

EPIC HIGH FANTASY

# Shardar

GUIDEBOOK



## AERIES OF THE AEVAKAR



# GUIDEBOOK : AERIES OF THE AEVAKAR

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## AERIES OF THE AEVAKAR

*"The wars of the Ground Walkers have taken their toll; too many of our people lie dead and broken on the cold hard earth. We must, for our own sake, retreat and take stock -- our place is in the high aeries of our forefathers, the gift of Zavonis." ~ Kelos Nom Zerinian: 1741 A.C.*

## THE AEVAKAR

Welcome to the Aeries of the Aevakar, the mysterious winged fae that were once so prevalent on Shaintar, whom most believe reduced to a mere few thousands or more, a steadily dwindling number against the ravages of their enemies, and the external forces which seek to destroy them. This book takes you on a journey into their various cultures, their history, and will shed new light on the strange aeries where they make their homes, as well as their ceremonies and traditions involving birth, death, and many other of life's twists and turns.

You'll also see their customs, the way they rule themselves, their conflict with the Kal-A-Nar Empire, and the role they have played in Shaintar's storied history.

There are also a few new edges and a detailed look at their governments and military structure.

### A SCATTERED PEOPLE

The aevakar as a people have not had a tranquil life on Shaintar. In fact, many of them have fought hard for what they have, and others have died to ensure a future for their people. They have no lands with borders they can call their own, instead living high above the world in their windy and lofty aeries, having endured incredible losses long ago against the Kal-A-Nar Empire for their role in the Battle of Aralon.

There are several thousand left, between their sanctuaries at Bastion, Last Home, and Adamant and many other, hidden, aeries. A few leave the heights of these hard to find aeries each year and walk among those below -- hiring themselves out as scouts, guides, or trackers due to their unique aerial advantages. Many reasons drive them: a desire to find others of their kind, see the world beyond, money, and just plain wanderlust.

### Liner Notes: Broken but not Bowed

What we're doing here with the aevakar, is telling the story of what happened to them all those years ago and how they've survived since. You'll see in the upcoming history section, the why and the how. They're diminished in number, but not forgotten, and don't think for a moment that they've just rolled over to die.

The aevakar are great for players who like to play the lone hero from a broken people, they're perfect for that drama of the once powerful race now seriously reduced in numbers, but still just as powerful in their own way. And hey, you never know, it'd be telling if we said that the aevakar might rise again... wouldn't it.

If you want a number of aevakar that remain -- some think between around 5,000 and 7,000 is about right while others put the estimate at between 20,000 to 25,000. It's also great with us if you choose to say the aevakar are getting stronger and the population is growing, this book could certainly hint at that.

Many elders can remember a time when Flights of winged fae soared in the air along with the rest of the armies, meeting the enemies of Shaintar alongside human, dwarf, and the rest of the fae. What's left now are the strong, determined, rebellious descendants of those the Kal could not kill.

## HISTORICAL OVERVIEW

The aevakar probably came through during the *Time before Time*, perhaps they followed the rest of the fae, jealous of the others' place in this brand new world. Regardless of how they found themselves on Shaintar, they became part of the Fae Nations and were simply another branch of that extended tree, with Zavonis raised from their number to become the Windmaster, Ascended of Air and the future seemed bright -- but it wasn't quite as bright as they imagined.

### 2400 B.C. - THE GOLDEN AGE ENDS

When Vainar took a third of all fae with him, those that embraced the Darkness, some few were aevakar who truly believed in Vainar's plan for Shaintar. It left the rest of the fae feeling betrayed and wounded by this betrayal. There were battles during the time that followed, with the winged elves at the forefront against the shayakar.





### **2350 B.C. - UNTO THE BASTION**

During this time the aevakar population begins to boom and they begin to inhabit the various havens left for them by Zavonis. Bastion, Last Home, and other aeries are populated by the aevakar. During this time wandering aevakar begin to explore in earnest, they move freely amongst the landwalkers, especially amongst the elves of Landra'Feya and around the forest there -- they are a common sight flitting above the trees. It's during this time that Kelos Nom Arianna becomes the leader of the aevakar.

### **2100 B.C. - AGE OF DOOM**

This is the beginning of the Age of Doom, where war after war threatened Shaintar; all people were caught up in these wars. Flame and Darkness began to consume many of the peoples, but the aevakar resisted, and earned the enmity of those forces. Arianna's response is to send her people against the enemies of the elves, joining with the Fae Nation.

When Og 'M Drakar is created, all of the aevakar who joined the faelakar in their vain attempt to summon the Ascended perish.

### **1500 B.C. - HEROES AGAINST THE FLAME**

As Ceynara leads Childer and Demons out from Norcann Darr, the War of Flame begins in earnest. Once again the aevakar are caught up in the struggle, three mighty heroes from the winged fae emerge, and battle against the Agents of Flame. They are the strong and willful Celestian, the noble Faerana, and the cunning Kalarona, a man and two women respectively.

### **1200 B.C. - ONE FALLS, TWO UNITE**

At the end of the War of Fire, the aevakar suffer the loss of Kalarona when she's killed battling a powerful Demon Lord. The Demon Lord is destroyed, thankfully. Celestian and Faerana marry, and the aevakar mourn their fallen.

### **1100 B.C. - FINDING A PLACE**

A few minor wars have broken out and the aevakar spread out further across Shaintar, and begin to travel amongst human settlements. Some find welcome in the most unlikely of places, and begin to live on the ground and work for towns and armies as scouts, couriers, and even spies. Meanwhile Celestian and Faerana have a son they name Solarin.



### **600 B.C. - AGE OF DARKNESS COMES**

Solarin leads his people into an ambush, having been corrupted by the power of Vainar, and promises whispered to him from Shaya'Nor. So many are killed at the first battle with the minions of Darkness. This, along with Solarin and one hundred of their strongest warriors joining the other side, proved demoralizing. He battles his mother and father, sacrificing them to show his loyalty to his new master, the Shadow Lord.

### **500 B.C. - STRICKEN**

Not even wings saved them from what was to come. A plague and famine ravage across Shaintar -- the winged elves are hit along with the rest of the fae, and many die. The Kelos Nom succumbs, and a new leader is appointed, the militant Tar-Ranil. Tar is quick to hunt down all sympathizers who show even a hint of supporting the Shadow Lord but an assassin's blade finds him only a year into his leadership.

A new Kelos Nom is elected and her name is Larana -- known to be tough but fair.

