

THE RACES OF

VIOLET DAWN



NGAKOI

A new playable race for your 4th Edition campaign.



THE RACES OF **VIOLET DAWN**

NGAKOI

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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.

“DO YOU SEE HOW MY MIND WORKS? IT’S LIKE A LASER!”
–OGLETHORPE

INTRODUCTION

“My brother followed a krik-sparrow to the north one winter, when he dreamed doing so was his destiny. My sister fell in love with a human farmer who traded all he owned in exchange for her. I swore I would never leave my tribe, yet each step I take puts them at a greater distance. The power within my mind stirs, but does not spring forth; a gorg’s eggs will not hatch in treetops, nor will a flower bloom in stone. So I walk on, seeking the place that will teach me to become what I am meant to be.”

–Mketlot, ngakoi psion

You are reading the second in a series of products called *The Races of Violet Dawn*. Each of these products presents one of the races from the world of Avadnu and allows 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 Violet Dawn as we assume you will just be 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>

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RACES OF VIOLET DAWN

NGAKOI

Resourceful and adaptable tribal mystics who rely on their cunning to thrive in places where others cannot.

RACIAL TRAITS

Average Height: 3' 8" – 4' 0"

Average Weight: 60–75 lb.

Ability Scores: +2 Constitution, +2 Wisdom

Size: Small (see the D&D 4e **PLAYER'S HANDBOOK** for rules on small characters)

Speed: 6 squares

Vision: Low-light

Languages: Common, Ngakoi

Skill Bonuses: +2 Acrobatics, +2 Dungeoneering

Mind Over Body: You can use *mind over body* as an encounter power.

Monster Lore: You gain a +2 racial bonus to monster knowledge checks.

Stalwart Resistance: You have resistance to necrotic and psychic equal to 5 + one-half your level.

Mind Over Body

Ngakoi Racial Power

The strength of your will allows you to overcome pain and absorb a greater amount of punishment.

Encounter

Minor Action ♦ **Personal**

Effect: You gain temporary hit points equal to 5 + your Wisdom modifier.

Level 11: Temporary hit points equal to 10 + your Wisdom modifier.

Level 21: Temporary hit points equal to 15 + your Wisdom modifier.

Ngakoi are a tribal people who walk between the absolutes of the world. They live in harmony with lands other races cannot or will not populate, from poisonous swamps to forests full of terrible beasts. Outsiders see them as odd at best and corrupt at worst for their willingness to practice strange magic and truck with weird spirits, but ngakoi have no such prejudices about others. To ngakoi, the universe and its inhabitants are exactly as they should be.

Play a ngakoi if you want...

- ♦ to be adaptable and cunning.
- ♦ to be knowledgeable in dark and mystic forces.
- ♦ to be at home and content in almost any environment, no matter how dangerous.
- ♦ to be a member of a race that favors the fighter, cleric, and warlock classes.

PHYSICAL QUALITIES

Ngakoi typically stand just under 4 feet tall and weigh around 70 pounds. Their bodies are slender and long-limbed, and their bald heads are slightly large in proportion to their bodies. They are born with blue, yellow, green, or brown eyes, and their skin tone ranges from dark gray to chalky white. In most tribes, ngakoi paint themselves with abstract tattoos symbolizing family, beliefs, names, or other personal items.

An ngakoi's most unusual feature is the glowing third eye in his or her forehead, but no ngakoi is born with three eyes. When ngakoi reach puberty, they are taught to physically manifest their connection to the supernatural. In most tribes, only one in four ngakoi has the will and clarity to grow a third eye without sewing his or her ordinary eyes shut, and many tribes have rituals meant to develop ngakoi mystical abilities further later in life.

Ngakoi generally wear as little as is practical. Their clothing is loose and earth-toned, often taking the form of sleeveless coats and knee-length pants. Red, purple, and blue dyes are occasionally used, but these colors often have familial or ritual significance. Jewelry is often restricted to elders, but as with many ngakoi traditions, this varies from tribe to tribe.

Ngakoi live an average of 35 years, with especially lucky elders reaching the age of 60 without malady or mishap. An ngakoi is considered adult upon manifesting a third eye, usually around age 14.

