

CHAPTER ONE

THE CHOICE

Is the entirety of man's world bound in this city? Angel was enormous, with parks and schools and malls. Atop the tallest tower, you still couldn't see either end of it. We had computers, fluorescent lights, even aircraft and cars, all with rules of science set in place to govern them. If technology worked, the science behind it also had to. Science declared magic as myth. You can't throw fire from your hands. You can't fly without proper wings. You can't be succumbed by the temptations of an elvish princess. "There's nothing out there," his brother said. He lied. There were dragons.

Don't check your brain at the door.
Don't settle for the dream.
This is real.

A methyst is a Role Playing Game that postulates what would occur if a true-to-book fantasy setting was forced upon our real world. Our world is populated by many people wanting more from their lives. Our fantasies are filled with nymphs, valiant knights, and fire breathing dragons. We dream about being carried away by the fancies our mothers tell us every night.

But what if it was real for everyone? What if it invaded our society? How would humanity truly respond? This is not some stylized, fanciful view of Earth seen in books and on TV. It is a world with all the problems, both social and political, intact. Would we welcome the world of fantasy into our lives or would we fear its very presence?

Magic cannot exist. There is no scientific basis for it to. How could these creatures of whimsy exist matching so closely to our mythology and religious canon? This future emerged from the world we know—a world where books and movies written about fantasy existed. People that survived into this new age saw firsthand what they had only previously read about or watched. The new world matched so closely to their imaginations. How would major religions respond given such massive doubts to their dogma?

On top of this dilemma, magic breaks down many of the normal rules of science technology requires to operate. Chaos inspires creation and – although this influence won't destroy life – it does retard the progress of civilization, preventing technology from operating beyond simple mechanisms like windmills and bicycles. Where magic is prohibited, normality returns and evolution and technological advancement can continue.

The remains of old man live in cities, many like ones of present day, but walled in against the encroaching magic around it. Here, they have their cars, their central heating, and their televisions. Outside, the fantasy world may be wondrous, but it is also real. People die from the simplest calamities. Despicable rodents with weapons and wicked brains prey on the innocent and unarmed.

Will mankind be able to retake the planet and push the fantasy back into the realms of our imagination, able to resume our blind passion for consumerism and industrialization? Is this world better than the one mankind squandered?

The fantasy carries its own mythology suggesting that there are two realms of magic: one dark, the other light. The source of this energy originates from two powerful gates, the white star of Attricana and black gate of Ixindar. The main axis between evil and good is not one where the law-abiding, civilized nations of good battle against the destructive force of chaos, but where the chaotic tendencies of life clash with the controlled and me-



thodical might of syntropy. The conflict – at its root – sets anarchy against order, uniformity against unpredictability, and determinism against free-will. Where life needs a level of uncertainty to blossom, homogeny breeds only death. The fantasy world is not some singular entity, but a complicated multi-layered world of warring nations, political strife, and monsters smart and powerful, as well as dumb and many.

AMETHYST EVOLVES

Cities collapse, heroes rise, and the future falls into the hands of a few. The world alters, grows, and plummets into shadow. These heroes encounter their greatest fears and challenge true evil in all forms. They find depth in an easy situation, complexity in a single idea.

A world that changes around a band of adventurers. A setting with a point and a climax. A world where an ending waits. Solve it and discover the truth. Fail and the planet crumbles underneath.

The setting of Amethyst relies on its clash between magic and technology. Many fantasy worlds blend the two, usually with magic gaining the foothold and technology falling behind. Many deal with a mixing of the two worlds. Amethyst presents a setting where the two sides stand almost at war and – from a metaphysical point of view – actively disrupt each other's existence.

Amethyst requires the use of the Core Rulebooks of D&D 4th Edition including **PLAYER'S HANDBOOK**, **DUNGEON MASTER'S GUIDE**, and **MONSTER MANUAL**. Amethyst cannot be played properly without them.

A UNIQUE SETTING

Amethyst is not conventional Dungeons & Dragons. It takes several radical departures into new territory. Certain elements will feel familiar, while others break from tradition. Endorsed elements from the core rulebooks include:

Fantasy Classes. The fighter, ranger, rogue, warlord, and wizard, as well as their paragon paths, are endorsed. Cleric, paladin, and warlock are not endorsed in Amethyst.

