 natural), touch 12, flat-footed 25
<b>Base Attack/Grapple:</b>	+10/+18
<b>Attack:</b>	Claw +18 melee (1d8+10 plus 1d6 fire)
<b>Full Attack:</b>	2 Claws +18 melee (1d8+10 plus 1d6 fire) and bite +10 melee (2d8+10)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Flaming Claws, Improved grab, pounce, rake 6d6+10
<b>Special Qualities:</b>	darkvision 60 ft., etherealness, Damage Reduction 10 . Good
<b>Saves:</b>	Fort +8, Ref +10, Will +6
<b>Abilities:</b>	Str 30, Dex 18, Con 16, Int 13, Wis 13, Cha 12
<b>Skills:</b>	Concentration +12, Diplomacy +3, Intimidate +10,

	Knowledge (Outsiders) +10, Listen +12, Move Silently +11, Search +10, Sense Motive +10, Spot +12, Survival +10 (+12 on other planes and following tracks)
<b>Feats:</b>	Alertness, Improved Initiative, Run, Improved Bull Rush
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	10
<b>Treasure:</b>	None
<b>Alignment:</b>	Chaotic Evil

Ferinus is a two-legged steed that maintains perfect balance even though only having two limbs. Ferinus is twice the size of a heavy warhorse. It loves to pounce on opponents and rake its target. It is the exclusive steed of Gebermach and never leaves his side.

#### COMBAT

Ferinus can fight while carrying a rider, and Gebermach is so skilled in riding, he can attack without needing a Ride check.

Ferinus's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

**Flaming Hooves (Su):** A blow from Ferinus's hooves sets combustible materials alight.

**Etherealness (Su):** These abilities function just like the spells of the same names (caster level 20th); Ferinus can use either at will.

**Carrying Capacity:** A light load for Ferinus is up to 600 pounds; a medium load, 601–1200 pounds; and a heavy load, 1201–1800 pounds.

**Improved Grab (Ex):** To use this ability, Ferinus must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If Ferinus charges, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +18 melee, damage 6d6+10.

## JATHAD (The Glass Dragon)

The fluff describes Jathad as Amethyst's mate, almost as old as he, weak in physical strength but unmatched on this planet with magic. Jathad, because of her fragile state, came to be known as the Glass Dragon. Like Amethyst, she falls neither into Chromatic or Metallic classification. However, she is more skewed to kindness and is prone to passionate outburst to defend good.

The truth is, like Mengus, Amethyst needed part of him to push through the gate into the real world. Mengus made Gebermach, Amethyst made Jathad. Jathad knows the truth but still loves this world that has created itself. She wishes to keep it going and will help anyone trying to save his or her way of life. Jathad often helps with passing down magical items, which



	Huge Dragon
<b>Hit Dice:</b>	8d12+16 (68)
<b>Initiative:</b>	+0
<b>Speed:</b>	60 ft., fly 250 ft. (poor), swim 60 ft
<b>Armor Class:</b>	17 (+7 natural), touch 10, flat-footed 17
<b>Base Attack/Grapple:</b>	+8/+11
<b>Attack:</b>	Bite +18 melee (4d6+8)
<b>Full Attack:</b>	Bite +18 melee (4d6+8) and 2 claws +13 melee (2d8+4)
<b>Space/Reach:</b>	15 ft./10 ft.
<b>Special Attacks:</b>	Breath weapon (Damage 2d10, Ref DC 16, Spells)
<b>Special Qualities:</b>	Immunities, Damage Resistance 20/magic, Sunburst 15 <sup>th</sup> , Foresight, Geas/quest, detect gems, Luck bonus, SR33, Caster Level 19 <sup>th</sup> .
<b>Saves:</b>	Fort +48, Ref +16, Wil +32
<b>Abilities:</b>	Str 25, Dex 10, Con 21, Int 32, Wis 33, Cha 32
<b>Skills:</b>	Climb +15, Concentration +40 Decipher Script +27, Diplomacy +45, Gather Information +25, Heal +55, Hide +15, Intimidate +35, Jump +20, Knowledge Arcana +45, Knowledge Geography +25, Knowledge History +35, Knowledge Nature +25, Knowledge Religion +23, Listen +25, Perform +25, Search +30, Sense Motive +45, Spellcraft +55, Spot +25, Swim +15 Use Magic Device +35
<b>Feats:</b>	Alertness, Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Wand, Craft Staff, Craft Wondrous Item, Empower Spell, Enlarge Spell, Extend Spell, Forge Ring, Greater Spell Focus, Greater Spell Penetration, Heighten Spell, Improved Counterspell, Iron Will, Magical Aptitude, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus, Spell Master, Spell penetration, Still Spell, Widen Spell
<b>Environment:</b>	Any (Currently Trapped)
<b>Organization:</b>	Unique
<b>Challenge Rating:</b>	21
<b>Treasure:</b>	None
<b>Alignment:</b>	Lawful Good

she made. Jathad is responsible for most Major Wondrous items on the planet. She loves crafting items and can often be talked into handing over an item for reward over a good dead.

Currently, Jathad remains imprisoned in a Jar, sealed there by Gebermach hundreds of years ago. The Jar resembles a small cat stuck in formaldehyde. It sits on an empty shelf in an

unknown dungeon. The Jar itself, exhibits strange abilities (see below).

## COMBAT

Jathad obviously prefers to remain out of combat whenever possible, using her spells to bring down her enemies.

**Spells:** Jathad knows and casts arcane spells as a Sorcerer of 20<sup>th</sup> or divine spells as a Cleric of 20<sup>th</sup> level.

**Immunities (Ex):** Jathad has immunities to sleep and paralysis effects as well as any mind-affecting spells.

**Spell Resistance (Ex):** Jathad is resistant to spells and spell-like abilities.

**Blind sense (Ex):** Jathad can pinpoint creatures within a distance of 60 feet. Opponents the Jathad can't actually see still have total concealment against the dragon.

**Keen Senses (Ex):** Jathad sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

**Breath Weapon (Su):** Jathad has two types of breath weapon, a cone of fire and a cone of weakening gas. Creatures within a cone of weakening gas must succeed on Fortitude save or take 15 point of Strength damage.

**Water Breathing (Ex):** Jathad can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged (the cone of fire becomes a cone of superheated steam underwater).

**Luck Bonus (Sp):** Once per day, like an adult or older gold dragon, Jathad can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature in a 200 foot radius of the dragon



receives a +1 luck bonus on all saving throws and similar rolls, as for a *stone of good luck*. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts for one week. This ability is the equivalent of a 2nd-level spell.

**Detect Gems (Sp):** Like an old or older gold dragon, Jathad can use this ability three times per day. This is a divination effect similar to a *detect magic* spell, except that it finds only gems. The dragon can scan a 60-degree arc each round: By concentrating for 1 round it knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value. This ability is the equivalent of a 2nd-level spell.

**Other Spell-Like Abilities:** 3/day—*bless*; 1/day—*geas/quest*, *sunburst*, *foresight*.

#### What no Amethyst and Mengus?

Well, these two entities are so powerful, to bring either into the game would greater throw the tide in their favor. The goal for most groups is to gather the artifacts of Amethyst and try to bring him back. At this point, the PCs should be pushing 20<sup>th</sup> level and moving onto Epic. If that's the case, then hold on...Amethyst Epic is not too far off...

...Well, okay...I'll give you this one...

## TENTACLES OF MENGUS

	Huge Outsider
<b>Hit Dice:</b>	33d8+12 (265 hp)
<b>Initiative:</b>	+0
<b>Speed:</b>	5 ft. (1 square)
<b>Armor Class:</b>	15 (-1 size, +6 natural), touch 9, flat-footed 15
<b>Base</b>	+48/+81
<b>Attack/Grapple:</b>	
<b>Attack:</b>	Slam +57 melee (4d8+17/18-20/x3)
<b>Full Attack:</b>	Slam +57, +52, +47 melee (4d8+17/18-20/x3),
<b>Space/Reach:</b>	50 ft./80 ft.
<b>Special Attacks:</b>	Constrict, improved grab, Augmented critical, frightful presence
<b>Special Qualities:</b>	Blindsight 100 ft, Damage reduction 15/epic, Immunity to fire, poison, disease, energy drain, and ability damage, Regeneration 10, Scent, Spell Resistance 32, Drag into the Void
<b>Saves:</b>	Fort +38, Ref +29, Will +20
<b>Abilities:</b>	Str 45, Dex 16, Con 35, Int 33 (from Mengus), Wis 14, Cha 14

<b>Feats:</b>	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Power Attack,
<b>Organization:</b>	Bundle (2-20)
<b>Challenge Rating:</b>	20
<b>Treasure:</b>	None
<b>Alignment:</b>	Mengus - Lawful Evil

If a force of evil tries to open a gate to Ixindar or some force manages to get close to the main gate at the center of the Darklands, they may encounter the one extension of Mengus into this real world. Mengus cannot enter this world wholly as the most gates cannot enlarge big enough for him to enter and the main gate is not big enough and its size is limited to the Absolute Rock. However, he can push through with his tentacles. No one is sure how many Mengus has but people have seen as many as 20. The tentacles goals are to rip apart all pure flesh or drag live victims through the gate.

## COMBAT

**Constrict (Ex):** A Mengus Tentacle deals 4d8+17 points of damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, a Mengus Tentacle must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Blindsight (Ex):** Mengus Tentacles have no visual organs but can ascertain all foes within 100 feet using sound and vibration.

**Augmented Critical (Ex):** The Mengus Tentacle threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

**Frightful Presence (Su):** Mengus Tentacles can inspire terror by flailing about or attacking. Affected creatures must succeed on a DC 25 Will save or become shaken, remaining in that condition as long as they remain within 100 feet of the Mengus Tentacle. The save DC is Charisma-based.

**Regeneration (Ex):** Mengus regenerates his tentacles continuously. If severed, a new Tentacle emerges from the gate in 1d6 minutes (the detached piece dies and decays normally).

**Drag into the Void:** If a target survives 4 rounds of being grappled, after the time is up, the tentacle will drag the poor soul into the Black gate, removing the victim from the real world, drawn into the void. They are gone. Only the direct intervention of a deity can restore this. There is a %10 chance that those pulled into the



gate may return in 1d6 years as a Fiendish creature.

## NEW MAGIC

### SPELLS:

When a PC first begins to learn Gate, the GM should expose the new spell description...

#### GATE:

Conjuration (Creation or Calling)

**Level:** Clr 9, Sor/Wiz 9

**Components:** V, S, XP; see text

**Casting Time:** See below

**Range:** Close (25 ft)

**Effect:** See text

**Duration:** Up to 1 hour/level); see text

**Saving Throw:** None

**Spell Resistance:** No

Casting a gate spell creates an interdimensional connection between our Universe and one of the two realms of energy (Ixindar or Attricana), allowing travel between in either direction.

You may then call a particular individual or kind of being through the gat or travel yourself through..

The gate itself is a sphere that's diameter is critically dependant on the caster. It is not a window, so you cannot look into the realm you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side. This gate has no front and no back.