### **300 B.C. - THE TWIN WINGS**

As Darkness begins to gain in strength, the Ascended walk Shaintar once again. They enlist the help of every living and powerful hero they can find, including the Twin Wings of Zavonis, Elodia and Estella -- deadly aerial warriors. The combined might of all these forces is turned against Vainar, and he barely escapes into his realm in the Nether -- but the plague continues to take fae lives. Two thirds of the population are reduced, and the fae, including the Aevakar are hit hardest of all. Elodia, Estella, Larana, and many others die before the cure is found.

### **175 B.C. - A CURE!**

Cyria Eriador and E'lara R'eva develop a cure that stops the spread of Vainar's plague. A new and mighty Kelos Nom rises from the ashes of the old, born of the two clans. His name is Zerinian, and he takes the reins of power quickly.

### **0 - AGE OF HOPE**

As the Fae Nation begins anew, and the Fae Calendar follows it, the Year Zero is a time where Zerinian takes his people to new heights, literally and metaphorically -- he is a wise and dutiful leader.

### **50 A.C. - AERIES NEW**

Zerinian orders the construction of hidden aeries, which are veritable fortresses in the heights of the mountains or in the craggy cliffs overlooking the sea. In these aeries, some formidable armed warriors are trained, those who are capable of great feats of aerial combat. There are rumors about these hidden aeries, but most scoff and ask how no one else has found them in all the years since.

### **1741 A.C. - BATTLE OF ARALON**

Zerinian had his winged warriors and scouts support Tavrín Ondori, the Elvish warleader, in a massive assault against the Kal Empire. The combined force of fae, gobliness, humans, dwarves, and brinchie face off against Jolokas ki Grilnas in a battle that lasts eight days, taking place near the Aralon Forest. Near the end of the battle, when it looked as if all was lost, massive reinforcements arrived -- the Youlin Aradi and aevakar swept in.

Aevakar archers kill Jolokas, throwing the Empire into disarray. This earns the enmity of Flame, having already done the same with Darkness. The Kal-A-Nar Acolytes attack the aevakar with magic and summoned gargoyles, decimating the winged warriors. As most of their people participated in the battle, the elders chose to "leave the world of the Walkers and their wars", and retreat.

Zerinian's plan is enacted and they retreat to their aeries, forgotten and hidden from the world. They now number only around 5,000 or so.

### **3021 - THE RETURN**

Over time aevakar have begun to rebuild their population, yet thanks to the Kal Empire's open season on hunting these winged elves however, their numbers aren't climbing as fast as they could. Zerinian is still the Kelos Nom, and he's got a plan to bring them back to glory -- he's just not sharing it yet.



## AEVAKAR CULTURE

*"I spent some time at Bastion, and I was amazed at just how the aevakar were able to build such an incredible place. There's a unique perspective from up here, and, honestly, they're a clever lot when it comes to making this mountaintop and high in the trees city work -- as one might expect too, they use windmills to create what power they have, a trick they apparently learned from the dwarves." ~ Damon Allard, Scholar, gentleman, and historian.*

### ARCHITECTURE

The aevakar are excellent at creating homes that blend in and are a part of their high surroundings. Not only do they use the natural environment to aid in defense, but they employ tunnels with internal wind turbines, and windmills to provide motive power to mechanisms in their aeries. The typical aevakar hold is a bright and breezy place, with funnels in the rock that provide a natural updraft, allowing the winged elves to cross distances in their expansive mountain homes quickly and with the greatest of ease, these thermal paths are considered by many to be the lazy young aevakar's route. In fact the elders often joke that the *"Young aevakar will forget how to use their wings if they keep on riding thermals."*

As one might expect, these people use as much lightweight and flexible material in their construction as they can, and have drawn their inspiration for their buildings from paying attention to how nature handles wind and rain and the other elements. There are a lot of curves and swirls in aevakar architectural design, allowing the main structures to withstand high winds that often blow through the upper reaches of the mountains. Of course, the homes are pleasing to see once you're at the right perspective. They're nearly impossible to detect from the ground unless you know they are there, as the undersides are designed to blend in with the environment as much as possible, whether that be treetops, cliff sides, or whatever other elevated place it may be. They use a lot of white, blue, and silver in their decoration externally, with carvings, and other details outlined in the silver.

These settlements are nearly impossible for enemies to reach, as they're high enough to cause breathing problems for the Kalinesh, but many areas have

no walkways -- you need wings to be able to get to some important areas. The secondary bonus is that this helps aid in the defense of the children should that be required.

Some of the settlements have hidden passages built into them, escape ways for the winged folk, and ambush locations. They're also packed with ingenious traps, false floors that give way under the weight of the enemy -- designed to funnel invaders through an obvious Ground Walker route, a route that the winged elves don't actually need to use.

A good portion of these routes are designed to hurl invaders to a long drop down the mountain, with a few non-trapped routes that are for the use of visitors.

Speaking of visitors, guests to the aeries have their own area, one that does have walkways and adequate space for them to move around without fear of falling to their doom. There are stairs and ladders to get from level to level if you've no wings or can't fly because of extreme youth or infirmity. They are usually only a few moments away from a skilled aevakar flier, who's on station to rescue any guest who might stray -- escorting them back safely, or plucking them from a dangerous situation.

They use a variety of methods to draw clean water into their homes; aqueducts are positioned around an aerie, with pipes diverting rainwater to flow to large reservoirs around the location. This system uses gravity, and power derived from the wind turbines (large wooden or metal fans placed in a natural wind tunnel in the mountain).

Hidden in the mountain of at least one settlement are lifts that allow non-aevakar guests access to the aeries, these are always guarded fiercely by warriors who will sabotage the lifts at the last moment to prevent attackers access to the aeries above.

These people love art and sound that comes from wind and they've numerous crystal wind chimes and stained glass around their homes and platforms, as well as wind stones which have tiny holes in, creating music as the breeze blows playfully through them. The stained glass changes the color of the walls throughout the day.



## AEVAKAR NAMES

Rather like the rest of the fae, the aevakar prefer to adopt the elf-style name convention -- they like airy sounding names that roll off the tongue like silver dew.