Skills. All skills listed in the Player's Handbook are present.

Feats. All feats that do not require a non-endorsed race or class are available.

Equipment. All equipment (both magical and not) is available to all characters.

Game mechanics. All game rules present within the D&D core rulebooks are unaltered and present in their entirety.

Rituals. The majority of rituals are present and available for wizards to cast. Certain rituals listed are available under certain conditions (see later).

Amethyst also includes wholly new features unique to its setting. These elements include:

New Races. Amethyst features original races from the tall and nimble laudenians to the mysterious and rare tilen. There are three types of new races: *Fae races*—naturally birthed from magic, *Evolved races*—

formed through science, and *Spawn races*—altered by magic.

New Classes. Because a portion of the world is populated by “techan” humans refusing to embrace magic and continuing their fight for the domination of technology, there are **FOUR** new classes: *Grounder*, *marshal*, *operator*, and *stalker*.

Lifepath. This deals with an additional template which denotes a character's life before reaching her class. These are broken up into *Discipline*, *Regional*, and *Supernatural*. They offer everything from additional skill bonuses to alternative character powers, but most of all, they detail the characters back-story, ingraining them into the setting more deeply.

New Feats. Beyond racial feats for new races, Amethyst includes feats that have a specific lifepath as a prerequisite.

New Equipment. Because a large portion of the human population continues to embrace technology, there is a large list of additional weapons, armor, and equipment to suit their needs.

New Skills. Because of the world of technology, new skills are included for players to choose from.

Disruption. Disruption deals with clash of magic and technology and how one's encroachment can disrupt the other.

Monsters. Although all the races in Amethyst are based on or inspired by those present in modern religion and mythology, many of these monsters and peoples go by their own names in this new world ... and not all of those old stores were entirely accurate. Amethyst lists these monsters as they are presented in the real world.

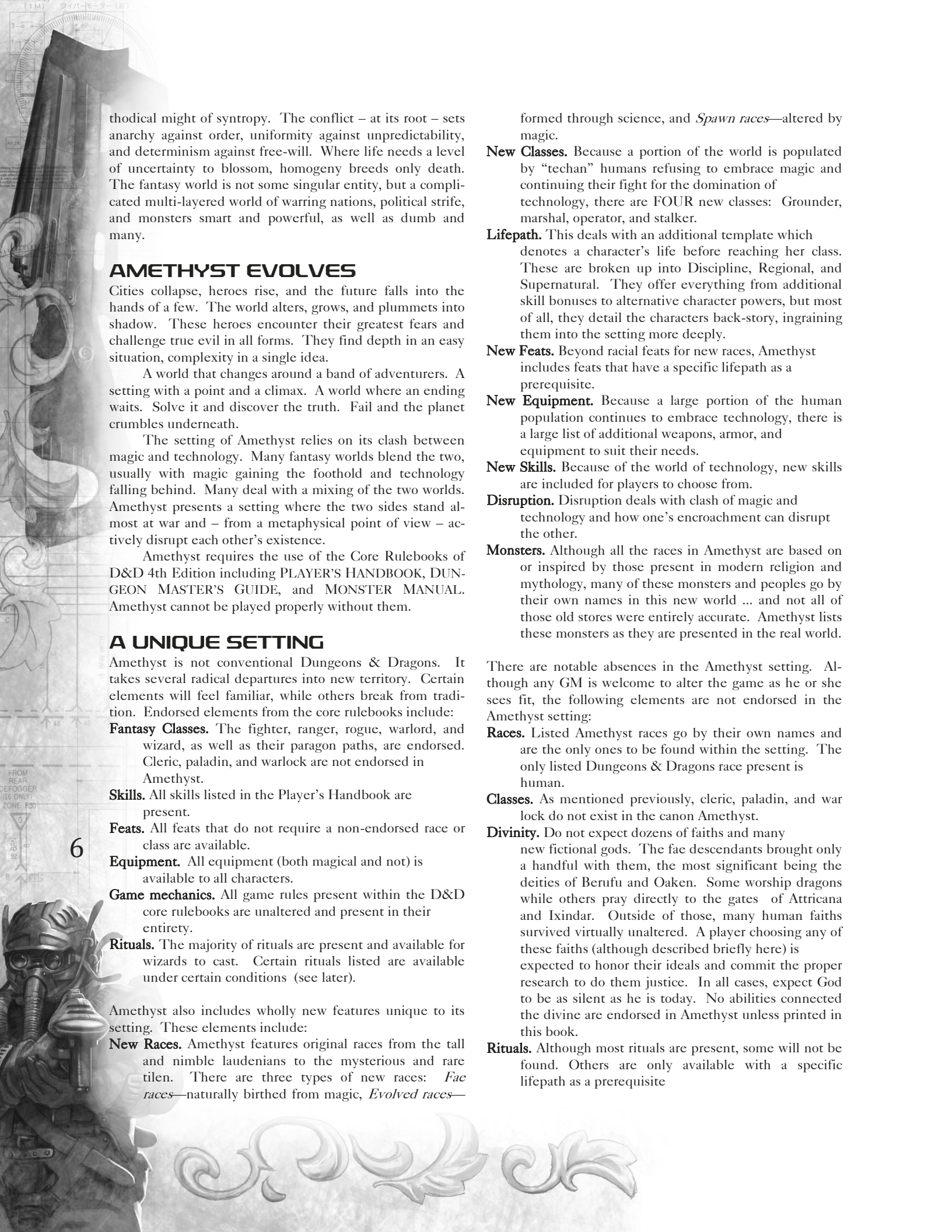
There are notable absences in the Amethyst setting. Although any GM is welcome to alter the game as he or she sees fit, the following elements are not endorsed in the Amethyst setting:

Races. Listed Amethyst races go by their own names and are the only ones to be found within the setting. The only listed Dungeons & Dragons race present is human.

Classes. As mentioned previously, cleric, paladin, and warlock do not exist in the canon Amethyst.

Divinity. Do not expect dozens of faiths and many new fictional gods. The fae descendants brought only a handful with them, the most significant being the deities of Berufu and Oaken. Some worship dragons while others pray directly to the gates of Attricana and Ixindar. Outside of those, many human faiths survived virtually unaltered. A player choosing any of these faiths (although described briefly here) is expected to honor their ideals and commit the proper research to do them justice. In all cases, expect God to be as silent as he is today. No abilities connected to the divine are endorsed in Amethyst unless printed in this book.

Rituals. Although most rituals are present, some will not be found. Others are only available with a specific lifepath as a prerequisite.



A DIFFERENCE

Player characters in Amethyst are not sitting on the sidelines, nor are they following braver and more powerful leaders into glory. The characters in Amethyst are meant to change the world. They do not dig ditches or hand out food while armies march into combat. They command legions. They infiltrate empires. They save princesses and slay kings. The end of the game should be different from the beginning. Of course, a player can claim a kingdom after vanquishing his enemies, but the real journey takes one's soul across the world, to meet one's final destiny after a very long crusade.

A GM is encouraged to plan out her strategy for the game—whether the characters will travel to their final destinies in Canam (the continent listed here) or only progress a third of the way before tackling the next chapter in a foreign land.

THE CONFLICT

The world is not engulfed in war, but peace across the land is still a distant dream. Not only are the remaining bastions of old-man fighting a desperate and seemingly hopeless struggle against the encroaching enchantment, but the individual bastions themselves are also paranoid about their own technological sovereignty from rival bastions. Further, the world of fantasy is not all of wonder. There are two realms of magic, flowing from two different breaches in the normal universe: The white gate of Attricana, floating high above the sky, and the black gate of Ixindar, half-buried in rock in the land of Kakodomania. Their influence and the armies loyal to them spur conflicts whenever the sides meet. While Attricana encourages creation and chaos, Ixindar promotes only order and a void of diversity. While many directly involved in this conflict do so from an obsessive desire to protect their ways of life, others have been tempted to crossover, embracing an alternative way of thinking.