PLAYING AN NGAKOI

Ngakoi are clever, stubborn, and quick-witted. Like humans, they range from cheerful to grim, and from ambitious to laid-back. Unlike humans, they rarely act without thinking—from a very early age, an ngakoi learns that the world is dangerous and death comes quickly to those who forget their place. It's nothing to be sad or somber about, and an ngakoi tribe has plenty of time for riddles and stories... but it's the way things are when you build your village in a man-eating jungle or over a haunted burial ground.

NGAKOI

Such deadly lands are typical homes for ngakoi tribes. Ngakoi see their ability to survive in these environments as their greatest gift, and adapting and using the resources at hand is what their race does best. Nature holds few terrors for them because terror is part of everyday life, and an ngakoi never ignores a tool just because it's a double-edged sword. If a man-eating plant can be soothed with basic precautions, why shouldn't its leaves be collected and dried for use in building huts? If a ghost is stalking villagers, why not appease it and let it serve the community?

Ngakoi are often perfectionists, and they take pride in displaying and practicing their skills. They tend to be social creatures, enjoying the company of their own kind and that of other races. Humans in particular play an important role in ngakoi culture, and it's a rare ngakoi tribe that doesn't go to trade with a human settlement several times a year. Members of the two races rarely truly understand one another, but ngakoi

take pleasure in their more excitable kin.

Ngakoi live by a philosophy of in-betweens—sun and shade, cruelty and kindness, and black and white magic are all tools to be used in the course of a lifetime. They believe in walking a line between absolutes, even when others insist that the line has been crossed. This doesn't mean ngakoi don't believe in good and evil, but they teach that one is no more valuable than the other. After all, why would the world provide a tool it wanted left unused?

Great, sweeping ideals don't motivate the heroes of ngakoi stories and myth. Instead, family and friends, dreams and visions, physical comforts, tribal rivalries, and simple necessity dictate their goals. An ngakoi hero might not go to war for his god or learn magic to battle evil, but he might just cross half the world to find the cure for the poison that pollutes his tribe's lake, or leave his home to follow and protect his human friend.



RACES OF VIOLET DAWN

Ngakoi Characteristics: Adaptable, artisanal, bold, familial, impartial, mystical, open-minded, perfectionist, survivalist

Male Names: Arintul, Jyobek, Mokad, Npotli, Rawokl, Rewilkite, Traptot, Waradur, Wildais, Yntaklek

Female Names: Belakle, Dapmet, Ersit, Hareda, Jenameak, Lararsa, Merakep, Mketlot, Quekra, Tegera

Ngakoi names are usually two or three syllables, derived by shifting the accents on ngakoi words for natural and spiritual places, creatures, and objects. The only exception is for a tribal elder, who gains a second, honorary name that is spoken first. This name is defined by the elder's role in society, whether as a soothsayer, shaman, diplomat, or otherwise.

NGAKOI ADVENTURERS

Three sample ngakoi adventurers are described below.

Yntaklek is an ngakoi fighter whose cheerful demeanor and laid-back attitude belies his incredible skill with a spear. Opponents who seek to push past him quickly regret their mistake, as viciously aimed jabs strike vulnerable areas and cripple limbs. Opponents wise enough to turn their full attention on Yntaklek fare little better, as he keeps them on the defensive until he can catch his breath and strike a finishing blow. But being underestimated doesn't bother Yntaklek, as he humbly calls his skills "meager" and "unremarkable." He's more at home exploring and seeing the wonders of the wider world than showing off his might.

Rawokl is an ngakoi cleric, the last in a long family line. His father was a legend, a man who traveled between ngakoi tribes to mediate disputes and commune with their patron spirits. But when Rawokl's father disappeared after having terrible visions of a curse upon the land, Rawokl set out to live up to his father's legacy. He has since sought allies in foreign realms, carefully choosing and leading a band of adventurers who can help him fight a terrible darkness he believes could destroy all the ngakoi.

Mketlot is an ngakoi warlock who showed an affinity for magic as a young girl. Her third eye began to bud before her other eyes were even sewn shut, and she became as comfortable with her power as her brother was with a sling or her aunt was comforting beasts. Prophecy was one of dozens of tasks she performed around camp, along with peeling fruit and patching huts. Mketlot knew that the needs of her people would always

interfere with her development as a mystic, however, and so she left home with the blessings of her elders. Now, she journeys with companions as she seeks to become what the world intended, her magic growing every day and her familial bond with her new friends growing.

NGAKOI RACIAL FEATS

DAINGEROUS UPBRINGING

Raised in the wilds of the world, you learned the benefits of keeping on your toes.