The portal can only transport subjects too and from dependant on the size of the gate. The gate is the same size as the caster up to Medium. Anything larger still only creates a Medium Gate. However, assistance can be greatly appreciated

For every additional spell caster casting the same spell in cooperation, it increases its stability, lengthening the duration by a factor of 10. An additional spell caster increases the size of the gate also. But to increase said size lengthens the casting time to achieve the size. Thankfully, because of the stability of additional spellcasters, they can take a break for sleep (or spells to replace sleep) and resume the spell without having to restart. However, this does extend

<b>Gate Size</b>	<b>Casters Required</b>	<b>Casting Time*</b>
1- Medium	1	1 hour
2- Large	2	1 day
3- Huge	4	5 days.
4- Gargantuan	6	2 weeks.
5- Colossal	9	1 month
6- Colossal +	11	2 months
7- Colossal ++	14	4 months

\* For each caster.

If less casters try for a larger gate, they must take on the XP cost (see below) and the time needed for the casting for the missing casters (eg: Two casters trying to create a Gargantuan gate will have to do the job of 6 casters. The casting duration is now 6 weeks and the XP cost is 12 000 XP!)

In case you were wondering, Amethyst is technically dead so cannot be pulled through. Mengus is colossal ++ creature. The main gates of Ixindar and Attricana are even larger but most of the big things from Attricana that wanted to leave have and the Absolute rock prevents anything larger than Gargantuan from leaving the Negative gate. Mengus tentacles emerge from Huge gates and larger.

Any gate open operates as a bridge, allowing *HD of creatures = to the average Caster level -10 to emerge every minute*. This number stacks so a larger creature can emerge given longer time. The gate must be large enough to accommodate the traveler though.

A gate can also be moved as long as it doesn't pass through any antimagic fields (even though casting any dispel magic spells or antimagic spell on it have no effect (weird, no?). A successful concentration check by at least half the casters needed to create it (min 1) at DC30 can move it 20 ft per round. Every additional successful caster assisting adds +10 feet.

If an inverse gate is cast ovetop of its opposite, a massive energy disruption occurs. If different sizes, one gate simply devours the other, reducing in size equal to the difference between the two gates. The larger gate sends out a m massive power surge equal to a 20<sup>th</sup> level Magic Circle against Good (if Negative) or Evil (if Positive), radiating out 50 feet / size category of the destroyed gate (So a Gargantuan Positive gate lands on top of a Large Negative gate. Only a Large positive gate remains, sending out a massive magic circle against evil 100 feet in every direction. Also for every size category of the burst, sends out an energy aura that deals 2d10 per destroyed gate size to all outsiders from that gate in the same last radius. The Ref DC is = 3 per Size category medium and above destroyed +10.

(eg: In the previous example, the Negative gate is vaporized. Every evil outsider within 100 feet also takes 4d10 damage. The REF saving throw for half damage is 16).

<b>Destroyed Gate</b>	<b>Blast Radius</b>	<b>Damage</b>	<b>Ref DC</b>
1- Medium	50	2d10	13
2- Large	100	4d10	16
3- Huge	150	6d10	19
4- Gargantuan	200	8d10	22
5- Colossal	250	10d10	25
6- Colossal +	300	12d10	28
7- Colossal ++	250	14d10	31

Remember a destroyed Positive gate harms only Good outsiders; a destroyed Negative gate harms only Evil outsiders. The remaining gate operates as normal until either destroyed itself or closed when duration is up. Gates being formed operate and function perfectly even while being enlarged and the duration only starts when all the casters are finished their work. If they continue to work on the Gate, it will never shut off.

Gates opened can be shut off by will of their casters. They can only wait for it to close on their own. Gates are immune to all magic and magical abilities. They operate in anti magic fields and cannot be dispelled by any means. They are a system of rules entirely on their own.

**GM Note:** Any episode around a gate should be a major quest involving drama and death and possible armies clashing.

**XP Cost:** 1,000 XP per caster per size category medium and above.

## EMANATIONS FROM THE GATE

The Gates to Attricana and Ixindar, as well as being...well...gates, also emanate amazing power. Its this power from these gates that creates the very world everyone is living in. Obviously their impact is felt everywhere. These gates emanate pure energy. The main gates themselves infuse amazing power in them.

Any creature of good or evil alignment may receive +1 positive level / HD as long as they are within 50 miles of the Gate of the same type. Alas, this only really affects Ixindar since Attricana is orbit.

<b>Gate size</b>	<b>Effect</b>	<b>Radius</b>
Medium	Resistance	50 ft
Large	Assistance	100 ft
Huge	Favor	150 ft
Gargantuan	Aid	200 ft
Colossal	Sanctuary	250 ft
Colossal +	Heal	300 ft
Colossal ++	Aura	350 ft

Constructed gates can never reach the same size as the main ones, but they do offer some abilities (Per 15<sup>th</sup> level Caster). All these abilities do not stack with previous ones listed.

**Resistance:** All gain +1 on saving throws.

**Assistance:** All gain +1 on attack rolls and saves. Reveals creatures, spells, or objects of inverse alignments (good or evil).

**Favor:** All gain +1 on attack, damage rolls, and saving throws. All also receive +2 enchantment to AC and all saving throws.

**Aid:** +1 on attack and damage rolls and saves. 1d8 +15 healing every 24 hours spent inside the field.

**Sanctuary:** +1 on attack and damage rolls and saves. 1d8 +15 healing every 24 hours spent inside the field. Also, the subject is immune from poison while inside the field.

**Heal:** +1 on attack and damage rolls and saves. The moment the subject enters, he is cured all diseases and ability score drains. While inside, the subject is immune from these attacks. Every 24 hours inside the field also grants 4d8+15 in healing.

**Aura:** The moment the subject enters, he is cured all diseases and ability score drains. While inside, the subject is immune from these attacks. Every 24 hours inside the field also grants 4d8+15 in healing. Subject also receives +4 enchantment to AC, +4 to all saves, and SR 25 against evil / good spells.

## ANCIENT DRACONIC

Words written in Ancient Draconic exhibit magical properties. Simple words written in the tongue glow with energy. Both the spoken and written word of Ancient Dragons cannot be deciphered by any magical means and only one skilled in Ancient Draconic may read or write in this form. Any creature other than dragons cannot speak the spoken word.

The written word offers magical properties on its own over any capabilities the phrases may connect to (like a scroll).

**A Dragon Type:** Dragons are known by common titles like Bronze and Brass, Blue and Red, etc. Their Ancient Names, when written down in the old tongue and carried, offer a +5 Luck bonus to all Diplomacy and Intimidate rolls dealing with that type of Dragon.

**A Specific Dragon Name:** A Dragon's name, written in the old tongue and carried, offers a +5 Luck bonus to all Diplomacy and Intimidate checks to that specific Dragon and it offers Telepathy between that specific Dragon and the wearer IF that Dragon willingly wrote its name itself. If the paper is destroyed in front of the Dragon, the Dragon must make a Will Save

(DC 20+2 Age Category) or be stunned for 1d4 rounds (becomes flat footed and cannot attack)

**Scrolls:** A Scroll written in Ancient Draconic is, of course, exceptionally hard to translate. If successfully deciphered and cast from the scroll, that spell is maximized per the feat without taking up a spell slot or requiring the feat to be taken. If the spell is transferred to a spell book, this effect is nullified.

**Hearing Draconic:** All Dragons Ancient and older know the old tongue automatically (no need to roll for them). The younger ones skill is +2 for every age category up until ancient. However, for Ancient and older Dragons, they can speak the full poetry of the language. If anyone not skilled in Ancient Draconic (any ranks) hears these words, they must make a DC20 Will Save or be effected by a Confusion spell cast by a 10<sup>th</sup> level Sorcerer.

## ARTIFACTS GUIDLINES

It should be important to note that few major magical items exist without a reason. Most cursed items were brought into this world by Mengus. Most of the magical items were either constructed by Jathad, the Grey elves, or the Titans.

Certain magical items are rarer than others. Major Wondrous Items and magical swords and armor with a combined enchantments more than +6 are extreme extraordinary and weapons and armor with a combined enchantment more than +8 simply do not exist. Artifacts as defined in the rule book also do not exist at all. The only Artifacts in this Universe are listed below.

### ABSOLUTE ROCK

Unique in its own way, the rock forged when struck by the Second Hammer then saturated with negative and positive energy. It became resistant to its very influence. The rock itself cannot be forged into armor or weapons. If a shard is found, it cannot be altered in any means. The only form of the rock that contains magic are the Heads of Rahmqvist and the Staff of KeRif. The rock is only found around the Black Gate of Ixindar, preventing Mengus and the greatest demons from escaping. However, enough energy can chip it off. These shards have been found everywhere and as the demons hammer away at the rock, more may be found. They fetch a mighty price because of their odd properties:

Any piece of the rock is totally immune to all magic. This includes all spell and spell like

abilities. Magic weapons cannot harm them with their additional enchantments. To crack a piece off the main rock or two split an existing piece in two requires damage to the rock higher than its 30 Hardness and then inflict 10 points of damage per cubic inch to break off (and remember magical bonuses do not apply). This, of course, makes the rock virtually impossible crack.

The rock also absorbs (more like eats) magic put to it. If it touches any magical item (non artifact) it draws +1 enchantment out of it every round until dead (unless the item can beat a Fort DC15). It reduces all types potions to water in one round if the rock touches the liquid. All magical weapons die a quick death. Scrolls fade into dust. Spell cast to it simply vanish. There is no point of saturation for the rock.

If the rock is small enough to be thrown or used as a weapon, it is simply a rock unless it strikes a magical creature. These include: Aberrations, Constructs, Dragons, Elementals, Magical Beasts, Oozes, Outsiders, Shapechangers and Undead. If struck, the rock deals them 5d10 points of damage. The same goes if a shard is placed upon an arrowhead.

Obviously, if the rock is used this way, one must be careful not to loose it. If worn by someone, it grants the user a Spell Resistance of 15. Just be careful not to let it touch any magic. If it s dropped in a bag of holding or a portable hole, the magic collapses upon itself, destroying the rock, the bag or hole and all its contents.

If the rock is larger than a cubic foot, it generates a 10 foot Antimagic field, like the spell, but the field does not destroy the magic in the field.

## THE BIBLE OF DRASAGO AND THE METALLIC GOSPELS

When they emerged from the White gate, Lazarus went about commissioning tomes of knowledge from all the Dragons. He picked one representative from each class of Dragon and elected them to write in their ancient Draconic a gospel of all that they believe in and imbue it with the very power they possess. This chronicles all their knowledge and tells about the history of Echa through their ageless eyes. To read a gospel from Drasago is to peer into the very soul of a Dragon.

After one reads one, they are never the same. These heavy books are extremely rare. As it is, only three or four copies exist of each tome and the complete Bible of Drasago itself owned and kept by Lazarus. Excerpts from these books have found themselves all over the globe. A reprinting of its words translated into Elvish exists on the walls of Limshau but it lacks the magical

capacity of the originals. The Dragons often share these books with each other but never gain the abilities from them. If anyone skilled in Ancient Draconic (DC25) reads this book, which takes a total of 48 hours over a minimum of six days, she gains inherent bonuses dependant on the book read. Once the book is read, the knowledge will always be present to that reader without needing another language roll. The magic disappears from the pages to that reader and will never get those abilities stacked if re-read.