THE FANTASY

Despite propaganda plastered patently across every wall in bastions, the world of fantasy is not all evil and corruption. Those profiting from fear wish the uneducated masses to believe that to stare into the enchanted world means to sacrifice one's soul to it. Pubescent dreams are filled with the possibility of being whisked away by some elvish whisper. Humans that chose to embrace that life found themselves part that world, eventually radiating the same aura as the elves and ogres. Like other creatures of fantasy, these humans would disrupt technology if they approached it. To choose a life outside of bastion walls and bastion beliefs meant giving up everything you had taken for granted while inside. This life is not some book you can put down, not some game you can quit. The temptation continued as it matched the world of fantasy man dreamt about. But how could there be elves and dragons? How could books written hundreds of years ago match up with the future? Some believe it all a fantasy, a fabrication kept alive by those refusing to see the world for what it is, a scared and wounded landscape, bleeding from the damage caused by its largest

and loudest inhabitant. By living the dream, people would never need to grow up or accept the consequences of a real life. The fantasy world dislikes being discarded so flagrantly.

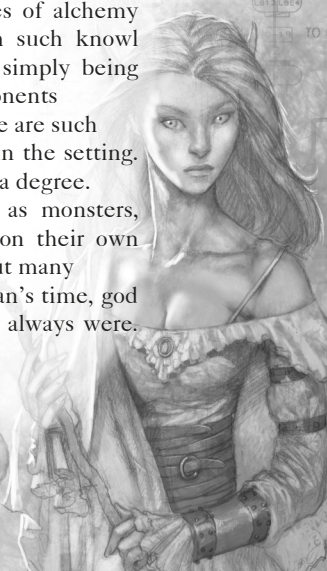
To be accused of being a physical delusion by immature short lived humans is an insult fae don't take lightly. Their history stems back further than the short lived evolutionary path of mankind. They mark their history to a time even fossil records have trouble placing. Here, the world of magic had no mirror to compare to. Fae ruled uncontested for thousands of their lifetimes with only the dragons to answer to. Their lives were peaceful until the arrival of the black star of Ixindar. In a passing night, a million fae turned to corruption and walked away from their families. What followed was a war only cut short with the fall of heaven.

Beyond the sky, a great rock appeared, approaching with determination to destroy everything below. The sides of light and dark fled into their realms of magic, a domain of dreams, hoping to return when Earth had healed. The ruins of their civilizations were washed clean, leaving only their myths and legends, soaked into the soil and souls of survivors. These tales carried through history until ears smart enough to understand finally listened. From the aftershocks of this, mankind shaped its culture and belief system based on fantasies they thought to be true, gleaned from a time they had no knowledge of, a truth realized when the gates reopened and the world of magic returned. That ancient time was also the realm of two creatures of amazing power. Claimed as saints by those who believed, deified as gods by those who knew better, these two beings personified the energy of each realm, swaying its power to their whim. Now gone or simply silent, followers pray for their return to sway the world in their favor, draping the world in darkness, or bringing forth the light of creation to beckon a new time of prosperity. Alas, the wild card known as man may have other plans.

MAGIC AND FAITH

In Amethyst, there are only three ways magic can be focused, and thus, at least partially, controlled:

1. **Language of Dragons.** The power of god-like creatures to create something by naming it—the magic possessed in the language of the greatest species. Wizards utilize this for all their magic.
2. **Naturally enchanted--inorganic.** There are thousands of elements and combinations of elements that produce different magical results. The practices of alchemy and metallurgy returned as those with such knowledge forged items of enchantment by simply being aware of the exacting ratios of the components required. Fae iron, coruthil, and angelite are such examples as well as all potions present in the setting. Nearly every magic item features this to a degree.
3. **Naturally enchanted--organic.** The same as monsters, some people possess magical abilities on their own from birth. Some claim this as divine, but many others refute that. Just as it was with man's time, god or gods are as silent as he, she, or they always were.



There are no proven sanctified or blessed users of magic in a world with a silent and unproven god.

Religion does exist in Amethyst. In fact, many are ones dating back through humanity's history (Christianity, Islam, etc). Every faith can claim to possess such sanctified members. There are also those with no faith able to wield magic purely from a natural endowment they cannot explain. Others know very well where their power originates and understand there is no intelligence or deification beyond said gift. Because of this doubt, there is still no proof of god in Amethyst, despite the claims of many who believe.