### Male

Andalius, Arverian, Cenessus, Cendrellien, Darjian, Develian, Elosius, Evoran, Favendolas, Ferriander, Gailus, Hallivander, Inniseleran, Jentellian, Joliaster, Jovander, Leandron, Levonnes, Maressione, Melesian, Nessius, Novassian, Ophellianus, Ovestros, Phaidus, Quantian, Quissantrus, Rendolan, Rhoveliu, Sojornios, Seremela, Therellen, Tar-jai, Ursanistrel, Vallindran, Vesserian, Yaverrandros, Zerustra, Zolovian

### Female

Alaria, Aleressia, Arianna, Clairen, Cyria, Dessevia, Doreena, Elodia, Estellia, Faesa, Failia, Fayshona, Guvellia, Havelissa, Illandria, Isalinnia, Jenessa, Julania, Lavillia, Lisennia, Majelisia, Monallia, Natheriah, Nelenna, Ovessiana, Perelessa, Quisella, Ralinessa, Rhocad, Sajerialla, Sulevissa, Tanavienna, Thelissa, Urelianna, Valessia, Vielannia, Yaserra, Zerenelia

Aevakar don't usually use a surname, there are some exceptions to this rule, usually among those who leave the aeries and indulge their wander-lust.

## PHYSICAL DESCRIPTION

The aevakar are a beautiful people. They have all the sharp features their fae blood might suggest with thinner frames and magnificent, massive wings. Their bones are different than those who creep on the land, so their builds are on the lithe/light side -- yet they have great muscle strength to support themselves and their wings. They've also got dense enough bones that they can walk just as most people do.

Aevakar hair and eye colors are spectacular. Their hair often matches the color and pattern of their feathers. You'll find a spectacular array of plumage for these folk, although there are some strange combinations of color and pattern given how isolated these folk were while rebuilding their populations. There are some wild combinations that truly draw the eye, bright colored wings and thick, colorful hair akin to that of some of the birds of paradise for example, though these colorations tend to be

less common. Those who turned to Shaya'Nor and followed Vainar changed in much the same way as the Ground Walker fae, turning them into winged Shayakar.

## CLOTHING

These people dress for comfort and have little time for heavier leather or armor unless they're out in the wild beyond the safety of their homes. They prefer clothes that mimic the sunlight shining through the trees or light stone color with blues, golds, and purple as well. Their clothes have been designed for their bodies and looks comfortable. There's usually some form of pants with soft shoes or boots along with a belted tunic that folds between the wings, they aren't shirts exactly but function in that capacity.

When out wandering they can be found in tougher clothes, such as leather armor. They've been interested in learning to work the scales of the large lizards as the dregordians do in order to create lighter, tougher armor that is easier to fly in.

For formal occasions/parties they dress similarly to their fae cousins, though the women wear dresses with plunging backlines to show off their wings. On these occasions they like to adorn themselves in the best silver and precious stone jewelry. In Bastion and Last Home, as well as those living within Landra Faya, this adornment is not limited to wrists, ankles, necks, and bellies, as certain of the wealthier aevakar adorn their wings with jewel-encrusted silver wing caps on the upper joints.

## FOOD

As might be surprising, they eat quite a lot each day but they've much faster metabolisms. They're extremely fond of quinoa (usually found around 4,000 meters above sea level) based dishes, combined with grilled or roasted vegetables and fish. They tend to break their meals up during the day into smaller snack times, until the whole family comes together for dinner, a friendly social affair, which can include guests from around the aerie.

They also eat meat - they're not adverse to the taste of it, but it's hard to breed cows in such a high clime, so you'll find goat, sheep, and birds as the sources of meat. Using advanced techniques, a little bit of druidic magic, and a whole lot of careful irrigation the aevakar have managed to grow crops that normally wouldn't thrive this high up. Potatoes are



imported from the Ground Walker farms, as well as carrots, and sugar-snap peas. They also cultivate a strange leafy plant known as Vako; the leaf has a bitter taste, but helps non-aevakar cope with the higher altitudes and is highly recommended for health reasons.

Most other food preferences are dictated by the country and region in which any given aerie is located.

## DRINK

The aevakar have a few beverages they enjoy, usually preferring to drink high energy juice and water. They brew rum style alcohol from the fruit as well, and wine from grapes they cultivate in special vineyards in their aeries. They prefer a light, sweet white wine when it comes to drink consumed during dinner times. Social drinks include several fruit based drinks and at least three different fermented milk drinks made from goat's milk, and one heavy drink they call Dokal, made from a mix of berries, distilled alcohol, and a dash of sugar -- it's not unlike human absinthe, only it has a kick far stronger.

## SOCIETY

While each aerie truly has its own way of doing things, with those hidden in hostile lands like the Kal-A-Nar Empire or Malakar Dominion being furthest afield, in general aevakar society can be described as being elven based, yet without a lot of the pomp the fae adore. These folk have only just begun the way out of the vast depression which began in 1741 A.C. thanks to the decimation of their people. Outside of their aeries they're still guarded and wary, never knowing who might be a Kal sympathizer or agent ready to sell them out.

In their own aeries they form close knit social groups where everyone pitches in and helps around the hold, and they look after each other. They form relationships along the same line as elves, with a natural desire to explore connections with more than one person -- polyamory is common as it's the easiest way to care for the children, especially with the population beginning to rebound. Some aeries forbid satiating wanderlust until after one has replaced oneself and visiting aevakar males are highly sought by females who think themselves to be fertile.

There are no status distinctions, generally being meritocracies or, as with other fae, having councils of elders. They're careful with the Life Bond, yet

there are cases where people have Life Bonded even though the Quo Unias forbade it, and the Kelos Nom followed suit. They're also careful forming relationships. Mating with other races is exceedingly rare and offspring is only possible with other fae or humans and always wingless, so is strongly discouraged. "Walkers are fine for fun, but for a family there must be feathers." This admonition is given to any aevakar found to be contemplating a relationship with one "unblessed".

They're fond of festivals when multiple aeries get together. There's a great emphasis on aerial sport. They set up challenging flight courses through the valleys and peaks of the mountains and competing high in the clouds, - in aerial jousts, and archery competitions where one must shoot at targets both in the air, and on the ground.

Men and women hold equal power in all walks of aevakar life, from making decisions, to looking after offspring. There's no division there - both sexes know how to care for a child, and both sexes can fight just as hard to protect it, their home, and their friends.

Every five years the known aevakar aeries hold a moot, a meeting where they decide the direction of a people. There's a range of subjects that get discussed, right along with what to do about the Kal Empire -- many people believe it's best to keep clear of the Kal, yet there's a militant group that want blood, they push for guerrilla strikes against viable Kal-A-Nar targets. They don't know there is an aerie on the Everwall itself, Adamant, which does that very thing on a regular basis.

## ART AND ENTERTAINMENT

Aevakar, like their fae counterparts enjoy art in all shapes and forms. Their music tends to combine the song of the mountain with the freedom of the sky, and their love of air. Wind instruments are popular along with string instruments. Sculpture is used to complement their architecture, artisans create beautiful statues out of minerals found in and near their mountain homes -- it's not uncommon for aevakar to incorporate wind chimes, or tiny holes into their statuettes so that, when placed in a strong breeze (or wings in motion), the wind creates an odd, eerie, and somewhat beautiful music.