The books are very large, thick, made from Platinum and the class metal of the Dragon. The books are locked closed and cannot be opened without a key. The books cannot be destroyed by any means other than Wish. Even though massive, the books only weigh about 5 lbs each.

## THE GOSPEL OF THE BRONZE

### Written by Kelto of the Guard

After being read, the book imparts these abilities:

**Breath Weapon (Su):** The subject may eject a 40 foot cone of *repulsion* gas. Creatures within the cone must succeed on a Will save (DC 23) or be compelled to do nothing but move away from the subject for 1d6 + 5 rounds. This is a mind-affecting compulsion enchantment effect and can used 1d4 – 1 (including 0) times a day (roll at dawn)

**Water Breathing (Ex):** The subject can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

**Spell-Like Abilities (7<sup>th</sup> level Caster):** At will—*speak with animals*; 3/day—*create food and water, fog cloud*

**Immunities:** The subject absorbs 10 points of Lightning Damage per round.

## THE GOSPEL OF THE COPPER

### Written by Logos the Jest

After being read, the book imparts these abilities:

**Breath Weapon (Su):** The subject can eject of cone of *slow* gas. Creatures within the 40 foot cone must succeed on a Fortitude save (DC 23) or be slowed for 1d6 + 5 rounds. This ability may be used 1d4 – 1 (including 0) times / day (rolled at dawn)

**Spider Climb (Ex):** The subject can climb on stone surfaces as though using the *spider climb* spell at will.

**Spell-Like Abilities:** 2/day—*stone shape*  
1/day—*transmute rock to mud or mud to rock*

**Immunities:** The subject absorbs 10 points of Acid Damage per round.

## THE GOSPEL OF THE BRASS

### Written By Adeimus of Dust and Greka of Babel

Of course, leave it to Brass to write such a massive book, it was written by two dragons because they couldn't agree who would write what. Greka's portion was to be enchanted and Adiemus' portion was separated and published in a lone Tome (see below) Greka's book still requires 72 hours to read over 8 days instead of the other books. It's a long slow read to. After being read, the book imparts these abilities:

**Breath Weapon (Su):** The subject can eject a 40 foot cone of *sleep*. Creatures within the cone must succeed on a Will save (DC 23) or fall asleep, regardless of HD, for 1d6 +5 rounds. This ability may be used 1d4 – 1 (including 0) times / day (rolled at dawn)

**Spell-Like Abilities (7<sup>th</sup> level Caster):** At will—*speak with animals*; 3/day—*endure elements* (radius 50 ft), 1/day—*suggestion*

**Immunities:** The subject absorbs 10 points of Fire Damage per round.

## THE GOSPEL OF THE SILVER

### Written by Lynnissa the Essence

**Breath Weapon (Su):** The subject can eject a 30 foot cone of *paralyzing* gas. Creatures within a cone of *paralyzing* gas must succeed on a Fortitude save (DC 23) or be paralyzed for 1d6 +5 rounds. This ability may be used 1d4 – 1 (including 0) times / day (rolled at dawn)

**Cloudwalking (Su):** The subject can tread on clouds or fog as though on solid ground. The ability functions continuously but can be negated or resumed at will.

**Spell-Like Abilities (7<sup>th</sup> level):** 3/day—*fog cloud, control winds*, 2/day—*feather fall*

## THE GOSPEL OF LAZARUS

Specifically written by Lazarus, this tome does not go into any details about Gold Dragons but more into Lazarus' own life, which is almost as old as the planet (Or so he thinks--Ed). He talks about his feeling about this world and the fall of Amethyst. This book is extremely hard to find outside of the realm of Dragons. After being read, the book imparts these abilities:

**Breath Weapon (Su):** The subject eject a 40 foot cone of *weakening* gas. Creatures within a cone of *weakening* gas must succeed on a Fortitude save (DC 26) or take 5 points of Strength

damage. This ability may be used 1d4 – 1 (including 0) times / day (rolled at dawn)

**Water Breathing (Ex):** The subject can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

**Luck Bonus (Sp):** Once per day the subject can touch a gem, and enspell it to bring good luck. As long as the subject carries the gem, it and every good creature in a 50-foot radius of the subject receives a +1 luck bonus on all saving throws and similar rolls, as for a stone of good luck. If the subject gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3 +15 hours but ends if the gem is destroyed. This ability is the equivalent of a 2nd-level spell.

**Detect Gems (Sp):** The subject can use this ability three times per day. This is a divination effect similar to a detect magic spell, except that it finds only gems. The subject can scan a 60-degree arc each round: By concentrating for 1 round it knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value. This ability is the equivalent of a 2nd-level spell.

**Other Spell-Like Abilities (7<sup>th</sup> level):**  
3/day—bless; 1/day—geas/quest

## THE CHRONICLE OF ADEIMUS

The Chronicle of Adeimus is a single Tome separated from the rest of the Bible of Drasago. It holds the knowledge of Amethyst, the Gems of his once heart, and the Artifacts that were forged around them. It also details the history of Echa, the fall of the Great Dragon, and by what means. It mentions Gebermach, the other Gospels of Drasago and offers several clues on the location of some of the Amethyst artifacts. On its own the Bible doesn't do much but it does glow brighter when an Amethyst Artifact is within 1 kilometer. However, direction cannot be discerned.

As well as the above ability, the Chronicle, when finally finished being read (after 72 hours to read over 8 days instead of the other books), The book imparts a permanent mark of power on the User, denoting a Damage Resistance 5 / Magic. This is always in effect. Afterward, the book vanishes from the users possession and returns to Adeimus' side, where she either keeps it or sends it off again to find a reader. The book is quite well written in comparison to Greka's tome and Adeimus is quite bitter Greka's book was chosen over hers.

...Bitch...

Adeimus of Dust

## THE CAT IN THE JAR

A horrible Lich Wizard named Piotr Raczek ambushed the kind but fragile Glass Dragon. Jathad found herself imprisoned in a glass jar. Able to view the outside world, she could not physically interact with anything outside. The Jar is virtually indestructible. The Jar has a hardness of 50 and 50 hit points. It is immune to all magic (including spells and spell-like abilities). It has full elemental protection from every possible source and not even a Great Knock can shatter the glass. Jathad remains imprisoned today, enable to leave or even speak to the outside world. Outsiders, looking, see a dead Cat floating in formaldehyde. The top cannot be opened unless a Strength DC of 30 can be beat. Even after all of this is concluded, the keeper of the Jar cannot attempt such a roll for at least 6 months of protecting and carrying the jar. The str DC drops by –1 for every month after that. It can be on a horse or in a backpack, but the small but clumsy (5lbs) jar must be nearby. A detect magic will reveal the immense power inside but NO other spell can discern its true purpose (and I mean NO).

If the jar is released by strength by a rescuer who held the jar for 6 months of older, Jathad will owe a debt to her releasers that she is not easily going to let pass. This includes coming from any part of the Earth to aid in the rescuer if her name is called to help (Just scream out loud and mean it). She will do this twice a year for the length of that rescuers life. She will also grant one single free True Resurrection to the Rescuer if slain. This effect occurs no matter where Jathad is. She detects it, teleports instantly (yes, even if she hasn't been there) aids in combat, then resurrects the subject. She may do this a second time even but only if the Keeper was really nice. Jathad is also a good connection in case the Rescuer ever wishes to cross into the Metallic Dragons' land. If the jar is broken with force by someone else, Jathad will offer a few Luck Gems in payment and fly away.

While in the Jar, Jathad's abilities to somewhat leak through. After six months of being protected, Jathad may contact the Keeper through rudimentary telepathy usually reserved to dreams that often just confuse the keeper. Over months, as the Str DC goes down, the connection improves. After a year, telepathy is established.

Beyond contacting the keeper, Jathad may offer these bonuses to the keeper after six months:

- 1/day – Cure Light wounds (1d8+15)
- Subject is immune to all Poison
- 1/ year – True Resurrection.

## CANTUS RHUMSIEG

### ARMOR

The Rhum Sieg armor is reserved for the Clan leader of the Cantis people. It is a Masterwork Chain mail with flowing furs and trophies from fiendish victories. It acts as Chainmail +4 built in with Spikes on the shoulders. It also adds +10 circumstance bonus to wearer's Hide checks, a +10 circumstance bonus to wearer's Move Silently checks, and a +5 Circumstance bonus to all ride checks. It also operates as a continuous Fiendish detector, detecting all evil outsiders within 50 feet. It can also cast *Tree Shape* at will as a 10<sup>th</sup> level Ranger. It offers a +1 Stackable bonus to strength.

The armor also operates several *Bane* abilities. When the armor is worn by a good ranger in a fight involving a Fiend (a fiend must be in the combat and within sight of the wearer) of any variety, the armor incurs the following:

--The armor also grants a +2 Natural Armor bonus on top of the +4 Armor bonus already equipped (+6 Total).

--Its stackable bonus to Strength increases to +3

--It gains Light Fortification (%25 resistance to Critical hits)

--If worn by a Cantis Ranger and if engaging a Fiendish opponent directly, the armor offers +2 Luck bonus to Attacks, Saves, and Checks.

### STAFF OF KERIFF

A normal oak quarterstaff topped with a grayish shard of rock, the KeRif staff looks boring and only reveals its power with the testing of magic. It was constructed by a great human mage named Kereptis Rifts. Beyond empowering the holder to communicate with Rahmqvist, the staff does not possess the standard 50 charge capacity. Instead, because the shard of Rahmqvist is permanently imbued with magic, the Staff can do the following per a 10<sup>th</sup> level Sorcerer:

--Know Direction (per spell) 4 / day\*

--Whispering Wind (per spell) 1/ day.

--Shout (per spell) 1/day

--Legend Lore ½ / day (only if the staff has the thing at hand or is in the place of question).\*

\*: This is an ability of the stone and if the staff is broken, these abilities still work as well as the ability to call Rahmqvist.

## THE TWELVE ARTIFACTS OF AMETHYST

The Twelve are the most powerful artifacts on the planet. As they are brought together, their powers increase. Placed nearby each other, their total power almost equals that of the original Dragon. When slayed Amethyst's heart struck the Earth and Shattered. They were gathered by the Titans and Grey Elves that forged them into great artifacts. They would soon be lost by many means, most of them by Falxcis-Axis the thief. Now the forces of good and evil seek them out. If the twelve are placed nearby at the location of Amethyst's death (Fluff)—Which is at the Black Gate of Ixindar—He will be reborn. Of course, Amethyst himself released the gems as a way to focus the energy of all good creatures on the planet. Get all that positive energy together, the white gate will open large enough for him to enter...same result.

The Amethyst Artifacts increase in power when they get close to each other. To increase in power, the gems must be within 50 feet of each other. Out of that range, the bonus abilities are simply cut. The more Gems nearby, the more powerful the individual items can be.

