

THE RACES OF

# VIOLET DAWN



# ZEIDIAN

A new playable race for your 4th Edition campaign.



# THE RACES OF VIOLET DAWN

## ZEIDIAN

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**“OBEY THE PRINCIPLES WITHOUT BEING BOUND BY THEM.”**  
**-BRUCE LEE**

## INTRODUCTION

*“I have seen the crystals of the Forest of Waethe, and the vylar nodes of the Deep. My mother taught me the way of swords, and I feel the strength of the Green River welling up inside me. But I have not yet walked among men, and it is time for me to understand my nature. I leave for Arrinok tomorrow...and there, I will learn what it means to be a guardian.”*

**-Zylle, zeidian ranger**

You are reading the third 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

## ZEIDIAN

*Stoic, wandering guardians who make their home on the road and protect the weak from harm.*

### RACIAL TRAITS

**Average Height:** 5' 10" – 6' 2"

**Average Weight:** 180–220 lb.

**Ability Scores:** +2 Dexterity, +2 Wisdom

**Size:** Medium

**Speed:** 7 squares

**Vision:** Low-light

**Languages:** Common, Zeidian

**Skill Bonuses:** +2 Insight, +2 Nature

**Guardian's Calling:** You have the *guardian's calling* power.

**Ever Vigilant:** Whenever you are surprised, roll a d20. If you roll a 10 or higher, you are not surprised.

**Zeidian Weapon Talent:** When you use a dagger as a ranged weapon, you gain a +1 bonus to attack rolls.

### Guardian's Calling

Zeidian Racial Power

*Seeing your companion injured, you come to his aid driving his attacker back and out of reach.*

#### Encounter

**Immediate Reaction** ♦ **Melee** weapon

**Trigger:** An enemy bloodies an ally

**Target:** The triggering enemy

**Effect:** Before the attack, you can move your speed.

**Attack:** Strength vs. AC

**Hit:** 1[W] damage and you push the target 1 square + your Wisdom modifier.

Increase damage to 2[W] at 21st level.

Zeidians are honorable, independent, and skilled warriors, created by the gods Cylethil and Morindalien to defend humanity from the beasts that roam the world. They are Avadnu's guardians, disciplined wanderers who have stood with mankind throughout history—never creating cities of their own, but playing a vital role in the maturation of civilization.

Play a zeidian if you want...

- ♦ to be honorable and stoic.
- ♦ to fight with skill and tactics over brute force.
- ♦ to be a guardian of peace but ready to face any challenge.
- ♦ to be a member of a race that favors the fighter, ranger, and rogue classes.

### PHYSICAL QUALITIES

Zeidians are tall humanoids with smooth, gray skin and black hair. Averaging 6 feet tall and weighing close to 200 pounds, they are quick and athletic, with toned muscles and long limbs. Females are slightly shorter than males, but their proportions are roughly the same. Zeidians typically have brown or green eyes, but blue, amber, and deep violet are not uncommon. They live for an average of 250 years and are considered adults at the age of 18.

Zeidians take a practical approach to attire, preferring comfortable and flexible clothing, often in earth tones. Leather is commonly used, protective without hampering movement. Zeidians avoid most jewelry, though some wear silver or steel earrings or wear beads in their long, braided hair.

### PLAYING A ZEIDIAN

Zeidians are somber, honest, and expressive, with a strong personal sense of morality. They can appear detached, but are usually quick to respond to perceived injustices, and can also show a great deal of patience and kindness. Those who have had limited experience with other races can seem humorless and uncertain, but most have at least a grudging respect for non-zeidians. They are interested in honing their skills and adapt well to new situations, but they are not conventionally curious. They are rarely greedy, but they can be nearly as jealous and hateful as humans.

Zeidians possess shared traditions more than they do a true society. They have no cities or histories of their own. Instead, they wander alone much of their lives, rarely meeting another of their kind. They teach their children to survive and to fight, and—most important of all—the zeidian tradition of guardianship. They believe that their skills should be put to use in the service of other races, and that every zeidian must one day find a place or a person to protect from the world's dark forces.