Painted art contains aircapes instead of landscapes, sun, sky, and mountain being the preferred subjects. In addition, portraits are popular - though quite



different from what would be seen in the southern kingdoms. These portraits tend to be of unclothed Aevakar with wings spread and flying. It's very popular and since and some visitors find this somewhat disturbing -- especially if they catch an aevakar artists' eye and are politely requested to join a scene au-natural as it were.

They also have a special place in their hearts for the 'Song of the Mountain' -- this is a partly religious aspect, as well as one of entertainment, for they infer that in their uplifted voices which echo the wind through the stone, they are channeling the voice of Zavonis, the Windrider, and thus become closer to him.

## BELIEFS

The aevakar have a particularly strong affinity for Zavonis, the Windrider as he's often known. It's Zavonis to whom their druids and shamans show the greatest respect, and as they often say: "*Zavonis is everywhere, in every breath you take, in your song as you sing with the sky.*"

It's Zavonis who gave them the aeries, including Bastion, Last Home, and the smaller, hidden, lost, or unknown, such as Adamant, and are all under the Windrider's protection, and his magic is still just as strong. In fact, if the enemy wants to find the aevakar, they must first penetrate illusions, false trails, and treacherous climbs where the wrong move is certain death. Friends will find an easier path.

Every aevakar home, at least in Bastion and Last Home, has a wind stone built in, a single smooth white marble stone in the foundation of their house. This stone is carved with a symbol of Zavonis, and has a single hole running through it. There are shrines at the tops of the aeries to him. There are no set times when they visit the shrines, but each leaves incense, small wind-shaped pebbles, and tiny beads made of white glass, and even feathers from their own wings in bowls regularly.

While the rest of the Ascended are also honored, Zavonis is by far the favorite of his people. Perhaps surprising, but perhaps not, is that Archanon is almost as beloved. Perhaps this is due to the aevakar people's desire for justice. Perhaps it is instinctual due to them being descended from Sky Children, who are beings associated with Light as much as the Faelakar are associated with Life.

## DEATH

*"I once saw an aevakar funeral, a death ritual which was at once beautiful, and heart-breaking. She was brought out -- I'd been friends with her, well more than friends but that's a story for another time -- she died fighting against the enemies of the Free Peoples of Shaintar, and her winged brothers and sisters were there to mourn her.*

*I remember distinctly the words that followed; they were a prayer to the Sky Father, to the Windrider to take her safely to the next leg of her journey. All of this took place in a mountain-top retreat set apart from the central platform of the Last Home. Once all the words had been said, the shaman opened her arms, and the roof opened with her gesture.*

*One by one her family and friends took the crystal coffin and bore it aloft into the sun and wind.*

*I was led by a more conventional route to the very top of the mountain, where they settled that coffin, and I said goodbye for one last time. The sun was strong that day, it burned down and made the crystal glitter like I'd never seen. The wind howled, the snow came and engulfed the coffin, and when it passed -- to my surprise, the body was gone. I was assured that Aloadyn had been accepted by the Windrider.*

*I felt oddly at peace." ~ Damon Allard.*

The funeral rites of the aevakar are as described above. They know what the passing of a single one of them means, since they number so few in the grand scheme of things. Later they hold a memorial for the departed, in the hopes of the soul in service of the Windrider, still born aloft on the wind.

Other aeries, those not safely located within the geographical bounds of the Southern Kingdoms, are a bit more pragmatic, though no less reverent. One of the smaller aeries, hidden within the Hellstorm Mountains between the Oasis of Flesh and T'Yor on the east and Aissorria on the west, will have two of their strongest take the body of a fallen aevakar to a neighboring mountain peak and lay it on a hastily made bed of evergreen boughs. They do this to give scavengers a meal far away from their mountain top homes. This allows the departed aevakar one last opportunity to protect his or her people, by drawing away those creatures which could be a threat to the living, particularly to the very young.



## BIRTH

Aevakar birth is important, perhaps THE most important part of a person's life. There's a huge gathering of family and friends, and everyone celebrates another life to bolster the once decimated numbers of their people. It's a chance for the proud parents to bask in the affection of everyone and to allow the child to feel the warmth of a community gathered around them for the first time.

The child must live for at least 6 months before the celebration starts. Priests and druids offer blessings in Zavonis's and Archanon's names and there's usually a feast afterwards. Auguries are cast and the child is brought gifts to help them in their journey, including a first bow or lance, armor and other items to help as the child gets older, though the weaponry would be given to the parents to hold safely until the child's first flight.

It's good form to give the child a gift of a carved stone, wood, or glass animal - usually a bird, sometimes a butterfly. When a high station child is born, especially to one of the rulers of important clans, they'll be given a guardian eagle, a bird trained to protect them and some say a tiny manifestation of the Windrider himself.

## FIRST FLIGHT

Second only to Birth in importance, young aevakars' first flight marks that the children are physically mature enough to begin being truly considered aevakar. First flights generally occur sometime between the ages of 7 and 10, though some have flown as early as 5 and a few poor children have not been fully fledged until 14. This is the time when the bows given to their parents will be bestowed upon them and they may begin learning to defend themselves and their homes, as well as no longer having to be watched constantly for fear of falling from their el-

evated homes. While a mostly private celebration, with family and close friends, it is marked with feasting and a trip to visit the Hold Guards to inform them of the child's new, airborne, status.

## LAWS OF THE AEVAKAR

The laws of the aevakar govern their people and they expect outsiders to follow them while in their aeries.

Of course, the law is in an extensive library of rules which have been passed down over thousands of years of fae culture. Amended, altered, and revised to fit the Aevakar.

It's up to the Kelos Nom to create new laws, and the Eldas Nom to pass them onto the Oldas Nom. Thus the structure of law is maintained and kept simple. This way, the Kelos Nom is shown as being worthy of their faith - great disasters can be averted when a people respect and believe in a leader.

The book of law is held in the Halls of Knowledge, which are freely accessible to anyone, aevakar or outsider alike. The Hold Guards are fond of reminding visitors that ignorance of the law is no excuse.

## CRIME AND PUNISHMENT

There aren't a lot of laws in aevakar society but it would be beyond the scope of this tome to detail them all, so consider this a list of the various crimes and punishments in a typical aevakar aerie. These crimes cover both aevakar and outsider offenders.