The Items do not have to be wielded or carried by the same person but they do have to be 50 feet of each other to increase in power. Some items are more powerful than others by average. These items are also skewed towards the positive energy. Any evil creatures wielding any Amethyst Artifact suffers 1 negative level for as long as they use the item. They can still carry the items without the penalty. This Negative level stacks with every other Gem nearby.

Because of the age and the history of the Artifacts, they often go by different names and many cultures worship them without knowing what they truly are. They go by three names: Their type, their Amethyst Name, and their Cultural name.

*"My Hands, rings of gold, rings of presence. Only a pair, they never separate, offering a firm hand to pass judgment to evil.*

*"My Skin, as leather, the ageless hide. Thick to touch, light to carry. Vulnerable without scales, my true form without armor.*

*"My Eyes, infused in wood and forever closed...if opened, the cosmos takes notice and blinks just for me. The Staff of Guf. My eyes project my energy, channeling the power of ages.*

*"My Face, the first line, which never wavers. Shield of Honor, Shield of Attricana...Those who intend harm, look me in the eyes...and try...*

*"My Faith...Claws from heaven. It shall give strength...channel me. A single talon carries power, a rod of souls. Only one shall be offered. Have faith and it shall be done.*

*"My protection. My Aura of defense, through the center of soul. Channeling through this, a great magic to guard against evil. Through that which sits by your heart, I shall defend you and amplify your gifts. This Lens through the Mind...Amulet of Acumen.*

*"With my feet, no impact will be heard, no impact will be felt. No terrain will be impassible. No wall will block you. Walk in my tracks and be as me. Step into my world, into Resilcour..."*

*"Pound my chest, withdraw. Draw your hands up and refuse movement. My will of survival. I shall not waver to any opponent. I will not back down. I will dig into the dirt and push back. Brace yourself against might. Be my arms and push back. Brace with the will of repudiation.*

*"Don my wings, you will not fall. Drape the cloth behind, spread my wings and fly. Fear no wind, fear no storm. Fly high and proud. Walk amongst the clouds and be welcome for you have Dragon's Wings.*

*"Know my strength and wield it without fear. Any who speak truth and do no evil may wield my power. Those without strength, without skill but with bravery unbecoming, wield my strength, and gain the power of my will. Wield me and possess my knowledge and bravery.*

*"My Scales...that which guards me from the world of evil. Impervious and beautiful, resistant and light, the Scales of Heaven guard against all evil. Possess my scales and possess my body, for those who done the scales will hear my word and reflect my strength.*

*"A Splinter in the heart. My soul...my wrath. My true fighting spirit. I will strike down with power known to few. To those of pure evil and darkness. Beware. A wielder of the great blade of Amethyst shall destroy the forces of darkness and reflect my wishes to destroy evil. Feel the blade of my will!"*

*The Artifacts....The Shards of Amethyst:*

*My Hands: The Rings of Presence.*

*My Skin: Leather of Ageless Hide.*

*My Eyes: The Staff of Guf.*

*My Face: Shield of Attricana*

*My Claws: Rod of Souls.*

*My Protecting Magic: Amulet of Acumen.*

*My Feet: Boots of Resilcour.*

*My Chest: Bracers of Repudiation.*

*My Wings: Cloak of the Dragon.*

*My Knowledge: Blade of Knowledge*

*My Scales: Plate Scales of Heaven*

*My Soul: Blade of Amethyst.*

#### From the Chronicle of Adeimus

Their stats are listed with their individual abilities and whatever abilities are boosted with additional nearby gems. All Amethyst artifacts operate in an Antimagic field unless specified otherwise. The only way to remove the gems from the artifacts is by dealing more than 200 points of damage to the item or by the use of Limited Wish or Wish. When that occurs, the artifact is destroyed, leaving only the gems. The Gems CANNOT be destroyed by any means. No spell or weapon crack them. Techans have tried. They have used lasers and nuclear detonators... nothing works. Wish will not even crack its external form. When the Gems are freed, they lose all their artifact bonuses. All Gems respond the same with the following abilities:

-- +2 Artifact bonus to any one attribute while carrying the Gem on one's person.

-- Regenerates 1 Hit Point per hour.

These abilities stack with other Gems. So to have all 12 gems could have +24 ability bonus separated into +2 increments to any attributes. (Eg. +24 to Str or +12 to Int & Con, etc) Also to have 12 gems means 12 hit points an hour will be regenerated.

The Gems also possess fragments of Amethysts soul in this world. Every Gem in proximity increases the intelligence of the Amethyst personality.

**6 Gems:** Int/Wis/Cha 18, Semi telepathy

**7 Gems:** Int/Wis/Cha 20, Empathy

**8 Gems:** Int/Wis/Cha 23, Speech

**9 Gems:** Int/Wis/Cha 27, Speech, Telepathy.

**9 Gems:** Int/Wis/Cha 32, Speech, Telepathy, Offers Detect Magic at will.

**10 Gems:** Int/Wis/Cha 38, Speech, Telepathy, Offers Detect Magic at will, Subject Immune to all disease and poison.

**11 Gems:** Int/Wis/Cha 44, Speech, Telepathy, Offers Detect Magic at will. Subject Immune to all disease and poison. +2 Luck Bonus to all Saving Throws. +2 Deflection Bonus to AC.

**12 Gems:** Int/Wis/Cha 51, Speech, Telepathy, Offers Detect Magic at will. Subject Immune to all disease and poison. +2 Luck Bonus to all Saving Throws. +2 Deflection Bonus to AC. Offers True Resurrection Once.

**Alignment:** Neutral Good

The Gems' goals are to merge at the point of Darkness at the Black gate of Ixindar.

*Somewhere, something incredible is waiting to be known.*

*Amethyst*

The Artifacts glow with an unbelievable energy if dispel magic is cast upon them.

## THE RINGS / MY HANDS / THE RINGS OF NANNUS

The rings were created to be used primarily by monks. They offer increase in damage through elemental boosting. They are two rings that, no matter what happens, always appear near each other. If separated, one will magically disappear and reappear to his twin. They must both be worn to work, otherwise they are worthless. They are simple Copper rings with purple Amethyst set as a thin ring around the circumference.

All additional gem bonuses do not stack with previous gem enhancements for the rings.

**Basic Abilities:** Every successful Hand to Hand strike with the rings inflict Knockback on their opponent. The victim struck must make a Fort save at a DC of the Wielder's Level +10 or fall prone 10 feet back. If a wall is closer, then the subject takes an additional 1d6 Points of Damage.

The Wielder also gains a +1 Artifact bonus to all hit and attack rolls in hand to hand combat.

**+1 Gem:** +1D4 Elemental Damage per strike. The PC decides before rolling to hit.

**+2 Gems:** +2 to Hand to Hand (Artifact bonus)

**+3 Gems:** +1d6 Elemental Damage per strike. The PC decides before rolling to hit.

**+4 Gems:** +3 to Hand to Hand (Artifact bonus).

**+5 Gems:** +1d8 Elemental Damage per strike. The PC decides before rolling to hit.

**+6 Gems:** +4 To Hand to Hand (Artifact bonus).

**+7 Gems:** +1d10 Elemental Damage per strike. The PC decides before rolling to hit.

**+8 Gems:** +5 to Hand to Hand (Artifact bonus).

**+9 Gems:** +1d12 Elemental Damage per strike. The PC decides before rolling to hit.

**+10 Gems:** +6 To Hand to Hand (Artifact bonus).

**+11 Gems:** Elemental Resistance. The wielder of the rings absorbs the first 15 points of damage per round of any Element the rings struck with on the previous round.

## THE CLOAK / MY WINGS / THE CLOAK OF ALWAYS

The Cloak is certainly one of the most flamboyant artifacts. It was made by the Gray elves and was originally a cloak of flight. The material is similar. The buckle at the front holds

the Gem and it continually imbues the cloak with a "make whole" spell, instantly fixing the cloak if damaged in anyway. The cloak also acts as a great shield against magic. Even still, it is one of the more weaker Artifacts.

**Basic Abilities:** The cloak allows flight and as more gems get close, the flight capacity an maneuverability increases.

Flight Maneuverability is Poor and the speed is 10ft per Gem.

Flight 20ft / gem (Poor)

**+3 Gems:** Flight carries wielder only. Spell Resistance 10. This Spell Resistance is rolled separately if the Character already has it. Roll for the Artifact first.

**+6 Gems:** Spell Resistance 14. The Cloak user can now carry 2 and can hover.

**+9 Gems:** Spell Resistance 21. The Cloak can now carry 3 and gains the Wingover feat.

**+11 Gems:** Spell Resistance 28. The cloak now carries 4 and gains the Cloudwalking feat.

*History is full of people who out of fear, or ignorance, or lust for power has destroyed knowledge of immeasurable value that truly belongs to us all. We must not let it happen again.*

Amethyst

## THE BRACERS / MY CHEST / THE PRESENCE OF RHINFORGE

The weakest artifact, the Bracers get real powerful, real fast. They were created by order of a great commander of a Dwarven Army. After he was slain, the Bracers vanished for centuries. Like the rings, they cannot be separated nor do they work if split between two people. The Bracers were discovered underground by Miners in Selkirk.

All additional gem bonuses do not stack with previous gem enhancements for the Bracers.

**Basic Abilities:** The Bracers, on their own, offer a +1 Artifact bonus to AC. Every two Gems nearby after that add an additional +1 Artifact bonus to AC.

**+3 Gems:** +1 Str Artifact bonus, +2 Command Presence

**+6 Gems:** +2 Str Artifact bonus, +4 Command Presence

**+9 Gems:** +3 Str Artifact bonus, +6 Command Presence

**+11 Gems:** +4 Str Artifact bonus, +8 Command Presence

## THE BOOTS / MY LEGS / THE BOOTS OF DRAGONKIND



The Boots add speed in every degree. The Gems are clasped into the side of each Boot, wrapped in heavy black leather.

**Basic Abilities:** The Boots offer a continuous *haste* ability per the spell.

**+3 Gems:** x2 Movement continuously, +10 to Jump

**+6 Gems:** Boots will always Grip on a slippery surface.

**+9 Gems:** The wearer no longer touches the ground while moving. The boots now hover a few inches off the ground. As a result, the boots can cross any surface (Water, Lava, Mud) and never leave any tracks.

**+12 Gems:** Permanent Spider Climb (per spell)

*The idea that God is an oversized white male with a flowing beard who sits in the sky and tallies the fall of every sparrow is ludicrous. But if by 'God' one means the set of physical laws that govern the universe, then clearly there is such a God. This God is emotionally unsatisfying... it does not make much sense to pray to the law of gravity.*

Amethyst

## THE AMULET / MY PROTECTING MAGIC / THE EYE OF GOD

The Amulet's Amethyst was originally left to Torfinn Gendron. He responded with amazing result. Obviously designed for Wizards, it focuses on their ability to cast spells and boosts their casting ability. And to think that when one first discovers the Eye, all it does is glow.

**Basic Abilities:** For the basic gem and for every 3 gems nearby afterward offers a +1 Artifact boost to Int. (Eg: All 12 Gems = +4 Stat Increase). The Artifact may cast a continual Light Spell at will.