Despite their devotion to others, zeidians are not followers. They prize their freedom dearly, viewing both physical and social barriers as impediments to just and

# ZEIDIAN

wise action. They respect the purpose of laws, but see them as guidelines instead of absolutes, and generally consider them unnecessary for their own purposes.

In battle, zeidians are cautious opponents who instinctively take advantage of their surroundings, their speed, and their adversaries' weaknesses. While many relish the challenge of a fight, they are taught not to enjoy violence or the suffering they inflict, as well as to end combat as quickly and efficiently as possible. Blades are the traditional zeidian weapon, but zeidians are a utilitarian people who will use whatever is most effective.

While zeidians respect the power and wisdom of the gods, they see no need to look to divinity for their purpose. Zeidians are humanity's guardians, and that knowledge is enough to guide them through life. Their spiritual teachings are both meditative and martial, but all are oriented toward making them better protectors.

**Zeidian Characteristics:** Attuned, careful, diligent, disciplined, honorable, observant, patient, protective, resolute, solitary, stoic, wise

**Male Names:** Arinshrr, Cohrliss, Damar, Darzen, Kaszek, Lorden, Marrec, Teyrnan, Vorlak, Xanthiss

**Female Names:** Adirli, Kaewen, Llelith, Lotheri, Myna, Nyariel, Ryssa, Shaeryl, Vyniel, Zylle

Zeidians take two- or three-syllable names. Male names tend to end in hard consonants, while female names often use multiple soft sounds. As with their language, zeidian names have elements drawn from many different cultures.

## ZEIDIAN ADVENTURERS

Three sample zeidian adventurers are described below.



# RACES OF VIOLET DAWN

Cohrliss is a zeidian fighter who prides himself on becoming a finely-tuned instrument of battle. He trains relentlessly and pushes himself to the limits of his abilities every day. He lives on the road and sees each new adventure as another opportunity to improve his skills. He takes any challenge that comes his way, wishing for nothing less than to find that perfect balance between soul and blade. One day, he knows, he will find a home he must protect... and he'll be ready.

Ryssa is a zeidian rogue who makes her living as a sword-for-hire. Although she abhors taking on clients with clearly evil schemes, she occasionally take jobs she considers "questionable." When she was a child, Ryssa's adopted family fell victim to a skarren raid which left her an orphan. A skarren tribesman took her as his charge, and for the next several years Ryssa lived among the tribe, learning their ways and honing her abilities. She hid her feelings well, but Ryssa hated them all. She saw no glory in their conquests, no honor in their deeds. She took from them whatever she could learn and bided her time. Years later, when the moment was right, she escaped the tribe and set out on her own. Since then, she has sought to help the oppressed and give them back the balance she feels had been stolen from her.

Zaran is a zeidian ranger who struck out on his own at a very young age. He lives to achieve a greater understanding of Avadnu and his place in the world. Zaran never had much use for civilization, always feeling a greater kinship with beasts than his own kind. Still, he is quick-witted and clever, and all too eager to fire off a lighthearted gibe toward his companions. Although he most often appears at ease, he has the instincts of a wild animal and can snap into action at the slightest hint of danger.

## ZEIDIAN RACIAL FEATS

### CALMING PRESENCE

*Friends and allies are bolstered by your presence and your nature as true guardian spirit.*

**Prerequisites:** Zeidian

**Benefit:** Allies within 10 squares of you gain a +2 bonus to saving throws against fear and charm effects.

### FANCY FOOTWORK

*Your innate agility allows you to move at blinding speed.*

**Prerequisites:** Zeidian

**Benefit:** When you score a critical hit with a melee attack, you can shift as a free action. In addition, you gain a +1 feat bonus to your speed.

### FELLING STRIKE

*Those who would do harm to your allies are quick to fall and slow to recover.*

**Prerequisites:** Zeidian, guardian's calling racial power

**Benefit:** If you hit a foe with your guardian's calling power, the target is knocked prone.

### KNIFE THROWING

*Your innate reflexes and agility allow you to strike with deadly precision.*

**Prerequisites:** Zeidian

**Benefit:** When using a dagger as a thrown weapon, the damage increases from d4 to d6. On a critical hit, the target is immobilized until the end of your next turn.