- **Betrayal of the Aerie:** this is the one that holds the stiffest sentence, because if an aerie is betrayed, the entire aevakar race could be at risk. Death is the only recourse here and swiftly at that, after a trial to determine the guilt. The execution is swift and as merciful as possible.



- **Harming an outsider who's under protection:** imprisonment and exile faces the aevakar who does this. This includes dropping someone down the mountain, though that can be considered murder.
- **Murder:** Imprisonment in one of the aeries internal dungeons followed by a long trial. The aevakar are reluctant to execute anyone, but those who would do such things are deemed dangerous to the greater good.
- **Assault:** Imprisonment, or exile face anyone who indulges in such behavior.
- **Stealing:** Community service, fines. Outsiders will quickly find themselves politely ejected from the aerie, and asked never to return.

## TITLES AND RANKS

The aevakar of the known aeries, both the two larger ones and the smaller ones within Landra Faya and other predominantly fae places, have taken some of what their fae cousins have created for their governmental structure, and modified it. Rather like the Korindians in that regard, they've distilled their ranks and titles down to a few. This allows them to keep things simple enough, so that government doesn't become a sprawling mess. It's also easier for them since they live in such a high place, communicating between the aeries in matters of politics requires farspeakers, since traditional routes aren't open to the winged elves. New rulers are elected by a vote of the Eldas Nom from each aerie.

### VOICE OF THE SKY (KELOS NOM)

Like the First Speaker of the Korindians, the Voice of the Sky is the name given to the ruler of the aevakar of Last Home and Bastion. Whilst there are elders in each hold, all defer to the Kelos Nom -- currently the shrewd, scarred, and tenacious Zerinian. He has vibrant gold colored wings, bright golden hair, and shimmering amber colored eyes. This aevakar is a master of diplomacy, military tactics, and is a shrewd negotiator when it comes to dealing with outside allies.

He currently resides at the Last Home, and has a smaller domicile in Bastion.

### ELDER VOICE (ELDAS NOM)

Elder Voice is the title given to the elder/administrator of a particular aerie; they are the de-facto ruler, deferring to the Kelos Nom but given a great deal of autonomy when it comes to hold matters. The Eldas Nom carries out government decisions of the Kelos Nom. If there's discord about a decision, they call an assembly where the Eldas Nom, and the Oldas Nom, with a circle of chosen subordinates meet to hash matters out.

### SKY MASTER (KELOS ZAVON)

The Sky Master, or the Kelos Zavon looks after all matters military in the aerie. They're the unquestioned master of the defenses, in charge of strikes against the enemy, and marshal the armies to fight. They're stationed in all known aeries.

### VOICE OF THE HOLD (OLDAS NOM)

When an Eldas Nom makes a decision, it's up to the Oldas Nom, or the Voice of the Hold, to make it a reality. They're in charge of all the day to day tasks of running the aerie, and they have a slew of subordinates below them to help them achieve that goal. The Oldas Nom usually takes the brunt of bad decisions as well; since they're the face the people often see the most.

### ELDER OF THE HOUSE (ELDAS DOLAN)

The Eldas Dolan are the masters of the house, man or women; these are the wisest of an aevakar family. This is the one who grounds the disobedient youngster, invites a visitor into their home, and makes the decisions that guide the household. Every house has one, from the civilian, to the military.

## AEVAKAR MILITARY DIVISIONS

At one time, during the height of their civilization the aevakar had a much different society than they do today. What's left are merely memories of those times, echoes of the past when they were as numerous, and plentiful as their ground based cousins. Just over 7,000 known members of this race remain on Shaintar, and most of them have been taught how to fight, in fact, the majority of the aevakar are skilled in battle and serve in the arial forces in some way shape or form. Below is a small breakdown of their



divisions. There is nothing preventing cross-training; in fact, it is encouraged to broaden skill sets and improve morale by preventing stagnation.

The overall commander of these armed forces is the Kelos Zavon, the Sky Master, they coordinate the various roles in battle.

## THE HOLD GUARDS

They are directly responsible for training and recruiting those who'd serve in the military. They have a dual function in that they not only fight against invaders, or serve as mercenaries outside the aeries, but they also act as city and settlement guards, fighting crime inside the aevakar population centers.

## THE GOLDEN EAGLES

The Golden Eagles are proud warriors of the aevakar; they serve as the royal escort, and are above the rank of those who find their calling in the Hold Guards. They are the front line combatants when the aevakar go to war, and they're the ones who act as honor guard when there are great ceremonies and meetings -- when all the aevakar clans come together, they guard the leaders and keep them safe from harm. Phyrinian is a quiet man, he leads the Golden Eagles with dignity and humility.

## THE SILVER FEATHERS

The greatest archers of the aevakar join the Silver Feathers, known for their silvery wings (the result of dustings with powdered silver) as well as silvery threads braided into their tresses, these warriors are masters of aerial combat when it comes to archery. They are the ones who were hit the hardest when the Kal-A-Nar acolytes rained fire on them and summoned gargoyles. Slowly over the years they've built up their numbers again and are rising once more to the top. Jenessia is a witty leader; she spends her time practicing with her bow and ensures her accuracy is as good as her cunning.

## THE WIND TALKERS

In matters that require swift wings, the Wind Talkers are the best. They're some of the fastest aevakar, and they seem to have an affinity with the various thermals that provide an aerial roadway across Shaintar, they can cover an incredible distance in half the time it takes any other aevakar to travel via the same



route. They're also fantastic diplomats and known for their wit, charm, and guile. They also make very shrewd traders, and many of them have developed a taste for numbers in that regard. Iluvian is the leader of the Wind Talkers, she's soft spoken, but has a mean temper if roused.

## THE GREY TALONS

Insular, mysterious, and paranoid, these are just a few key words that describe a new military division to the aevakar, only a couple of hundred years old. They're a response to the open edict placed upon the winged elves by the Kal Empire; these are the assassins, spies, and guerrilla fighters of the aeries. They are pushing to strike back against those who would hunt them down, and have been known to kidnap, then drop Kal enemies from a great height, usually atop buildings in Kal cities. They're considered dangerous, reckless, and unfortunately essential since they're also the best spies the aevakar can field. Vielannia, a no-nonsense highly stealthy combatant leads them; she's also the daughter of Zerinian.



## THE WHITE FALCONS OR STORM RIDERS

This group of aevakar druids are assigned different names depending upon whether they are performing a peaceful function, such as blessing a birth, or are flying into battle.