**+3 Gems:** Offers Spell Resistance 10+Character Level.

**+11 Gems:** Offers Level Boost +1. All Spells are cast as a spellcaster one level higher than the Character's level.

## THE ROD / MY JAW / SACROSANCTUS

A Gem was given to the clerics of Moskee that forged a magical rod topped with the Amethyst. When Moskee fell into darkness, the Rod was lost inside the Temple where it still sits. It was created for Clerics and is useless in the hands of anything but Clerics and Paladins.

**Basic Abilities:** The Rod turns into a Mace with an enchantment bonus = to half the Gems nearby (Min = +1). (Eg, 12 gems = +6)

While as a Mace, the Rod adds an additional Smite Evil once a day with its strike. If wielded by a Paladin, this additional Smite stacks.

It also offers +1 Level bonus for turning for every three gems. (Eg +2 Gems nearby add a +1. 12 gems total = +4 Level bonus)

The Rod also offers a +1 Artifact bonus to all Fear checks for every Gem. (9 gems = +9).

**+6 Gems:** Generates a Constant Circle of Protection

**+9 Gems:** Unshakable Faith. The user is totally immune to fear and now offers his Artifact fear bonus to all good creatures within 30 feet.

**+12 Gems:** Positive Energy Aura—The Rod Automatically turns undead with HD = Character level -10 and automatically destroys Undead with HD - to Character Level -20.

## THE SHIELD / MY FACE / THE SAND SHIELD

No one knows who made the Sand Shield. It seriously emerged from the sands of Dudak, found by the Loteks who had no idea of its origins. It traveled unused for centuries, falling out of vision across the continent on Canam. No one is sure how it got there. It is a Large Metal shield with an amethyst set into middle.

**Basic Abilities:** Offers a +1 Shield Bonus to start with an additional +1 Shield Bonus for every two additional gems. It also absorbs ability drain attacks. It will absorb one level drain per day per enchantment bonus of the Shield.

**+6 Gems:** Light fortification. %25 chance to ignore critical hit damage.

**+8 Gems:** Medium Fortification. %75 chance to ignore critical hit damage.

**+9 Gems:** Reflection. Once per day as a free action, it can be called upon to reflect a spell back to at its caster exactly like the spell turning spell.

**+12 Gems:** The shield becomes fully animated, still operating as a shield but freeing up both hands of the wielder.

## THE STAFF / MY EYES / THE STAFF OF RACINE

The Staff was the first Amethyst put to artifact by the Titans and Selman created it himself. Originally, the Staff was created huge, Titan scale, but when Falxis stole it, he cut it down to size for himself. This was Selman's favorite artifact even though not nearly the most powerful. Like the Amulet, the Staff is designed for magic users but unlike the Amulet, the Staff could be utilized for Sorcerers as well.

The Staff is of natural oak grown to shape. The gem sits hovering in a section of the staff that seems to grow outward like branches

that then reconnect above. All additional gems bonuses stack with previous gem enhancements for the Staff.

**Basic Abilities:** For melee purposes, the staff operates as a +1 Staff plus an additional +1 enchantment every 3 gems afterward.

The Staff also acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the Artifact or her gear. The staff nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of her own. She can instantly detect a spell's level as the staff absorbs that spell's energy. Absorption requires no action on the part of the user if the Staff is in hand at the time.

The Staff absorbs spell levels = The number of gems nearby (including itself) x2. (Eg: 10 gems = 20 Levels of spells absorbed). The wielder of the Staff can use captured spell energy to cast any spell she has prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the Staff must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the Staff be in hand when casting. For casters such as bards or sorcerers who do not prepare spells, the Staff's energy can be used to cast any spell of the appropriate level or levels that they know. Unlike *A rod of absorption*, the energy can be expunged.

**+4 Gems:** Spell Boost (+1 DC to save, +1 to roll for Spell Resistance).

**+6 Gems:** Spell Boost (+1 DC to save, +1 to roll for Spell Resistance).

**+8 Gems:** Spell Boost (+1 DC to save, +1 to roll for Spell Resistance). The spell does not occupy a higher spell slot using this ability.

**10 Gems:** Empower spell 1/day. The spell Empowered does not occupy a higher spell slot using this ability.

**12 Gems:** Maximize Spell 1/day. The spell maximized does not occupy a higher spell slot using this ability.

*The Universe forces those who live in it to understand it. Those creatures who find everyday experience a muddled jumble of events with no predictability, no regularity, are in grave peril. The Universe belongs to those who, at least to some degree, have figured it out.*

Amethyst

## THE LEATHER MAIL / MY SKIN / THE FERRATUS LEATHER

The Leather mail looks like normal Leather armor but clean white which never seems to stain, even with the splash of blood. However, many of the enhancements were added later by Falcxis Axis. The gem is always visible, even when glammered and is set into a small gold medallion stitched into the right arm.

When Falxis lost the Armor himself, the newer enhancements remained, no matter how hard the elves tried to remove them. The Leather mail, some believe, is cursed. Designed by Falxis for thieves, the Leather itself seems to like to go missing. It falls from sacks, drops from portable holes and not even Bags of holding can seem to contain them securely. Unless being worn by someone, the Leather mails always seems to misplace itself. Never to the point of vanishing altogether but more of an annoyance, the Leather would eventually be found after an hour or so of searching. Of course, the Leather is sought after by thieves so the owner does have that to contend with.

**Basic Abilities:** The Leather +1 Enchantment Bonus per 2 gems nearby (including itself) to a total of +5.

It also offers a bonus +10 to move silently checks per 4 Gem (+30 at 12 Gems). It also has +6 Dex Max Bonus to start but every 3 gems increases this by +1

**+3 gems:** Shadow. Ferratus grants a +15 competence bonus on Hide checks.

**+6 Gems:** Glammered. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glammered. Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised.

**9 gems:** Ethereal. On command, this ability allows the wearer of the armor to become ethereal (as the *ethereal jaunt* spell) once per day. The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.

**12 Gems:** The Leather offers a +4 Artifact bonus to Dexterity.

## THE SHORT SWORD / MY ATTACKING MAGIC / THE SWORD OF CALLIDUS

An oddity, this short sword is imbued with knowledge. Anyone who holds the sword gains the ability to use it. As the gems get closer, the Swords imparts greater experience onto its wielder. Also somewhat designed for magic users, it can also absorb and store spells for further use. Obviously, this weapon is greatest

used for those without the knowledge to wield and swing swords.

The Amethyst gem is fixed into the pommel.

**Basic Abilities:** Anyone who wields the sword is instantly proficient with it even if their class prohibits it. This ability goes away if the sword is let go. It only applies to this weapon and if the sword is carried, it won't carry onto another sword.

The sword offers +1 enchantment at 1 gem and an additional +1 every 4 gems afterward.

**+1 gems:**  
Weapon Focus with Callidus

**+2 gems:**  
Spell Storing – 2

levels of spell storage per gem nearby (including its own). The spell stored must be a spell the user can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wielding the sword. The activation time for the Sword is same as the casting time for the relevant spell, with a minimum of 1 standard action.

**+3 Gems:** Weapon Finesse (if desired) and Two Weapon Fighting with Callidus

**+5 Gems:** Weapon Specialization and Improved Two Weapon Fighting with Callidus

**+7 Gems:** Improved Critical and Greater Two Weapon Fighting with Callidus

**+9 Gems:** Greater Weapon Specialization with Callidus.

**+11 Gems:** 30 Levels of Spell Absorption as per rod but Expugnable. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the Artifact or her gear. The staff nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of her own. She can instantly detect a spell's level as the staff absorbs that spell's energy. Absorption requires no action on the part of the user if the Staff is in hand at the time. The wielder can use captured spell energy to cast any spell she has prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the Sword must be equal to or greater

than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the sword be in hand when casting. For casters such as bards or sorcerers who do not prepare spells, the sword's energy can be used to cast any spell of the appropriate level or levels that they know. Unlike

Longsword Character Level	INT	WIS	CHA	Communication	Additional Capabilities
1-9	10	10	8	n/a	n/a
10	15	15	13	Semi-Empathy	Blind Fighting, +1 Strength Artifact Bonus
12	18	18	18	Empathy	Cure Light Wounds (1d8+15) on wielder only 1/day, +1 Strength Artifact Bonus
14	20	20	18	Speech	Uncanny Dodge, +1 Strength Artifact Bonus
16	22	22	18	Speech / Telepathy	Wielder does not need to sleep or breathe, +1 Strength Artifact Bonus
18	23	23	18	" "	+1 Strength Artifact Bonus. +5 Strength Artifact Bonus 2/day for 10 rounds.
20	24	24	18	" "	Finger of Death (1/day, 100 ft range DC17) Per spell

*A rod of absorption, the energy can be expunged.*

*It is far better to grasp the Universe as it really is than to persist in delusion, however satisfying and reassuring.*

Amethyst

## THE LONGSWORD / MY SOUL / SPLINTER OF THE HEART

The Armor and Longsword share the luxury of being the most powerful Amethyst Artifacts forged. The Titans slaved for centuries to create them. Their power was so immense, it was all they needed to track and find Falxis who stole them. However, their power is now cloaked by an unseen evil. After Falxis tossed them to the world, they became invisible to all detection. No one knows where they are. These are the most important of artifacts and their location is paramount.

The sword is the most intimidating. The Gem itself IS the sword, the largest and most powerful shard of Amethyst, mounted to a gold and platinum hilt. Its Pommel is a Dragon's tooth and the Tang and Grib are Dragon scale, willingly given up by Lazarus himself.

**Basic Abilities:** +1 Enchantment to begin with plus another +1 Enchantment with the second Gem nearby. Every two Gems afterward increases another +1 (for a total of +6).

**+2 Gems:** The Splinter becomes Keen

**+5 Gems:** Keen boost adds an additional +2 to Critical rating (Now becoming

15-20). However, it will still not stack with Improved Critical.

**+8 Gems:** Energy Burst. The weapon glows with pure energy that deals an extra 1d6 points of Energy damage (Elemental Resistance will not protect pure Energy) on a successful hit. In addition, the energy explodes upon striking a successful critical hit. The Energy does not harm the wielder. In addition to the extra damage from the energy above, it deals an extra 1d10 points of energy damage on a successful critical hit.

**+11 Gems:** Speed. Splinter now may make an additional strike at its wielder's highest attack bonus. This effect does not stack with the bonus with Haste.

**Additional Abilities:** Amethyst's personality channels through both the Sword and the armor. If both are present, Amethyst speaks

*It's better to light a candle than to curse the darkness.*  
Amethyst

as one voice. However, unlike the other artifacts, Amethyst's soul is dependant on the Wielder's level and not how many gems are nearby. A character of high level gains all current level abilities as well as all previous ones as well. The Strength bonuses stack. Like many Intelligent Items, Amethyst also desires. For him, its to defeat demons and devils and any other creatures of darkness as well as assist good Dragons when possible.