### MIND-BODY DISCIPLINE

*You have mastered ancient zeidian exercises which hone your mind and perfect your muscle control.*

**Prerequisites:** Zeidian

**Benefit:** Rather than sleep, you enter a meditative state known as trance. You need to spend 4 hours in this state to gain the same benefits other races gain from taking a 6-hour extended rest. While in a trance, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

In addition, you gain a +2 feat bonus to all Acrobatics checks.

### SPIRITUAL HEALING

*You have followed in the footsteps of the highmasters, and can retreat into your mind to quell almost any affliction.*

**Prerequisites:** 11th level, Zeidian

**Benefit:** You can spend a healing surge as a free action to automatically succeed at a saving throw.

### VALIANT ADVANCE

*Nothing will stand in your way as you move in defense of your allies.*

**Prerequisites:** Zeidian, guardian's calling racial power

**Benefit:** When you use your guardian's calling power, your movement does not provoke opportunity attacks.

### ZEIDIAN ARMSMAN

*You have spent your life honing your skills as an indomitable warrior, and dispatch your foes with lethal finesse.*

**Prerequisites:** Zeidian

**Benefit:** You gain proficiency and a +2 feat bonus to damage rolls with daggers, broad daggers, and wayblades.

## PARAGON PATH

### WAYWALKER

*"The road is my home. My blades my travelling companions."*

**Prerequisite:** Zeidian

You have kept with the tradition of your zeidian ancestors serving as a sword opposing those who would prey upon the weak and as a shield protecting humanity against the dangers of an inhospitable world. The lore of the waywalker is steeped in oral tradition that has been passed from zeidian to zeidian for countless centuries. Like the others that have come before you, you have traveled the world and seen more than can be imagined, but your greatest journey is the one that lies within.

The principles of the waywalker teach of determination, discipline, and above

all others: wisdom. Martial prowess and speed are your trademark and you have blended the two, becoming an instrument of deadly precision. No creature or land is unknown to you and your skills ensure your survival in any environment.

Paramount to your development is the path of enlightenment where you seek the perfect harmony of mind, body, and soul. This journey of personal wholeness and self-actualization is one you constantly strive to find and maintain. Despite the deep kinship you may develop with your companions, your strive to perfection is a personal affair and is shared with no one.

Whether you have the respect of those you safeguard from harm means little to you, as you are not motivated by personal gain and possess a strong sense of honor. Contending with wayward skarren, defending small villages from raiders, or guiding a supply caravan through the wilderness are just some of the dangers that call upon your skills.

As a waywalker, you have achieved a self discipline unparalleled even among other zeidians. Many years have been spent honing your mind and body and many regard you with a sense of measured awe. You serve humanity as both guide and guardian—an unwavering blade of light against the darkness.

### WAYWALKER FEATURES

**Meditative Action (11th):** When you spend an action point to take an extra action, you gain one of the following benefits: a +2 bonus to a single attack roll, a +4 bonus to a single damage roll, or a +2 bonus to a single skill check.

**One with the Land (11th):** Whenever you make a Nature check, roll two dice and use either result. When using hourly or daily travel rates, you add 1 to your overland speed and all traveling companions can move at your speed.

**Unhindered Stride (16th):** You ignore the effects of difficult terrain on your movement.



# RACES OF VIOLET DAWN

## WAYWALKER POWERS

### Inspiring Offensive Waywalker Attack 11

*Your bold attack inspires a nearby ally bringing him back into the fight.*

#### Encounter ♦ Healing, Martial, Weapon

**Standard Action**      **Melee** weapon

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage and an ally within 5 squares of you can spend a healing surge or make an immediate saving throw.

### Reinvigorated Resolve Waywalker Utility 12

*Seeing your ally fall fills you with fury, spiraling you to new heights of martial prowess.*

#### Daily ♦ Martial

**Immediate Reaction**      **Personal**

**Trigger:** An ally is reduced to 0 or fewer hit points.

**Effect:** You regain the use of an expended encounter power and a +1 bonus to attack rolls until the end of the encounter.

