

THE RACES OF

VIOLET DAWN



SKARRREN

A new playable race for your 4th Edition campaign.



THE RACES OF **VIOLET DAWN**

SKARREN

WRITING

C. D. Bennett, Jason Rosenstock

MECHANICS

Jeffrey J. Visgaitis

EDITING

Alex Freed

COVER ART

Jason Rosenstock

INTERIOR ART

James Byrd, Robert J. Gallagher, Jason Rosenstock

GRAPHIC DESIGN & LAYOUT

Jeffrey J. Visgaitis

THE INNER CIRCLE IS

C. D. Bennett, Robert J. Gallagher, Jason Rosenstock, Jeffrey J. Visgaitis

The Inner Circle
779 McKinley Street
Hazleton, PA 18201
570.956.4149



Visit us online at:
www.innercircle.us.com
www.violetdawn.com
gatekeeper@innercircle.us.com

Inner Circle, the Inner Circle logo, Violet Dawn, the Violet Dawn logo and all associated marks, names, characters, illustrations and images from the Violet Dawn universe are either TM and or © Inner Circle 2009. All rights reserved. This material is protected under the copyright laws of the United States of America. No portion of this work may be copied without the express written permission of the Inner Circle. This document is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

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

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

“CIVILIZED MEN ARE MORE DISCOURTEOUS THAN SAVAGES BECAUSE THEY KNOW THEY CAN BE IMPOLITE WITHOUT HAVING THEIR SKULLS SPLIT.”
-ROBERT E. HOWARD

INTRODUCTION

“My kulvrak is gone. ‘How’ does not matter. If I am to be thrown into a sea of creatures who hide from battle in words and cities, then I will walk against the tide until I am tested. And I will fight.”

–Ak’tar, skarren barbarian

You are reading the first in a series of products called *The Races of Violet Dawn*. Each of these products will present one of the races from the world of Avadnu and allow you to bring a bit of Violet Dawn into your current campaign. Each book in this series is very light on history and back story from Avadnu as we assume you will just dropping this race into your weekly game.

If the sole reason for your purchase of this product is to learn more about Violet Dawn, fear not—for we have an upcoming series of adventures and a proper campaign setting currently in the works. We have also created a Violet Dawn Wiki where you can read the unabridged version of this race and freely explore the world of Avadnu in greater detail. If you are interested in learning more, visit the wiki online at: <http://wiki.violetdawn.com>

Lastly, we just want to send out a heartfelt thanks to Scott Rouse for listening to the third party publishers and the D&D community and providing us with a revised license. It may seem like a thankless job, but your efforts do not go unnoticed. Thank you.

TABLE OF CONTENTS

Cover	1
Credits	2
Introduction	3
Table of Contents	3
Skarren	4
Physical Qualities	4
Playing a Skarren	4
Skarren Adventurers	6
Skarren Racial Feats	6
Bloody Surge	6
Crushing Head-butt	6
Dizzying Head-butt	6
Environmental Resistance	6
Final Strike	6
Skarren Heritage	6
Skarren Vigor	6
Threatening Presence	6
Paragon Path (Blood Reaver)	7
Blood Reaver Features	7
Blood Reaver Powers	8
New Weapons	8
Weapon Properties	8
Pair	8
Parrying	8
Weapon Descriptions	8
Bontam Stick	8
Broad Dagger	8
Gauntlet Sword	8
Kurch-at	8
Thar-chak	8
Back Cover	10

RACES OF VIOLET DAWN

SKARREN

Savage nomadic warriors who are dedicated to the ways of nature and combat.

RACIAL TRAITS

Average Height: 6' 4" – 7'

Average Weight: 250–350 lb.

Ability Scores: +2 Strength, +2 Constitution

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, Skarren

Skill Bonuses: +2 Athletics, +2 Perception

Head-butt: You can use head-butt as an encounter power.

Toughened Hide: You gain a +1 bonus to AC.

At 21st level, the AC bonus increases to +2.

No Fear: You can reroll a failed saving throw against fear effects.

Head-butt

Skarren Racial Power

You drive your bone-crested head into your opponent's body.

Encounter

Minor Action **Melee** touch

Target: One creature.

Attack: Strength vs. AC (melee)

Hit: 1d8 + Strength modifier damage.

Increase to +4 bonus and 2d8 + Strength modifier damage at 11th level, and to +6 bonus and 3d8 Strength modifier damage at 21st.

Rough and bestial, skarren were born from the spilled blood of the war god Krüg. Blind to their origins, they live hard lives that flow with the cycles of nature and the elements. The true focus of their existence, however, is combat. In all their travels, it is the thing they seek most, and their ambition is little more than to fight, mate and die gloriously.

Play a skarren if you want...