After a Character levels past 10<sup>th</sup>, the Sword glows with a continuous *Fear* aura with a DC15 for all Evil Outsiders.

Also, when assisting Dragons in any way (being involved in a fight with them or on a quest

given by one), Amethyst offers an additional +2 luck bonus to all saving throws, +2 deflection bonus to AC, and a Spell Resistance of 15.

The Splinter has an Ego of 47 but never takes control of a good character. Instead, if the wielder acts in a way against the forces of good, Splinter will simply teleport 1000 km away to a random location.

## THE FULL PLATE / MY SCALES / THE SCALES OF HEAVEN

Equally as powerful as the sword, the Scales fail to be subtle. With a massive Amethyst shard running down one side of the breastplate, this masterful full suit remains the pride of the Titan's craftsmen. They originally planned the Full Plate to be worn by a great king. However, the faith that such a exalted leader existed dropped and the Armor became another museum exhibit in the vault of the Titans...until it was stolen by Falxis and later lost.

The oddest feature about the Armor is its single stain of blood, most likely Titan that stains the right shoulder. It cannot be washed off or removed and no one knows whose it belongs to.

**Basic Abilities:** The basic Armor offers a +1 enchantment bonus to AC plus another

Armor Character Level	INT	WIS	CHA	Communication	Capabilities
1-9	10	10	8	n/a	n/a
10	15	15	13	Semi-Empathy	Always Find Traps
12	18	18	18	Empathy	Feather Fall (1/day)
14	20	20	18	Speech	Sealed (Air Tight with continuous Air Supply)
16	22	22	18	Speech / Telepathy	Spider Climb (1/day)
18	23	23	18	" "	Shield (1/day)
20	24	24	18	" "	Stoneskin (wielder only, 10 minutes per use, 2/day)

+1 with the next nearby gem. Every two gems past that offers a +1 Enchantment bonus to AC (to a total of +6)

The Scales are considered Medium Armor even though technically Full Plate. It offers



a +3 Max Dex Bonus.

**+2 Gems:** Full Element Protection. The Armor withstands 2 Points of damage per nearby Gem (including its own) of Any Elemental damage including Sonic every round.

**+4 Gems:** Light Fortification

**+8 gems:** Medium Fortification, replaces Light Fortification above.

**+11 Gems:** Heavy Fortification, replaces Medium Fortification above.

**Additional Abilities:** Like the sword, Amethyst's personality channels through the armor. If both are present, Amethyst speaks as one voice. However, unlike the other artifacts, Amethyst's soul is dependant on the Wielder's level and not how many gems are nearby. A character of high level gains all current level abilities as well as all previous ones as well.

The Scales has an Ego of 35 but never takes control of a good character. Instead, if the wielder acts in a way against the forces of good, Splinter will simply teleport 1000 km away to a random location.

*I truly admire Mankind. They are like butterflies that flutter for a day and think it's forever.*

Amethyst

## THE CURCED ARTIFACTS

*Don't believe...Know!*

Amethyst

There exists the antithesis of Amethyst. Most of the standard cursed items found in a fantasy Universe exist here, mostly created by Mengus. However, those items are tests to create the main ones. These are the three Eyes of Mengus.

## THE EYES OF MENGUS

These three pearls, like Amethyst were forged into artifacts. However, unlike Amethyst, they do not improve in power as they get close to each other, nor can they be separated from their artifacts. Only a wish can destroy one.

They came to power from Mengus. He created a massive amount of Negative energy

and created a miniature black gate. These gates were surrounded by a force field and then crusted over by a hard surface of Adamantine. Polished to a shine, the artifacts resemble black pearls. Only upon closer inspection, does one notice the swirly shadows of the negative maelstrom. Like Amethyst, they glow with unbelievable power.

Any good creature that even touches a Mengus Pearl Artifact loses one level permanently (Fort DC 20 may resist).

According to legend, Gebermach wielded all three artifacts to slay Amethyst.

## THE SWORD / RAGE OF DOGURASU

Dogurasu is an Unholy, Keen, Soul-drinking Longsword. As well as dealing an additional 2d6 damage to any good creature it strike, it also inflicts one negative level per hit, and 2 on a critical. There is no saving throw (DC15 if the victim is wielding the Amethyst Shield)

Dogurasu contains its own evil intelligence, designed to slay any creature possessing Amethyst. If attacking such a creature, the sword may strike with a slay living once during the fight. The victim must make a Fort save at DC15 or die instantly.

**Int 18, Wis 21, Cha 15, Ego 34.**

The Wielder gains:

Improved Initiative

Combat Reflexes

Cure Light Wounds (1d8+5) 1/day

Haste 1/day (10 rounds)

Finger of Death 1/day

## RAPE OF GORGANUS

Gorganus is a +5 Darksoul, Demonight Full Plate. Any attack on the wearer of Gorganus that deals greater damage to evil creatures is halved (eg: Smite).



Dogurasu

The AC increases by +1 if the wearer is struck by good creatures, +2 against good outsiders. It also offers its wearer a +1 Luck bonus to all saving throws against spells from good creatures, +2 against spells with a good descriptor. The armor is totally immune to critical strikes and enables the wearer to live without food or sleep. It can cast passwall at will and wall of force 1/day (both as a 20<sup>th</sup> level Sorcerer).

**Int 14, Wis 16, Cha 12, Ego 25**

## ENVY OF LAZARASHOA

Oddly enough, most people seek out the sword and armor because of their obvious importance and image and yet it is the Gauntlet they should fear, for it possesses the greatest power of them all. To wield it alone means to ally with the greatest evil the planet has and will ever know.

Just touching the gauntlet is bad enough, if a good creature.

Beyond just being a +6 Gauntlet in hand to hand, a successful Grapple will drain 2d6+6 (including enchantment) from the victim to the wearer. This grapple still may provoke an attack of opportunity.

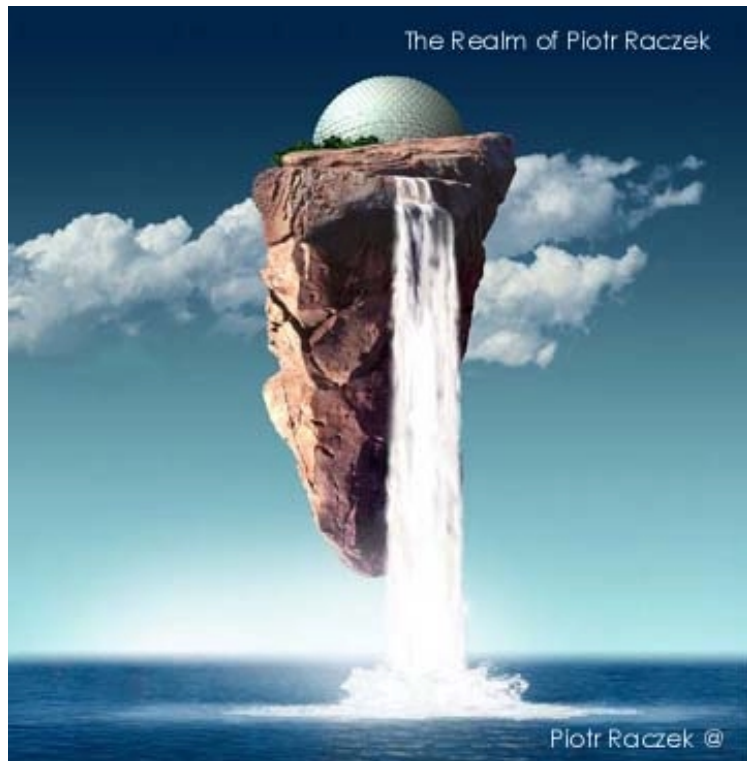
If a victim is killed in this fashion, the soul is drawn out of the body and trapped within the Pearl. While trapped, the body is lifeless. No resurrection of ANY sort can be made, no matter the level.

While a soul is trapped, the wearer can drain the life essence to cast viscous spells. Each time the gauntlet wearer drains a negative level from the trapped soul (no saving throw possible), it will grant 5 of the possible following abilities per a 15<sup>th</sup> level Caster:

**Flesh Ripper:** A ranged touch attack (Range inc 60ft), the gauntlet sends out thousands of shards from its palm, ripping a target to shreds. Spell Resistance may defend. If struck, the target takes 10d8 points of damage. If the strike criticals, it inflicts an additional single wound, bleeding profusely for one point of additional damage every round until magically healed.

**Heartclutch:** Another ranged touch attack (Range Inc 60 feet), the subject may make a Fort save against DC20. Spell Resistance may defend. If clutched, the target will die in 1d3 rounds. A successful save will inflict 3d6+15 points of damage. If a target is successfully struck, only a *Heal*, *Wish*, or *Regeneration* will stop the progression into death.

**Stop Heart:** Spell Resistance may defend this touch attack. If struck, the victim must make



a Fort save against DC20 or drop to -8 immediately.

**Long Grasp:** The Gauntlet (with hand still inside) may detach from the body. The gauntlet may strike a target on its own, inflicting 2d4 points of damage. The Hand flies at 20 feet with perfect maneuverability. The hand has 15 hit points with an AC of 28. It also has Improved Evasion. It may also use any of the above abilities as well as the drain and grapple attacks. If detached, it does not provoke an attack of opportunity on its grapple attempt. If grappled, it can then drag the subject back to the wearer at full speed with a Str equal to the wearer. This effect can last up to 15 rounds before automatically returning to its wearer.

**Cure Critical Wounds:** The gauntlet may cast one cure spell on its wearer (4d8+15).

**Death Ward:** The subject is immune to all death spells and magical death effects for 150 minutes.

**Create Undead:** Per the spell as cast by a 15<sup>th</sup> level Cleric, meaning up to Ghosts can be created. The undead are entirely under control of the gauntlet.

**Chain Lightning:** Per 15<sup>th</sup> level Sorcerer.

**Circle of Doom:** Per 15<sup>th</sup> level Cleric.

Like all the other Pearls, the Gauntlet is intelligent but lives and obsesses to feed on souls. It cares less about Amethyst but if it can accomplish both tasks, just as good.

### Int 26, Wis 26, Cha 18, Ego 40

If the wearer allows the Gauntlet to feed on souls, it may bestow on the wearer a +5 artifact Strength bonus and a +4 Artifact Con bonus. If it doesn't have a soul to feed on for



more than a week, then it will start feeding on the wearer.

Keeping a soul within the Pearl and not using it still drains a level every month encased.

## SECRET LOCATIONS

These are references to the locations on the map few know about. Some are not listed on the map. It is up to the GM to have fun with their location. He is also free to jiggle the numbers around however he sees fit.

### 01 – The floating realm of Piotr

**Raczek:** Raczek is a Lich that resides in a floating castle. The castle sits upon a rock. From the side, a permanent waterfall flows to the rocks below. Beautiful but inside resides great evil. Raczek is behind the slaying of Kereptis Rifts and tried to take this Staff of KeRif and the Rings of Amethyst that Rifts had found. Raczek failed but had already found the Amethyst Staff that he still clings onto.