When you require air or sky based druid magic, you come to the White Falcons. Blessed as they are with a deep and spiritual connection to Zavonis, they know the Windrider like no other. They have much stronger magic than many of their peers, and they've an encyclopedic knowledge of the rites and rituals that are dedicated to Zavonis. The White Falcons are also responsible for leading the funeral rites, blessings at birth, and opening/closing any ceremony in aevakar society. Haldiran leads the White Falcons and he comports himself with grace, a strong druid with a repertoire of air based magic.

These aevakar druids are adept with the magics of the air, and that includes static discharges from elemental forces like lightning. They're called Storm Riders when employed as a magical assault troop to hit the enemy where it hurts, especially if they're clad head to toe in metal armor. They can also summon cloud cover, and even create storms which batter their foes.

## RAPID ASSAULT

When you need some strong, swift, hit and run fliers, you call in the aevakar rapid assault squad. These combatants excel in going in hard and leaving the enemy reeling. They're trained to drop carefully prepared explosive pots as they soar over an enemy position, mostly used to break a larger force, or destroy emplaced targets such as siege weapons.

## FIRE BOMB POTS

These ceramic vessels are usually held by the aevakar Rapid Assault, dropped on the enemy, they can be filled with explosive, or acid-like alchemical mixes. The explosive variety can also be filled with shards of metal, or other tiny objects. Most of these pots are suspended on lengths of sturdy rope. Due to the fragile nature of the ceramic pots, a critical failure on the Throwing check results in the Fire Bomb Pot detonating in the character's hands.

**Fire Bomb Pots** (3d6 *blast*, LBT, range 5/10/15, Corrosion Trapping)

## CLIPPED WINGS

This is more an aevakar in-joke; it refers to those trained to use the enemy's ground based techniques against them. They're no-holds barred melee brawlers, who use their wings to give them extra push in a charge, or to hold against a fierce assault, but most often, as means of additional attacks. All of these unusual warriors are trained in the art of Wingfighting. Of course they can still fly and fight in the air, that's not their job though, they hold the ground at all costs.

## THE AERIES

There are two known (to their allies) aeries in Shain-tar, with a hidden aerie in the highest reaches of the Everwall, known as Adamant. There are multiple other hidden aeries scattered around the continent, and not even the aevakar know where they all are - and the ones they do know the location of they are not telling. What follows is a snapshot of some of these aeries. Knowledge of aerie locations is rather cell-like in nature. Most aevakar (other than the most secluded) know where two, perhaps three, aeries are located, but rarely more than that. Should one be captured, the less one knows, the less one could reveal. This protects the survival of the race.

## SAFE HAVENS

We've discussed the architecture of the aevakar in some detail earlier on, now we take a look at the aeries in order of importance to the winged elves. These are their safe havens, hidden in every territory, right under the very nose of their enemies in many cases. Yet they're set so far into the mountain heights as to be nigh on invisible and impenetrable to most invaders.

## LAST HOME

Far to the eastern side of the Wolfhead Mountains, close to Camondel is the massive aerie known as Last Home. The seat of power of the current Kelos Nom: Zerinian, it also boasts a large armed force in residence guarding the Kelos Nom's huge palace - a masterful building made of white stone, picked out with beautiful decorations in silver. Last Home does a lot of trade with the likes of Galea via a secret sea port dock on the eastern shore; the winged elves have several routes down to the coast from their mountain city. Last Home doesn't usually take in outsider visitors unless they're fae-blooded, and



has recently become even more isolated since there have been several attempts on Zerinian's life from militant aevakar who want to go to war with the Kal Empire. Last Home is one of the most impressive aeries with a vast complex of buildings nestled against the mountain, and part of it.

## BASTION

Situated on the northern range of the Black Mountains, the large aerie of Bastion is a stone's throw away from the Dwarven Clanhomes, the Desert Princes, and the Malakar Dominion. Only one of these groups knows roughly where Bastion is and that's the dwarves, and they're not telling either. Bastion is ruled by the Eldas Nom Kyrinia -- a statuesque warrior who has many successful campaigns under her belt. Bastion engages with a fair amount of trade through both the Desert Prince allies, and the dwarves, accepting non-fae outsiders. There's a large military force stationed here due to their presence close to the Malakar Dominion. Bastion has many large towers and guest platforms for outsiders to feel welcome; a huge palace is used for the Kelos Nom when he's in residence.

## ADAMANT

Long enough removed from the rest of the aeries, this stout-hearted group of aevakar are too busy surviving both the harsh climate and the Kal and their summoned gargoyles to be more than fleetingly concerned with the existence of a Kelos Nom or other leadership beyond their own. The only way they are assured that they aren't the last of their kind is the aevakar they are able to save from the wing hunters. A sturdy aevakar with brilliant green hair and plumage by the name of Emerald rules this hidden aerie with a firm, fair, kind hand. While adults will find her rather gruff, no child ever leaves her presence without at least a smile, even when the interaction includes a reprimand. This aerie was founded by a handful of escaped captives who had been bound for the Kalinesh capital to be presented to the Emperor himself for their colorful wings shortly after the fateful battle which started the Emperor's attempted genocide of the race. They increase their numbers and bring in new bloodlines by hunting the wing hunters and freeing their prey; some choose to join them on a permanent basis, others just long enough to recover from the shock of their ordeal. Adamant spreads across the highest face of the Everwall, built into the very core of the rock. Its massive internal caverns allow the aevakar enough room to spread their wings and fly, and with the aid of ancient





technology to light the interior via mirrors and sunlight, they keep the interior from being a dark and gloomy place. Emerald is known to be the finest archer of her aerie and none of her people are permitted to venture beyond sight range of the aerie until they can prove themselves competent with a bow, at which point they are gifted an arrow fletched with one of Emerald's own feathers. This brilliant green fletching is the signal to the aerie guards that a given aevakar is capable of protecting herself and the aerie, so may be allowed beyond the border. This aerie, under Emerald's rule and with her druid sister, Sapphire's, blessing has decided that the Walkers deserve freedom, too. A few of her people have protested these Unchained folks' presence in Emerald's halls, but that's not going to stop her from aiding them when they have the need.

### **SKYCALLER FORTRESS**

One of three other hidden aeries, Skycaller Fortress is a massive military complex that looks more akin to a dwarf keep than a winged elf city. It's been modified over the years with the help of several dwarf clans, who have close ties to the winged elves when the aevakar saved some of their men in battle. It's riddled with dangerous traps, hidden large crossbows, and other ranged weapons. The fortress is positioned near one of the famed thermals, which allows for rapid transit to and from this secret location.