- ◆ to be a savage but cunning warrior.
- ◆ to favor brute force and ferocity over strategy.
- ◆ to be a resilient in the face of overwhelming odds.

- ◆ to be a member of a race that favors the barbarian, fighter, paladin, and ranger classes.

PHYSICAL QUALITIES

Built naturally large, skarren are made of solid muscle and sinews. Their features resemble those of ancient statues—chiseled and weathered—and their skin is hairless, leathery, and rust-colored. Hard bone protrusions extend from their foreheads down to the bases of their skulls. These crests are as tough as stone, granting protection and the potential for crushing head-butts. Skarren eyes are yellow or orange, with vertical black slits for pupils.

Skarren embrace the laws of nature and shun most clothing. A typical skarren wears only a loincloth for hygiene. Females typically hunt nude, covered only in mud, sand, or leaves for camouflage. In especially frigid climates, skarren may don furs or skins to prevent freezing, which they consider a “zikk'tul,” or “lazy death.” Armor is generally only worn in the thick of a massive fray, and strictly to prolong the fight beyond the initial chaotic clash of forces. Lone skarren at risk of facing unusual threats occasionally make exceptions, wearing protective gear to offset the effects of magic or eldritch monsters.

PLAYING A SKARREN

Skarren are a fiery, ruthless, and blunt people, often more animal than humanoid. Many of their emotions are expressed through violence—disapproval and anger are almost always followed by an attack, humor is physical and sudden, and speech is short and direct. A solid punch to the jaw or a clawing bout of wrestling can be either a sign of friendship or a brutal show of dominance.

Battle is the most sacred act to skarren, and they approach it with primal reverence and joy. Ferocity and utter fearlessness mark skarren tactics, and it is rare to see skarren retreat or surrender. In the midst of battle, victory and defeat become inconsequential, and skarren have little concern with living through any particular engagement. Death in combat is left to the whim of the world as they fight from moment to moment, savoring every strike, parry, wound, and kill. To skarren, the fight is all.

A skarren tribe (called a “kulvrak”—literally translated as “living storm”) never stops moving except to hunt or fight. Kulvraks seek conflicts to join or conflicts to instigate, and often circle impending battle sites like predatory beasts, finally attacking whichever side

SKARREN

appears stronger. Life in a kulvrak is hard and intense, full of fierce loyalty while harboring sporadic, often deadly, infighting. A skarren may freely leave the kulvrak to seek personal guidance in the way of the elements or one-on-one combat. On occasion, kulvraks send skarren on quests foreseen by slave prophets or kulvrak leaders.

Skarren acknowledge the existence of the gods, but do not see them as objects of worship. Instead, they view gods as worthy opponents waiting to be battled in the great tournament of the afterlife—the Taakran. When a skarren is defeated in this tournament, it is believed that he or she is reincarnated on Avadnu to practice further. Skarren see the elements of the natural world as the only forces they must obey, and use them as an example in their lives and their fighting styles. They may ask Avadnu for something, but it is understood that no answer should be expected.

Skarren despise all forms of organized and settled civilization—especially the works of humans, whom they believe despoil Avadnu. “The cages of man” is a common skarren phrase for human cities. Lone skarren often

carry their stereotypes of other races with them, and while they may change with continued exposure to other cultures, the stubborn skarren mind rarely comes to a true understanding of non-skarren. Nonetheless, while their warlike nature keeps skarren wary of all around them, an individual who demonstrates martial prowess can gain a skarren’s respect regardless of race or culture.

Skarren Characteristics: Adaptive, brutal, cunning, driven, instinctual, laconic, savage, strong, stubborn

Male and Female Names: Ak’tar, Bokk’vrill, Durth, Kishil, Kyatull, Silith’kell, Torbokk, Tull’vrak, Ty’vaekk, Viniak

Skarren names always have meaning. A child is named based on events in the parents’ lives during childbearing, an occurrence in early childhood, or (more rarely) some prophecy about the child foretold by a seer. There is no difference between male and female skarren names.



RACES OF VIOLET DAWN

SKARREN ADVENTURERS

Three sample skarren adventurers are described below.

Ak'thar is a skarren fighter who, as a child, was left behind by his kulvrak in the aftermath of a great battle. Without his brethren to protect him, he struck out into the world to meet his end head-on—but Ak'thar thrived in isolation, forging himself into a brutal instrument of survival. He grew into more of a beast than a skarren warrior, so much so that little more than sheer rage and bloodlust now drive his will. Only the concern of his traveling companions can control or focus him.

Kyatull is a skarren paladin covered from head to toe in mystic tattoos signifying her divine allegiance to Krüg. The soothsayers of her kulvrak sent her on harsh rituals of purification at an early age, believing Kyatull had a destiny. Now she wanders the earth, stalking the unnatural forces that plague Avadnu and springing upon monstrous prey. Her single-minded drive astonishes her companions, but Kyatull doesn't worry about what others think. She'll fight alongside allies, even protect them, so long as it serves her mission—but no longer.