HOW TO PLAY AMETHYST

Amethyst should begin like any other fantasy RPG. The real challenge depends on the investment of its players and GM. This book contains more than enough details to forge a unique storyline where characters journey across a landscape, battling evil, and saving the innocent. How much the players know about the setting alters how they play the game. If a GM wants to keep the core tenets of the setting secret, revealing everything up to this point really doesn't ruin anything.

There are dozens of possible paths presented. Some reach their conclusion within this book, others end with a cliffhanger only be resolved with future books. The challenge will be to decide how this specific story should be told.

GLOSSARY

After Enchantment (A.E.): The progress of time in this new era. The game begins for many in the year 508 A.E., just a little over five-hundred years from when the white gate reopened.

Arkonnia: The same region occupied by the old Continent of Africa in old Earth.

Alternate Quantum Vibrational States (AQVS): The generic title to any physical state out of phase with our own. Some scientists refer to the realms beyond the gates as AQVS and claim the **Enchanted Disruption Field (EDF)** derives from this. They also claim Attricana and Ixindar are portals to different dimensions or different universes. AQVS may also be the source of incorporeality.

Amethyst: The first intelligence to emerge on Earth, Amethyst was a powerful dragon-god whose death ended the time of magic millions of years before man.

Attricana: The term given to the enchanted realm existing beyond the white portal. It is often referred to as the gateway itself. It hovers in high orbit near the moon and can be seen and read by at night.

Bastions: Sanctuaries of man's old ways. These are technological cities heavily fortified and densely populated. Most are echaphobic and forbid the use of magic within its walls. Each bastion stands as its own country, with very little to no contact with the outside world or even other bastions.

Blinder: A common derogative nickname mages and other magically imbued individuals call techans.

Canam: The continent previously occupied by Canada, the USA, and Mexico. It is commonly separated into eastern Canam and western Canam.

Echa: The slang given to magic or 'enchantment'. It often refers to visual use of magic (spells and magically infused items).

Echan: Someone touched by magic or using magic. This term often refers to humans specifically embracing the path of enchantment. Echans still consider this ugly bastardization of "Enchantment" derogatory. Unfortunately, it stuck.

Echagenics/Echalogy: The study in both echa and techa cultures of the similarities between humanity and its recorded history against the fae, dragons, and their recorded history. This analyzes the obvious physical similarities between fae and man in conjunction with historical coincidences in their religions, legends, and mythologies. Theologians studying echalogy are referred to as echalogians.

Enchanted Disruption Field (EDF): The enchantment disruption field prevents radio communication and disrupts electronic circuits like an electro-magnetic pulse when extremely powerful magic is nearby. It also carries the tendency of jamming many mechanical devices more complicated than a wind mill.

Lauropa: The term given to the region covering all of old Europe and western Slavic countries.

First Hammer: The first impact that destroyed the dinosaurs and ended the first reign of magic. It struck what would be called Mexico and initiated the Cretaceous-Tertiary extinction event.

Inosi: The region of Earth previously referred to as India.

Indoaus: The region of land previously occupied by Australia and Indonesia.

Ixindar: The name given to the realm existing through the black gate. The gate is across the world and sits half buried at the center of Kakodomania.

Kakodomania: An obsidian glass spreads from Ixindar. This realm envelops most of central Slav in permanent darkness.

Second Hammer: The second impact that destroyed the technological empire of man. It struck Siberia, exactly where Ixindar lay buried and exposed its influence to the world.

Slav: Often separated into Western and Eastern Slav, this region on Earth covers the majority of China and the entire Russian/Slavic region.

Southam: The region of Earth occupied by South America.

Techa: The slang term given to the technology of man and is usually reserved for the bastions and their machines.

Techan: One using technology. Unlike echans, techans do not find their title derogatory.

U.C. (Universal Credits): A currency that most bastions and wandering techans trade in. Only techans accept and use uc. Unlike fantasy currency like gold and silver coins, uc has no face value.