### Vindicating Blade Waywalker Attack 20

*You fall into a defensive stance protecting you and your allies and taking advantage of your enemies foiled attacks to launch an attack of your own.*

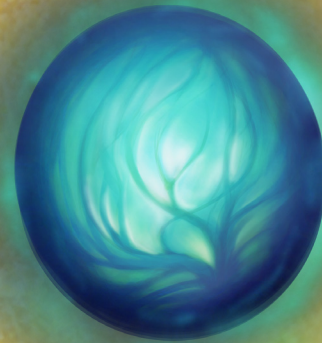
#### Daily ♦ Martial, Stance

**Minor Action**      **Personal**

**Effect:** You are slowed and you any adjacent allies gain a +2 power bonus to armor class and reflex defense. When an enemy misses you or an adjacent ally with a melee attack, you can make a basic melee attack as an immediate interrupt as long as you can make opportunity attacks and the foe is within reach. You can end the stance as a minor action.

**Weapon:** If you are wielding a wayblade, the bonus to armor class and reflex defense increases to +3.

an equipment harness hangs with pouches, rings (for hooking scabbards or other items), flask pockets, and a sheath that fits a dagger. Equipment harnesses are often specially customized for the individual. An equipment harness can hold up to three items including one off hand weapon. A character can retrieve one item from an equipment harness as a free action per encounter.



## MOON ORB

**Moon Orb:** Fashioned from pearlescent veins of moonstone found throughout the Deep, moon orbs cast a torch-strength silvery radiance for a period of 4 hours. Once this time has elapsed, a moon orb grows dim and gives off only a candle-strength glow. Moon orbs are carried in mirror-lined boxes (included in the price) which sustain their charge until the orbs are removed. To be recharged, a moon orb must remain in moonlight during an extended rest.

## ADVENTURING GEAR

Item	Price	Weight
Equipment Harness	10 gp	1 lb.
Moon Orb	15 gp	3 lb.

## NEW ADVENTURING GEAR

Zeidians frequently make use of the following adventuring gear.

**Equipment Harness:** A wide leather belt similar to a bandolier that includes one or two shoulder straps,

## NEW WEAPONS

The zeidians employ the use of some unusual weapons which are detailed below. This section utilizes the 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.

**Agile:** An agile weapon grants a +1 bonus to hit when making opportunity attacks.

## WEAPON DESCRIPTIONS

**Broad Dagger:** Created by the skarren who call the weapon ak'vril, broad daggers are starting to see wider use especially among organized military. 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.

**Wayblade:** Resembling a longsword, a wayblade features a long straight blade with a fuller running its length to reduce weight. The forging of these swords is a closely kept zeidian secret and they are sought by swordsmen from every corner of the world for their uncanny balance and craftsmanship. The ngakoi employ the use of two uncommon weapons detailed below.

## WEAPON MASTERY FEATS

Weapon mastery feats grant characters who have proficiency in a particular weapon special powers when utilizing that weapon. A weapon mastery feat is denoted by "Weapon Mastery" in brackets after the name of the feat. Characters can have multiple weapon mastery feats, but you can only use one weapon mastery feat power per encounter.

## MELEE WEAPONS

### MILITARY MELEE WEAPONS

#### One-Handed Weapons

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Broad Dagger <sup>1</sup>	+3	d4	–	3 gp	2 lb.	Light blade	High crit, off-hand

### SUPERIOR MELEE WEAPONS

#### One-Handed Weapons

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Wayblade	+3	d8	–	20 gp	3 lb.	Light blade	Agile

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

## BACKHAND SLASH [WEAPON MASTERY]

**Prerequisite:** Proficiency with wayblade

**Benefit:** You gain the Weapon Mastery power backhand slash.

### Backhand Slash

Feat Power

*The deftness of the wayblade allows you to follow a successful attack with a quick backhand slash.*