Prerequisite: Ngakoi

Benefit: During the surprise round and the first round of an encounter, you gain a +1 feat bonus to AC and Reflex defense.

DEEP DWELLER

Unlike the sunborn peoples of the world, your tribe lives in the darkness of the Deep—your keen ngakoi vision adjusting accordingly.

Prerequisite: Ngakoi

Benefit: You gain darkvision.

GUIDING EYE

Your third eye fixes on your opponents with great intensity, guiding your attacks to their target.

Prerequisite: Ngakoi

Benefit: When you attack a foe with concealment, total concealment, or one that is invisible, you gain a +2 bonus to attack rolls.

INDOMITABLE WILL

Your acute mental discipline grants you a nearly supernatural defense against those who try to bend your mind to their will.

Prerequisites: 11th level, Ngakoi

Benefit: You increase your resist psychic by 5. You also gain a +2 feat bonus to your Will defense.

LUMINOUS EYE

Through discipline and great focus, you have learned to imbue your third eye with a powerful radiance that burns from within.

Prerequisite: Ngakoi

Benefit: A yellow or greenish glow emits from your third eye, shedding bright light out to a radius of 5 squares. You can sustain the glow continuously for 2 hours and cannot use luminous eye again until you take an extended rest.

MENTAL ACUITY

You have honed your extrasensory abilities into a weapon—a precise shaft of mental light.

Prerequisite: Ngakoi

Benefit: You gain a +2 feat bonus to damage rolls when you use a power that has the psychic keyword. On a critical hit, deal an extra 1d6 damage.

MYSTIC SIGHT

Even among the ngakoi, you are truly enlightened; nothing escapes your gaze.

Prerequisite: Ngakoi

Benefit: You can make a Perception check as a free action when trying to target a creature you can't see. In addition, you gain a +2 feat bonus to all Perception checks.

OPENED MIND

You can delve deep into your psyche, using the strength of your will to shake off lingering effects.

Prerequisite: Ngakoi, *mind over body* racial power

Benefit: When you use your *mind over body* power, you gain an immediate saving throw against one ongoing effect.

PARAGON PATH

AWAKENED SEER

“There are no secrets, no illusions. See through reality and one returns to the earth.”

Prerequisite: Ngakoi

The path to awakening is different for every ngakoi. It is a spiritual calling that reaches many, but which only a few answer—those ngakoi who wish true enlightenment, who wish to go beyond a surface knowledge of their dangerous world and come to a full understanding of all they see. Most begin their awakening shortly after maturity and the development of their third eye, urged on by dreams and inspired by tribal stories. Others may begin the path later in life.

Ngakoi seeking to become awakened seers typically

begin by reading signs in the world around them—they see a tree full of birds and accept that it's time to follow the flock, or let themselves float to their destiny on flooded river waters. Sometimes, ngakoi find mentors instead, or listen to the guidance of spirits. Almost invariably, they strike out on their own and travel far from their tribal homes. Without the protection of their people, they immerse themselves in experiencing new cultures and new lands, facing perils to delve deeper into the meaning of life and find some truth in what it means to be mortal.

An ngakoi's path to enlightenment is dangerous, and only a small number who begin the journey survive; the drive to see and experience results in many dangerous encounters with strange places and beasts. Some would-be awakened seers lose their ngakoi sense of balance, forgetting their grounding in the material world and letting their minds expand and grow in unnatural ways. Some simply never find what

they're looking for, wandering forever, at peace with the eternal quest.

As an awakened seer, you have faced your inner demons and the perils of madness and have grown into a powerful instrument of enlightenment. By your will alone you affect the minds of those around you, and you shed an inner radiance that reveals the secrets of life itself. Calm and comfortable in the midst of everyday chaos, you are a boon to your companions; and although you may not be as strong as a skarren or as deadly as a zeidian, you are an invaluable source of wisdom.

AWAKENED SEER FEATURES

Discernment (11th level): When you spend an action point to make an attack or a skill check, you add a +1d4 bonus to the roll.

Psychic Backlash (11th level): When a creature attacks you and deals psychic damage, it also takes psychic damage equal to 1 + your Wisdom modifier.

Unfettered Resolve (16th level): You gain a +5 bonus to saving throws against charm and fear effects.



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AWAKENED SEER POWERS

Searing Beacon

Awakened Seer Attack 11

You nurture the flame inside your mind until its light spills from your third eye, blasting your foe with the power of truth.