Viniak is a skarren ranger who has developed a taste for aspects of civilization—not politics or soft beds, but wine, herbs, and well-crafted blades. He revels in whatever he can, and enjoys the challenges that life on the road brings. He laughs and roars in combat as he splits skulls and pierces hearts, and takes the most joy when he sees non-skarren lusting for combat the same way he does.

SKARREN RACIAL FEATS

BLOODY SURGE

Even at your most desperate moments, your unshakable skarren will gives you the strength to keep fighting.

Prerequisites: Skarren

Benefit: When you use second wind while you have 9 hit points or less, you heal an additional 1d8 hit points.

CRUSHING HEAD-BUTT

You have hardened the bones in your skull by deliberately smashing your head against rocks, fusing your crest's ridges into a devastating weapon.

Prerequisites: Skarren, *head-butt* racial power

Benefit: The damage from your *head-butt* power increases from d8 to d10.

DIZZYING HEAD-BUTT

You have further perfected your head-butt technique to leave a lasting impression on your foes.

Prerequisites: Skarren, *head-butt* racial power

Benefit: If you hit a foe with your *head-butt* power, the target is dazed until the end of your next turn.

ENVIRONMENTAL RESISTANCE

Your time spent in the wilderness allows you to easily cope with the elements.

Prerequisites: Skarren

Benefit: You gain resist 2 fire and resist 2 cold. In addition, you gain a +4 bonus on endurance checks to overcome environmental dangers (see the D&D 4e DUNGEON MASTER'S GUIDE).

FINAL STRIKE

Not even the grip of impending death stops you from striking back at your opponents.

Prerequisites: Skarren

Benefit: When you are reduced to 0 or fewer hit points, you can immediately make a basic melee attack with a +2 bonus to the attack roll before falling unconscious.

SKARREN HERITAGE

The call of battle burns in your veins. When using the tools of your proud heritage, you become a fearsome embodiment of combat.

Prerequisites: Skarren

Benefit: You gain proficiency and a +2 feat bonus to damage rolls with thar-chaks and kurch-ats.

SKARREN VIGOR

Seeing your enemies crushed grants you a surge of vigor, spurring you to even greater heights of ferocity.

Prerequisites: 11th level, Skarren

Benefit: When you score a critical hit you gain temporary hp equal to 1 + Constitution modifier. In addition, increase your healing surge value by your Constitution modifier.

THREATENING PRESENCE

All who stand against you cower at your will.

Prerequisites: Skarren

Benefit: You can use Intimidate as a minor action in combat. In addition, you gain a +2 bonus to all Intimidate checks.

PARAGON PATH

BLOOD REAVER

“Another day breeds another battle.”

Prerequisite: Skarren

The reputation of your people is well known among other races. Few armies can match a skarren kulvrak’s ferocity on the battlefield, and even fewer are foolhardy enough to try. But although all skarren are treated cautiously and given a wide berth by “civilized” people, it is the blood reaver who truly strikes terror into the hearts of those unlucky enough to cross his path. Only the most powerful and determined skarren become blood reavers; in any given kulvrak, only a handful of warriors ever achieve this feat.

When a skarren believes he is ready to rise as one of his kulvrak’s champions, he engages in a ritual known as the pass of blood. The initiate is led alone into the desert, stripped bare and chained to a rock. The kulvrak’s shaman cuts deep gashes into the initiate’s chest and shoulders with a stone shard or bone dagger. The ritual not only draws the willing skarren’s blood, but is said to purge the initiate of any taint of civilization.

The initiate is left to fend for himself for seven days. At the mercy of the elements and under the hungry gaze of desert predators, he must break free of his chains and endure alone in harsh surrounds. If he survives the trial, the kulvrak returns to find him a changed being—one who carries a renewed pride and ferocity wherever he wanders, and who wears the scars of his ordeal like a badge of honor.

As a blood reaver, you have endured the pain of this ritual and are among the mightiest of all skarren warriors; a great red mountain who towers over your brethren and all lesser beings on the battlefield. You dedicate your life to becoming an embodiment of rage and the power of the storm, unleashing your blistering assaults upon all those who dare to challenge you. It is your strokes that carve the way to victory for your kulvrak and your battle cries that rise the loudest over the din of battle.

BLOOD REAVER FEATURES

Fiery Wrath (11th): When you spend an action point to make an attack you gain a +4 bonus to the damage roll. On a miss, you deal damage equal to your Strength modifier.

Unrelenting Tide (11th): While you are bloodied you gain a +2 bonus to saving throws.