### Encounter ♦ Martial, Weapon Immediate Reaction

**Trigger:** You hit an enemy with a melee attack

**Effect:** You can make a basic melee attack against the same enemy with your wayblade.

**Special:** You can only use one weapon mastery power per encounter.

## CUNNING THRUST [WEAPON MASTERY]

**Prerequisite:** Proficiency with wayblade

**Benefit:** You gain the Weapon Mastery power cunning thrust.

### Cunning Thrust

Feat Power

*You use the finesse of the wayblade to maneuver through your opponent's defenses with an unexpected thrust.*

### Encounter ♦ Martial, Weapon

**Standard Action**      **Melee** weapon

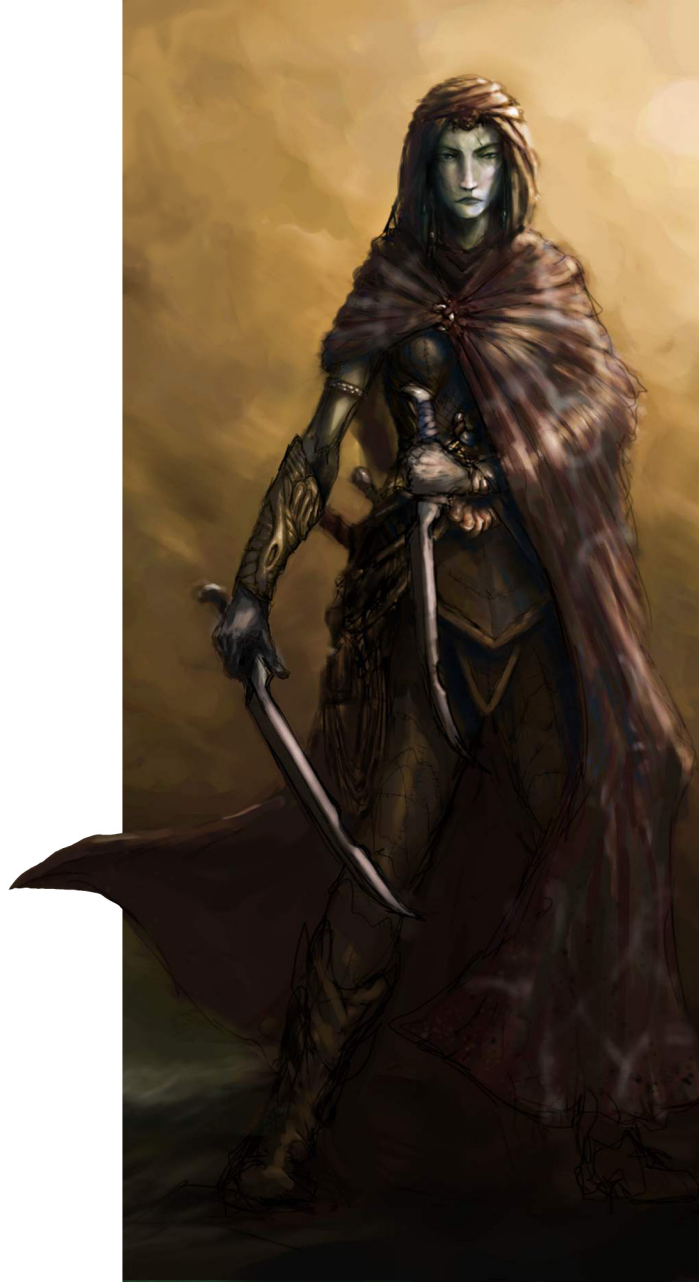
**Target:** One creature

**Attack:** +2 Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage.

Increase damage to 2[W] + Dexterity modifier damage at 21st level.

**Special:** You can only use one weapon mastery power per encounter.



## MY HONOR GUIDE ME, MY BLADE DELIVER ME

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 zeidian, a new playable race for 4th Edition campaigns that can easily be dropped into any setting.

Inside are the complete rules for adding these stoic warriors to your game, 8 new racial feats, a racial paragon path called the Waywalker, new weapons and equipment, and new weapon mastery feats that grant additional powers with 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