With the help of dwarven lifts and other clever mechanisms the fortress is always supplied and kept in a state of readiness. The Eldas Nom of Skycaller is a man called Kaledian, a veteran of many wars.

### **STORMSONG AERIE**

Stormsong Aerie is a magnificent white and silver palatial structure built onto the side of a cliff, very close to the sea. Thousands of feet below the cliffs, the ocean waves crash against the rocks, and the wind howls through the central valley -- giving the aerie its name of Stormsong. The frequency of storms in the area also lends to its name as well. It's rumored that there is a weapon being built with the aid of the dwarves, which can harness the power of a storm and direct it at airborne enemies should they come too close to the remote aerie. This is likely circulated by wishful young aevakar who've got too much time on their hands, and Imelreth, the academic minded Eldas Nom of Stormsong is quick to remind people that this rumor has no basis in truth; he calls it a flight of fancy.

### **SILVERFALL**

This vast airy city is based in the ruin of an ancient kingdom, one which once took up half the mountain where it is based. The aevakar repurposed it and made it their home. The city's Eldas Nom is a quick-thinking loquacious archer known as Silvertip, a nickname given to the fact that her wings have a lot of bright silver tips amongst her stunning plumage. Silverfall does a lot of trade via intermediaries that intercede between the aerie and the locals, no one's found the aerie yet, and if it ever comes under attack, it would have to be a sizable force to take it on. It stretches for miles and miles along the highest peaks, and natural dips/valleys of the mountaintop.

### **SHARDS OF ADVENTURE**

These are just a few short story hooks to get the heroes involved with some of the events that might transpire in/around the aeries of the aevakar.

### **BETRAYAL LOOMS**

How it happened no one knows, but the heroes find a winged elf about to be murdered by a Kal-A-Nar contingent on the mainland. They're ready to kill her and cut her wings off so they can get the reward, basking in the glory of the act. The heroes are wise to intercede, if they do, then they'll meet Krysta, a scout for the winged elves of Adamant. She can't fly due to the damage that she's sustained, and she implores the heroes to help her. The information she has refers to a scouting party who're close to finding the location of Adamant in the Everwall.

What will the heroes do with this information, how can they help the young aevakar, and will they be willing to kill the Kalinesh who're looking for the aerie, in order to save the aevakar from a terrible fate. Later on they should find out that a turncoat aevakar is leading the Kalinesh scouts after he was cast out for causing an Unchained outsider to fall to her death.

### **THE PACKAGE**

The heroes are implored, by the Eldas Nom of Bastion, to help the winged elves -- ideally this should happen when the heroes have ingratiated themselves into aevakar society quite a bit. Or they're known for their impressive deeds and general badass heroics. The Eldas Nom wishes them to take a package of vital importance from Bastion to Last Home, they warn that the Malakar Dominion may try and inter-



cept any packages travelling by ground, and due to a contingent of airborne Demons blocking the route, the aevakar can't employ the usual delivery methods.

She then confides in the heroes after the room empties, admits it's a ruse, and that they let slip a package will be on its way -- the heroes are to cover for the Eldas Nom's hand-picked courier. Whilst the Malakar agents are trying to stop the heroes, the real package will be taking a trip elsewhere.

It's a bluff which is designed to draw out Malakar spies, and she tells the heroes they can deal with the Malakar however they want.

What will happen when the heroes find an old enemy amongst the Malakar Dominion, and even worse, someone they thought was a friend?

## WINGED BLADE

The heroes are invited to a massive celebration at the Last Home; they should be well on their way to being friends of the aevakar at this point. It's the birth of the Eldas Nom's son, and it should be a joyous occasion. What happens next is far from happy, a militant aevakar, someone who has also been seduced by the promise of power whispered from the Darkness, attacks the happy couple and attempts to kill them.

The heroes are asked to defend the couple, and as a clash happens between the assassin and the heroes, more militant aevakar rise up to cause trouble. What will the heroes do in this situation, how will they handle the assassin, and how will they try and deal with the aggressive aevakar emboldened by the overt act of dissention from one of their number.

What will they do when they detect the signs of Vainar's Shadow in the assassin?

This story can spin off into a larger campaign where the heroes are just at the tip of a very large conspiracy rich iceberg!

## NEW EDGES

These Edges are meant to add flavor to the Aevakar, and work especially well for those winged elves that're fighting, or have fought in the various armed forces of their people. These edges available to all aevakar, though some might fit better for certain clans. For distance and speed in the air, check out the Aevakar edges found in *Shaintar: Legends Arise*

## AEVAKAR ASCENSION

**Requirements:** Legendary, Aevakar, Spirit d12+, Knowledge (Cosmology) d8+

The original aevakar were born of the Sky Children who first entered Shaintar at the very beginning of the realm's existence. Some bloodlines of aevakar retain the capacity to reconnect to that ephemeral, powerful status, although it takes great effort and dedication.

The aevakar that reaches Ascension becomes, in essence, one of the Sky Children. They immediately gain one of the following abilities. This Edge may be taken multiple times with the character gaining a new ability each time:

- **Aura of Grace and Comfort:** The purity of Air and Light within Sky Children's aura is such that they can engender a great sense of comfort in those around them – this grants the Hand of Comfort (see pg. 73 of *Shaintar: Legends Unleashed*). Once per scene (as determined by the GM) by spending a benny, the player can cast Battlefield Succor as an Action at no Essence cost (Spirit to cast).
- **Aura of Grace and Health:** The purity of Air and Light within Sky Children's aura is such that they can engender a great sense of well-being in those around them – this grants the Healing power as an Action once per turn at no Essence cost (Spirit to cast). Once per scene (as determined by the GM) by spending a benny, the player can cast Battlefield Healing (see pg. 61 of *Shaintar: Legends Unleashed*) as an Action at no Essence cost (Spirit to cast).
- **Eternal:** Sky Children have Slow Regeneration that will bring them back even from death, although wounds suffered from black iron or blood steel cannot heal this way (they must heal normally or via other means).
- **Spirit Made Flesh:** The ability to become Aethereal at will; this works the same as the Intangibility Power. Every hour spent in this state requires a Vigor check to avoid gaining a Fatigue level. Flying pace is doubled when in this insubstantial form.



## GROUND COMBAT TECHNIQUES

**Requirements:** Seasoned, Aevakar, Agility d8+, Charge, Strength d8+

This aevakar is trained how to fight on the ground, using their wings as part of that combat equation. They're capable of pushing harder against a foe in melee, and with a flap of their wings they can close distance faster than a charge. Likewise if they are set against a charge, their wings can give them the edge to hold back their enemy, a much stronger foe.