### 02 - Skull Cave:

The Dungeon of skulls is a massive Dungeon in the middle of Northern Canam surrounded by Bugbears. It is the hiding place of one of the Artifacts of Amethyst. It is in the middle of the Alpine fields and its main

feature is that adventurers must enter through the eye socket of a great skull carved from rock. A permanent magical flame exists in the other eye.

### 03 - Golem Cave:

A lost Gospel of Drasago resides in this cave with an animated mouth for an entrance. It blinks with eyes, growls with a mouth daring adventurers to enter. Even massive arms exposed from sides of a mountain. The stats for the Golem Cave are double that of a Stone Golem. It will only allow 15<sup>th</sup> level or higher parties in. It still tests those parties with an occasional riddle or side quest. It likes garden plants.

### 04 – The Kingdom of

**Ghosts:** Anyone who finds this place is lucky. For no one knows

it exists nor does anyone who finds it ever remember where it is. It seems the people of this land are fated to always fade from the memory of those who find it. They enjoy their solitude but welcome occasional guests. Too bad they never stay and never come back. The ruler, the Human Kara Viralis believes the people are cursed from a past sin no one remembers. No army ever attacks the small kingdom. It could also be blown off the planet and no one would know.





**05 – Splinter of Gaia:** This single Dungeon looks like a Tower sticking out of a chasm in the ground. A massive fissure opened up and this tower just sprung up. This would make the Splinter truly the tallest construct on Earth. Too bad it only sticks up less than 200 feet from the ground. No one knows how many levels it goes down into the fissure or if it grew from or was built over it.

**06 – Temple of Amethyst:** This is the supposed place where the Artifacts first fell to Earth...or maybe it's where the first new arrivals of Earth worshiped him. Either way, this stone construct sits atop a massive pillar of rock, totally unnatural. All Amethyst artifacts glow with an amazing power

and anyone with one can know the direction (but not distance) to the nearest one. All good creatures in the temple heal their doubled rate here.

**07 – Spine of the Earth:** An odd site, these mountains radiate an odd void of magic. Across this mountain range, no magic exists. If the Earth has a spirit, it focuses its life energy here.

**08 – Shambala:** A great temple on a mountainside, Shambala is known to have the greatest and most powerful Monks the planet has ever known. They practice an ancient religious belief few share known as Buddhism.

**09 – The Labyrinth:** A massive maze spanning for a hundred square kilometers also has a massive anti-magic field covering it. Nothing can fly over it or teleport in or out. It is a secret playground by the Flayers of Istfahan to test potential victims. They like feeding on the smart ones. They claim an Amethyst artifact is inside, beckoning many attempts. The maze is empty. There is nothing of noteworthy value in it...and none who have escaped, survive.

**10 – Winter Throne:** All White Dragons take a pilgrimage here once a year to visit the truly oldest Chromatic Dragon. Only whites know of her and her true age. Her name is Alsius the Ancient and she is almost as old as Lazarus. Other White's come to her for advice. Some come to challenge her for bragging rights. Many just come to see if she really exists. A few enjoy the idea and secretly admire the fact that they have the oldest living Chromatic Dragon. If the others knew about it, it could result





in a war as the Reds and Blues would certainly seek Alsius out and slay her. Alsius knows almost as much as Lazarus about the fate of the world

and the true nature of it. As a result, she may even be convinced to help a noble party save this world



of Magic...even though it would be against her nature.

#### **11 - The Fallen Dungeon:**

This is not a Dungeon but a crashed spacecraft. To find it, most look for the massive blast crater that the it created when it slammed into the Earth. Virtually untouched, it holds many TL6 and 7 wonders as well as tonnes of wandering creatures, mostly undead and demons. The ship is Megiddon origin and most the technology is immune to EDF. It is said before a Cantis Clan Leader can take charge, he must remove a piece of adamantine plating from this crashed vessel. The craft is over 500 meters tall and stretches for almost a kilometer.

#### **12 - The Temple in Stone:**

One feature of old man survived. In this side of a mountains, a series of Buildings still stand, set into rock,



untouched by man or demons. Some say many dungeons exist in the mountains. These old

building



predate even technological man, dating back to a time where they still believed their God would change their stars for them.

**13 – Cave of Light:** A miniature white Gate offers any who enter a moment of clarity with the Universe and with Amethyst himself. Call it Amethyst's back door. It only allows one person at a time and there is a %1 chance anyone entering never returns. A roll of 01 on percentage dies does this, a roll of 00 means the subject leaves the gate one level higher automatically. The gate is tiny and few if any know of its existence. Bringing an Amethyst artifact in there allows one to know the location of one other. It also allows instant transportation anywhere else on the planet.

**14 – Duckblind:** Unknown to all, a Meggidon scout craft has set up a hidden observation post to monitor the situation on Earth and see if the black gate wins over the white one in this struggle.

**15 -- Arx-Cis:** Where the forces of darkness are trying to form a new Black gate. The stronghold in North America where old mankind attempted to hold the forces of demons at bay while they man tried to evacuate the last survivors of Earth. They failed. Now in the present, a group of Demons led by Gebermach are attempting to create a new gate at this same old Fort, using the energy of a million slain demons to open a black gate on this continent and shortcut the Absolute Rock covering the major gate in Slav.

## F.A.Q. FOR THE GM

**What...are you saying the Previous fantasy world didn't exist?**

That's right

**Then why do the Elves and Dragons remember it?**

Cause they were created to.

**So the Angels are the true inheritors?**

Yes

**So all those descriptions early in the book about the great history of Dragons are all false?**

Yes

**Is any of it real?**

Its all real, but birthed from the energy from the gates.

**Why have spells (especially transportation spells) been nerfed so much?**

Cause I think the idea of teleporting anywhere you want any place on the planet stupid. I don't like planes in general anyway. Everything else is fine, but I wanted a more journey approach to the story, moving from point A to point Z...Teleport is like a cheating mechanism. Beyond the fact that I think it takes the fun out of quest campaign, I thought that since Techans have no way of cutting distances

down save for simple fast travel, I had to make it fair for everyone. Just because the book is written that way, doesn't mean its right...  
...I am referring to D20...not my game...

#### **Does this game have a Timetable?**

It should be designed to have an ultimate ending. Characters should not concentrate on creating an empire and building a castle. If they are good guys wanted to save the world, they have to move their collective asses. Short games should be given a year, long games should be given two. But there should be a limited time before the White Gate closes on its own. When that happens, the story is over.

#### **Should the PC find the Amethyst...can they be evil?**

If they don't want to use the quest offered in the book and just live our selfish lives, they can. If they want to be evil, then the GM should consider making a hero group to compete with them. The world can be saved around the characters. This frees up the PC group to pursue whatever options they want for as long as they want.

#### **Where are the Amethyst Artifacts really?**

More of a when than a where. The Longsword and Full Plate Armor should be found last. However, their growing abilities show that any can be found in any order and still not unbalance the game. However, the rate they find them depend on their level. By average 5<sup>th</sup> level, the group may have one or two. By average 10<sup>th</sup> level, they should have only 4. At 15<sup>th</sup> level, the number can increase to 9. The full set should only be held by 19<sup>th</sup> or 20<sup>th</sup> level and beyond.

As for locations:

The Skull Cave

Deep within Drow land.

The Titans have one but it should be given up willingly.

The Grey Elves of Laudenia have one but only give it up to a group embarking on the quest.

Piotr Raszek has the Staff.

Moskee has the Rod.

The Myre Paladins have one

Damask Rose has one

Harrapa has one

The rest is up to the GMs imaginations...

The PC group may be given one at the beginning of the game as a hitch to embark on the quest. The Amulet is a good place to start.

#### **Are the Drow lands anything like the Underdark in Forgotten Realms?**

Use the same maps if you want.

#### **Why does the Earth map still look the same as it does now?**

Because even though the Earth itself is different from the ground, the landmasses themselves haven't altered much in 5 000 years. It was just easier to use existing topographical maps than create a new one from scratch.

#### **Do the Saints ever rebel?**

If the GM is using a quest in Amethyst, their rebellion is vital to the story as they help hold off the forces of the Angels in orbit while ground forces attack Ixindar. There may even be a side quest that sends the PCs off to Mars to help the rebellion.

#### **When does the Meggidon enter the fray?**

If they enter this story in force, Earth doesn't stand a chance. They are an epic level foe and will be discussed in a later supplement.

#### **Are the Angels and Meggidon real?**

Oh yes.

#### **Are the Positive and Negative gates power sources?**

Yes. The Saints don't know it but their reactors focus positive energy.

#### **So, the world of Echa is basically formed out of the minds of humans, then why is so screwed up and evil?**

Because so are we...

#### **Where does a campaign start?**

I designed the game so players would start on one side of the planet, in Western Canam and travel, eventually leading across the globe to Ixindar. It makes a one way trip type quest. If they start in Euras or Slav, they have to eventually backtrack.

#### **Are there Game Seasons like Alien-Fuzion?**

I imagined a four season structure to the Campaign, with focal points to end each one. The First Season works around Canam and ends with the true origin of the Saints and the teaser introduction of the Angels.

The Second ends with the great battle of Arx-Cis where forces from Limshau and few human armies from Echa and Techa (Selkirk Miners mostly) battle more than 15 000 Orcs and Demons at the Fortress.

The Third season begins with Euras and Africa and starts the gathering of forces to battle Ixindar. The final season would take up entirely in the Demon lands, casting the group in almost perpetual darkness.

**Does anyone except for the Angels know the world is a fake?**

Lazarus and Selman know as do a few high HD creatures across the planet. But no race as a whole knows the truth about the history, or lack thereof, and of magic.

**Are the Angels right? Could they be wrong? Could it be possible that their really was an early age of Magic?**

Of course, a GM can make the Angels wrong and endorse the more positive view that all the magic creatures are right. Or maybe they are both wrong. You never know.

I wrote the story to endorse the Angels' theory as being correct—that the world of magic 65 Million years ago did not exist.

**Why place the White gate in space, and behind the moon?**

Cause a found a cool Terragen image that inspired me. I also liked the idea of making it far away, out of the reach of most people, including our heroes.

**So the first Hammer just killed the Dinosaurs then?**

Yes. The First hammer has no strange properties. It just happened, striking Mexico. The Second Hammer struck Russia in Siberia. It was aimed by the Angels 5000 years in the future but sent back in time by Wizards attempting to save the planet. If Angels knew what would happen, they would have stopped it.

**What happens if the Demons or someone else kills every human on the planet?**

They will still exist. Humans determined their existence but don't maintain them. The gates exist with or without mankind. Without thought to give them force, they are just untapped evil and good (in case of the white gate).

**Can one human change the world using the White Gate?**

No...the gates are influenced by the whole, not by one person. If the entire planet was gone and only one remained, then she or he could create a world entirely from their own whim.

**What happens if someone were to enter the main white gate of Attricana**

If someone were to enter Attricana, they could potentially create their own reality. They would also know everything about the Earth, be able to tap into all knowledge, and finally meet the true form of Amethyst.

**So why does Magic and Technology not work together?**

Cause every techno fantasy melds them flawlessly. As for why tech and magic clash in the setting, there could be many theories. Maybe positive or negative energy don't like tech energy. Or simply, maybe when mankind created the fantasy universe, the whole population believes ethnology failed them secretly. So they made the rule that technology can't exist.