Walk the Earth (16th): You ignore the effect of difficult terrain on your movement.



RACES OF VIOLET DAWN

BLOOD REAVER POWERS

Rending Gash

Blood Reaver Attack 11

Your strike draws a deep and bleeding wound.

Encounter ♦ Martial, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target takes ongoing 10 damage (save ends).

Weapon: If you are wielding a kurch-at or a thar-chak, the ongoing damage increases to 15.

Special: The affected creature is considered bloodied until the ongoing damage ends.

See the Wind

Blood Reaver Utility 12

Your extensive time spent in battle allows you to sense the ebb and flow of combat and avoid your opponent's attack. You anticipate your opponent's next move and turn his attack against him.

Daily ♦ Martial

Immediate Interrupt **Personal**

Trigger: You are hit by an attack

Effect: You take no damage from the attack that just hit you and can shift 1 square as long as you remain adjacent to the triggering enemy. The triggering enemy grants combat advantage to you until the end of your next turn.

Cornered Beast Strike

Blood Reaver Attack 20

You draw strength from overwhelming odds, striking out at any enemy within range.

Daily ♦ Martial, Weapon

Standard Action **Close** burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you push the target 1 square. If you are bloodied, the attack deals 2[W] extra damage.

Weapon: If you are wielding a kurch-at or a thar-chak, each attack deals additional damage equal to your Constitution modifier.

Miss: Half damage.

Special: You gain a +1 bonus to the attack roll for each enemy that is adjacent to you.

NEW WEAPONS

The skarren employ the use of their own unique weapons which are detailed below. This section utilizes the rules for weapons (see the D&D 4e *PLAYER'S HANDBOOK*).

WEAPON PROPERTIES

There are also two new weapon properties which are listed below.

Pair: A paired weapon grants you a +1 bonus to hit when wielding the same weapon in each hand.

Parrying: A parrying weapon provides a +1 bonus to AC. Wielding more than one parrying weapon does not increase this bonus.

WEAPON DESCRIPTIONS

Bontam Stick: Traditionally used in Touvran rituals, skarren youths utilize bontam sticks as training weapons. They are often used in pairs and are decorated with brightly dyed valikiri feathers on both ends.

Broad Dagger: Created by the skarren who call the weapon ak'vril, broad daggers are starting to see use among other races. These heavy broad-bladed daggers are not balanced well enough for throwing, but with the added mass they deliver devastating blows. A rogue proficient with this weapon can treat it as a dagger for the purpose of the Rogue Weapon Talent class feature.

Gauntlet Sword: Various versions of this weapon exist from the skarren crafted silithan made from the carapace of a haklaa to the fine steel equivalent employed by exotic weaponmasters. A gauntlet sword incorporates a piece of armor that protects the forearm and several sword-like blades that extend from the wielder's fist.

Kurch-at: Developed by the skarren and used by their females when hunting, a kurch-at is a handle with a curved shortsword-sized blade protruding from each end. While awkwardly balanced, they can also be thrown.

Thar-chak: For skarren, a thar-chak is more than just a weapon—it is an embodiment of their way of life. A thar-chak is a 6-foot-long haft with pick axe heads facing opposite directions at the ends. A thar-chak is a double weapon (see the D&D 4e *ADVENTURER'S VAULT*).



MILITARY WEAPONS

MILITARY MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Bontam Stick	+2	d6	–	2 gp	1 lb.	Mace	Off-hand, pair
Broad Dagger ¹	+3	d4	–	3 gp	2 lb.	Light blade	High crit, off-hand
Kurch-at	+2	d6	5/10	5 gp	4 lb.	Heavy blade, light blade	Off-hand, heavy thrown

SUPERIOR MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Gauntlet Sword	+3	d6	–	10 gp	7 lb.	Light blade	Parrying

Double Weapons

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Thar-chak	+2	d12/d8	–	40 gp	15 lb.	Axe, pick	High crit, off-hand

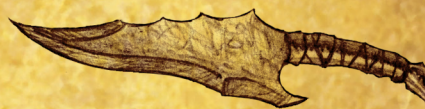
¹ A rogue proficient with this weapon can treat it as a dagger for the purpose of the Rogue Weapon Talent class feature.



THAR-CHAK



KURCH-AT



AK'VRIL



BONTAM STICK



FOR BLOOD AND BATTLE!

The Inner Circle debuts its 4th Edition support with our Races of Violet Dawn product line. This first entry in the series focuses on the skarren, a new playable race for 4th Edition campaigns that can easily be dropped into any setting.

Inside this PDF are the complete rules for adding these brutal warriors to your game, 8 new racial feats, a racial paragon path called the Blood Reaver, and new weapons.

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,® Monster Manual,® and
Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™
core rulebooks, available from Wizards of the Coast, LLC