Even when "on the ground," Aevakar with this edge use their Flight speed when determining ground Pace while Charging. In addition, they add their Climb +1 to damage at the end of a Charge and a +2 Strength vs. Push attempts. Damage bonus cannot be combined with Flying Lancer edge (one is for ground combat, one is for aerial).

## WHIRLWIND LANCE

**Requirements:** Veteran, Aevakar, Agility d8+, Flying Lancer, must wield Aevakar Sky Lance

There are those trained with the Aevakar Sky Lance that can turn their mastery of it into an art form. These winged elves have learned to whirl their weapon around and create a vortex of air from it, focusing the rush of wind as a physical force and using it to batter their foes. Characters with this edge gain +1 Parry with their Aevakar Sky Lance, and the Dodge edge. If the character already has the Dodge edge, this edge means attackers must subtract 2 from their ranged attacks.

## STATIC DISCHARGE

**Requirements:** Heroic, Aevakar, Windmaster, Fighting, Shooting, or Throwing d10+

With their mastery of the air based elemental magic, including that of the elemental force of lightning, this allows a White Talon member to charge their weapon with that elemental force for a whole fight. It lets them deliver shocking blows that can stun, or kill their enemies outright. A White Talon member doesn't even need to have any magical power to do this; it's in their connection with the Windrider and all things born of air and storm. It's most often seen in the Storm Riders.

Characters with this edge gain access to Electricity Trappings (Savage Worlds). With a success and with each raise on their Fighting, Shooting, or Throwing

check they may apply one additional trapping, in order presented here, to the damage for free. Available Electricity Trappings are Armor Piercing, Spasms, and then Conduction. These Trappings do not apply to damage from powers, and will not stack with any other Trappings regardless of source.

## WINGFIGHTING

**Requirements:** Seasoned, Aevakar, Agility d8+, Strength d8+, Fighting d8+, Aerobatics

Some aevakar are so in tune with their bodies that they can even use their precious wings as weapons. Bare, these racially-defining limbs can, quite literally, pack a punch. With the addition of a Wing Blade or Wing Whips, they can be viciously deadly. Aevakar with this edge may use their wings for a Fighting attacks without suffering Off-Hand penalty (-2) and apply standard unarmed damage. However, using wings for combat reduces Flying pace by 1/2.

## ADVANCED WINGFIGHTING

**Requirements:** Veteran, Aevakar, Agility d10+, Fighting d10+, Wingfighting

With sufficient practice, aevakar wingfighters become so proficient they can use both wings in combat simultaneously. Characters with this edge gain benefits the Two-Fisted edge when making Wingfighting attacks. Using any other weapons (or fists) would require the Two-Fisted edge. Again, using wings for combat reduces Flying pace by 1/2.

Two-Fisted and Advanced Wingfighting do not stack, you may use one or the other. Using a melee attack with held weapons and then a Wingfighting attack would suffer normal multi-action penalties, but not Off-Hand.

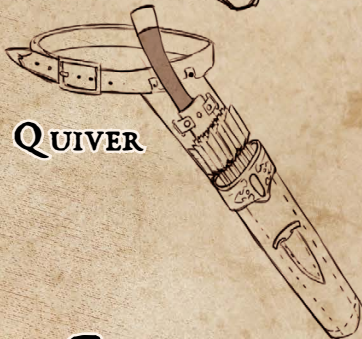
## MASTER WINGFIGHTING

**Requirements:** Heroic, Aevakar, Advanced Wingfighting

Few things are as graceful or as deadly as a Master Wingfighter with silver Wing Blades affixed to the upper wing joint or Wing Whips arcing outward from amongst the flight feathers. An Aevakar with this Edge can use their wing for one additional Wingfighting attack without suffering multi-action penalty (-2). However, using wings for combat reduces flying pace by 1/2.



FLYING HARNESS



QUIVER

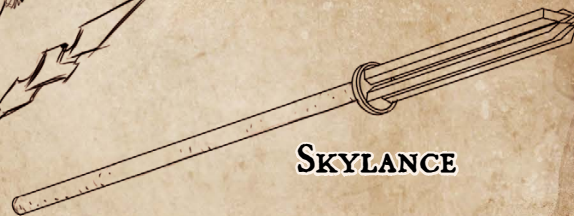


WING BLADE

JAVELIN



SKYLANCE



## BESTIARY

### GUARDIAN EAGLES

Specially bred to be larger, smarter, and more fiercely loyal than their “wild” cousins, Guardian Eagles are to the Aevakar what wolfhounds are to the Olarans. Any child gifted one of these raptors will have at least basic training in Falconry. Those that choose to strengthen such bonds with Beastmaster or Familiar (Druid) edges are true masters of wing and sky.

**Attributes:** Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d12+4, Stealth d8, Tracking d6

**Pace:** 8', *flying*; **Parry:** 6; **Toughness:** 5

#### Special Abilities:

- **Claws:** Str+d6.
- **Flying:** Flying Pace 8”.
- **Size** -2.
- **Small:** Attackers suffer a -2 penalty to attack rolls because of the eagle’s size.
- **Trained:** Guardian Eagles, unlike most birds, do not flee battle; on the character’s, turn the Guardian Eagle *may* (GM discretion) attack any target engaged in combat (melee or ranged) with its master. Directing the Eagle in battle, like a weapon, requires Beast Master or Familiar (Druid) edges. Alternatively, trained Eagles provide +2 to Survival checks when hunting small game (rabbits, etc...).

## NEW GEAR

### WING BLADE

These specially designed, feather-shaped blades are affixed to jointed armor caps, similar to what one might wear on elbows or knees, and are worn on the wing joint which is most elevated when the wings are folded. This blade makes a Wingfighter’s blows far more deadly.

**Wing Blade** (Str+d6; Two must be worn, cannot be disarmed, requires Wingfighting edge)

**Cost:** 400, **Availability:** -6\*, **Value:** -2, **Weight:** 8 (pair)

\*Within Aevakar aviaries, **Availability:** -2

### WING WHIP

Can be worn alone or attached to the underside of the strap for a Wing Blade, these thin chains with sharp weights on the ends allow Wingfighters to use the fullness of their wingspans to attack their foes. The slashing weights can be made to attack in any direction with the flick of a wing. However, rolling critical failure on Fighting roll with Wing Whips means the Aevakar becomes Entangled (-4 Flying Pace, and -2 penalty to skills linked to Strength and Agility) in his or her own weapons.

**Wing Whip** (Str+d8, Reach 2, -1 Parry; Two must be worn, cannot be disarmed, requires Wingfighting edge)