**Can you enchant bullets? And why aren't their more guns?**

Hell yeah, but only TL0 items only. Bullets can be enchanted the same way as Arrows. Bullets are made by people with the knowledge. Problems is, most of those people ran into Bastions and now are making lasers.

**What musical suggestions can you offer?**

When I conceived the story, I kept on listening to alternative tracks. It came down to four distinct musical cores:

Adeimus  
Madredeus  
E.S. Posthumus  
Enya  
The remaining contributions came from:  
Vangelis  
Moby  
Lisa Gerrard  
Jocelyn Pook

As for symphonic, I used almost entirely Hans Zimmer tracks.

**How does the story end?**

Eventually, the forces of Ixindar, millions of Orcs, Demons, and Devils clash with the Elves, Dwarves, Dragons, and Humans in the Darklands. Simultaneously, the Saints defend the White gate and Earth from the final attack of the Angels which are trying to close the White gate before heading to Earth to close the black one.

**Why did this game take so long to write?**

Its 219 pages long. Look how big Alien-Fuzion is. I don't know subtle. The original plan was for 60 pages....heh.

there will be most likely some cleanup needing done.

### **Why only Internet Art?**

I searched for months for good art. I didn't want to use any known artists (Chris Foss, Jim Burns, like what I did with Pathfinder). Instead I sought out online artists and borrowed (most with permission, the others I am still trying to secure) designs that best represented what I wanted. In gratitude, most of their names are sprinkled throughout the setting in this book. I tried for consistency, so usually only one artist tackles once concept (The Saint designs are all one guy). Nathan Campbell for example is responsible for almost the entire look of the Angels (and was the first to give permission to use his artwork...kudos).

### **Is Amethyst quoting Carl Sagan?**

Darn...found me out. It seemed fitting.

### **Is there a connection between the artist and how their names were integrated into the setting?**

NO. I am no way implying that Piotr Raczek is a Lich!

### **And Planes?**

I have plenty of problems with many spells. As for planes, I simply could not figure how to put them in the game without totally screwing up the whole setting. Despite I also hate the whole idea of planes, it was not a huge sadness to cut few spells out. I did rewrite some (Like summoning), and in the case of one (Gate), got a major boost.

### **Can a positive gate destroy Ixindar / negative gate destroy Attricana?**

No...they are too large and too powerful. Only Amethyst can keep the white gate open and / or close the black one. Using this technique wouldn't even effect the main gates.

### **Why is the white gate closing on its? Really?**

The white gate opened so abruptly and forceful with little grace, it was like swinging doors wildly. The doors bounced and are coming back. There is no other outside force at work.

### **If a white gate is made but the main white one falls, what happens?**

Those nearby the small white gate live (those in the field radius). Everything else vanishes. The same goes for Negative gates and Ixindar as well—meaning even if the heroes win,

### **Can the Angels really bring down the gates?**

They are working on it. The main flagship's primary cannon, when finally configured can close the doors on both main gates. It will take a while, anywhere from five minutes to an hour, but the end result will be the same. There is no fixed time table because this effect would be primarily a story point. They call it the Lazarus Gun and, if used offensively, will destroy anything in its 500 kilometer path.

### **Hang on...If the Saint Reactors emanate positive energy and a positive gate can destroy a negative one (and vice versa), then can a Saint Capital vessel slam into a black gate and vaporize it?**

A Great visual and a great moment of sacrifice for a newly rebelling nation, eh? Notice how I stated the Saint reactors were *Gargantuan*?

### **Can Saint reactors invert to be Negative?**

No...they are meant to be tapping into positive energy for the purposes of power. If something were to cause their reactor to invert, the vessel would be flooded with demons and devils and...hey...

### **The Amethyst Rings are stated to offer Elemental Damage to unarmed attacks. But it also states that Martial Gunslinger's weapons act as unarmed attack for Monks. Does that mean her bullets could channel elemental energy as well? And what about weapons with the Ki enchantment?**

Yes...and yes, the Elemental Energy will channel through items designed to channel a Monk's unarmed strike.

### **With the metric system...are you trying to say something?**

What, that Dragons and Elves will adopt it but Americans will not....NOOO!

### **What's the deal of Svendalino Khay?**

The name is the important title, and it is passed on to a new ruler when the previous one's time nears its end. No one really remembers what their rulers look like since no pictures are ever made of him. There have been 12 Svendalino Khays...most have been outsiders, none have been related to previous rulers and all forfeit their identities to become the new ruler.

The previous rulers are entombed under the capital building.

However, the latest Sven made a deal with the Demons to prevent an attack at the cost of human souls that Sven sells to them. He also wanted to live forever, to fulfill the legend of Khay once and for all.

**What's underneath Isfahan?**

The Rape of Gorganus, an evil artifact.

**That explains about two of the Mengus Eyes...What about the third?**

Gebermach should already have it...

**What language does Tikal speak?**

French—Kidding! Its actually an ultrarare speech derived from the natives that used to live there.

**What exists under the soil of Matinal?**

A doomsday device similar to the one used at Arx-Cis. Except this one will crack the planet in two and disintegrate its atmosphere. The Angels never used it, never resorting to that level. However, if they feel the battle will lose and they will die before retaking Earth, they will find Matinal and activate the device.

**What about the other areas of Earth, not listed. What about islands like Cuba and the Falkland Islands or Antarctica?**

I leave that up to you...  
...Antarctica should not be an area really explored. There are secrets there left for a future supplement...

**What is the history of "Scarecrow?"**

That is something I will never answer. I must leave something to the imagination...

**Why are there buildings atop Nara:**

There is an ancient Tibetan Monastery up there, immune to the attacks and wind. The monks live out their lives immune to the ravages of the world or the passage of time.

**What is the fate of Cantis?**

If a PC creates a Cantis ranger, he/she will be the last, as all the followers of Cantis get wiped out when Gebermach emerges.

**Who is Igg mentioned in the fluff?**

Genai.

**What will be the eventual fates of the Bastions?**

Krebet, controlled by Demon corruption, will wage a full war against Porto,. The subversion is revealed but too late and Krebet is wiped out at the cost of many Porto lives.

Angels, taking out a potential threat before it blossoms, shatter sierra Madre's Collum.

The world watches and doesn't interfere with an Angel neutron weapon that washes away the population of Mann when the Bastion attempts to destroy York and several massive Echan civilizations with nuclear weapons.

Motego is struck by a massive dragon attack and its holy council is killed when their tower collapses. The other two survive. The bastion changes forever after that.

Selkirk is never touched but does eventually lend thousands of Miners to the war effort to help the Dwarves when they make a move against the Orcs.

Porto spearheads the attack on the Demon lands and assists the Saint in the defense of Earth when the Angels attack in force.

Aviv wakes up and devours the majority of its population. Refugees make it to Samba and the Halo is forced to cut down the bastion when it starts moving towards the rival Bastion, like a giant ameba.

York, Angel, and Shang continue their existences unchanged and survive the story virtually safe.

**And the Echan Kingdoms?**

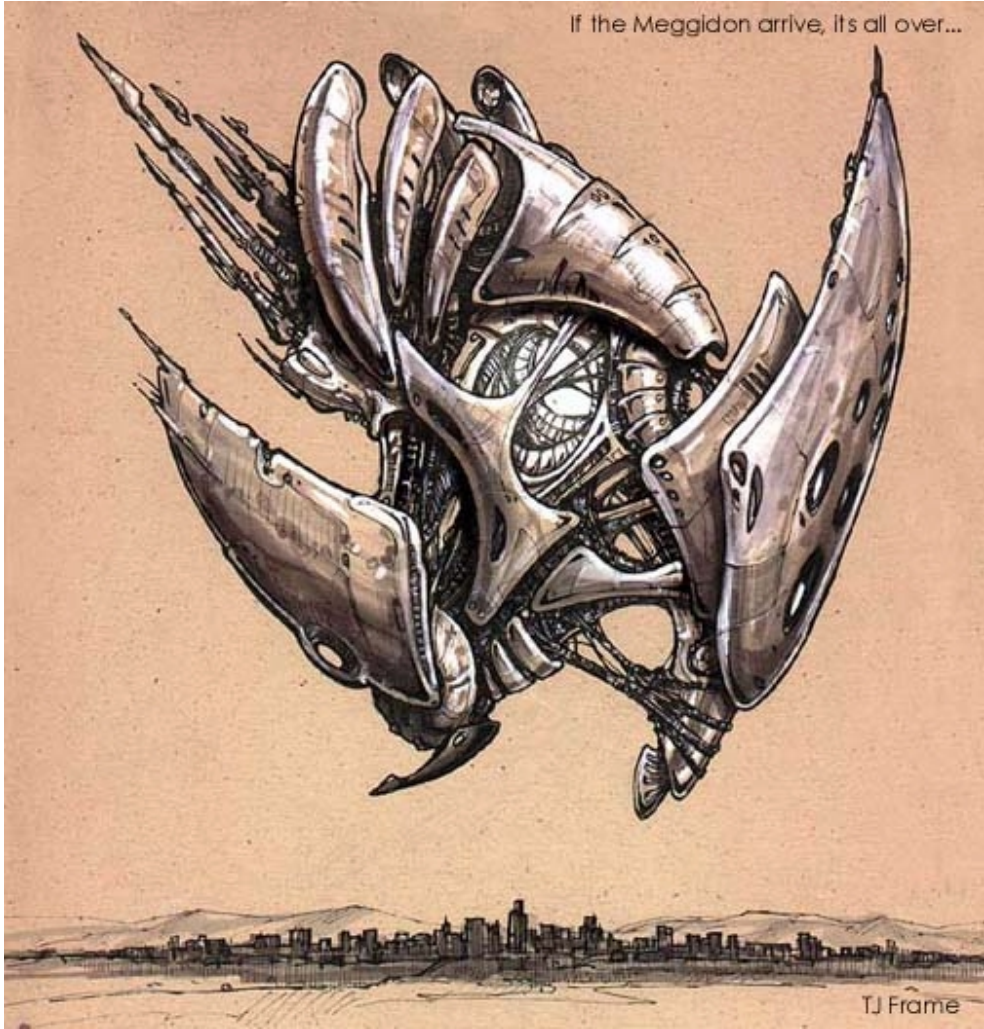
The Kingdom of SvenKhay almost collapses under demon attack. The current Sven is ousted when reinforcements from Wyrmsoarkeep arrive to defend the main wall and the truth of the ruler is revealed. SvenKhay is renamed "Avatar" and Wyrmsoarkeep becomes the new seat of power. The Kingdom is renamed "Havona".

The free armies trying to regain the Artifacts of Amethyst destroy Castle Myre. Most of the other cities survive relatively intact.

**Is there anything else I should know?**

The Drow led by Lamaclypse are actually good drow, followers of Pelor. They keep the façade that they are the worst bunch to keep out the riffraff and prevent retribution from their own kind.

If the Meggidon arrive, It's all over...



TJ Frame