Encounter ◆ **Psionic, Psychic, Radiant**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Will

Effect: 2d8 + Wisdom modifier psychic and radiant damage. The target suffers a -2 penalty to attack and damage rolls (save ends).

Axiomatic Vision

Awakened Seer Utility 12

Your third eye blazes bright, allowing nothing to escape your scrutiny.

Daily

Minor Action **Ranged 20**

Effect: Until the end of your turn, you can see invisible creatures as if they were visible and you also ignore the attack penalty for concealment or total concealment. You also gain a +5 power bonus to Perception checks and defenses against illusion-based attacks.

Sustain Minor: Your power lasts until the end of your next turn, but its range decreases by 5 squares (to a minimum range of 5; after this, the power ends at the end of your next turn).

Baring the Soul

Awakened Seer Attack 20

You stare down your foe with your third eye and overwhelm his mind with visions of the ultimate truth.

Encounter ◆ **Charm, Psionic, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Will

Hit: 4d10 + Wisdom modifier psychic damage. The target takes ongoing 10 psychic damage and is stunned (save ends both).

NEW ADVENTURING GEAR

The ngakoi frequently make use of the following adventuring gear.

Ganji Dust: Made from the ground petals of exotic flowers, ganji dust is most often used in the wilderness by primitive cultures. It comes in blue, brown, ochre, sage, and crimson, and is used to tint smoke to facilitate communication. In most regions, crimson smoke signifies danger, blue signifies good tidings, brown signifies prosperous hunting, sage signifies plentiful flora, and ochre is a call for help. Ganji dust can also be used to make paint when mixed with an equal quantity of water.

Grenshur Beer: Famous for its potency and thick texture, grenshur beer is a green beverage made from fermented grenshur moss gathered by ngakoi tribes in the Deep. It is a staple of the trade goods offered by ngakoi in many areas. The beer's most unusual feature is the candle-strength greenish glow that it emits in darkness. Grenshur beer must be stored in a light-proof container or it loses its taste and its glow after 1 hour. The price includes a light-proof glass decanter.

ADVENTURING GEAR

Item	Price	Weight
Ganji Dust	1 gp	1 lb.
Grenshur Beer	6 sp	1 lb.

NEW WEAPONS

The ngakoi employ the use of two uncommon weapons detailed below. This section utilizes the standard rules for weapons (see the D&D 4e Player's Handbook).

WEAPON PROPERTIES

Weapon properties are detailed in the D&D 4e Player's Handbook. In addition, one new weapon property is described below.

All-Purpose: An all-purpose weapon doubles as both a melee and a ranged weapon; statistics for the ranged and the melee versions are shown on the weapon chart. An enchanted all-purpose weapon receives an enhancement bonus to both melee and ranged attacks,

NGAKOI

but the weapon properties or powers conferred by the enchantment only apply as either a melee or ranged weapon.

WEAPON DESCRIPTIONS

Poktuk Staff: Originally a tool used for digging and breaking hard-shelled fruits, the poktuk staff was adapted by many ngakoi tribes into a weapon.

A poktuk staff has a large pick-like spike on one end and a short length of wood inlaid with jagged rocks on the other.

Usaiu: Believed to be developed by a tribe from the Broken Isles, an usaiu is a long piece of wood with a scoop on one end and a handle jutting out from the side. Many warriors prefer the usaiu over the sling because it has greater range and doubles as a melee weapon.



POKTUK STAFF



USAIU

MELEE WEAPONS

MILITARY MELEE WEAPONS

Two-Handed Weapons

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Poktuk Staff	+2	d10	–	10 gp	6 lb.	Pick, staff	Small

RANGED WEAPONS

SUPERIOR RANGED WEAPONS

One-Handed Weapons

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Usaiu ¹	+2	d6	15/30	5 gp	2 lb.	Mace, sling	All-purpose, load free
Usaiu, melee	+2	d6	–	5 gp	2 lb.	Mace, sling	All-purpose, load free

¹ This weapon also doubles as a melee weapon. See the weapon property description.



MY MIND'S EYE SHOWS ME THE TRUTH

The Inner Circle continues its 4th Edition support with our Races of Violet Dawn product line. This second entry in the series focuses on the ngakoi, 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 tribal mystics to your game, 8 new racial feats, a racial paragon path called the Awakened Seer, and new weapons and equipment.

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

