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FRACTURED FUTURES

CAMPAIGN SETTING



EZZANA

EWAN CUMMINS



PUBLISHING

STARJAMMER
COMPATIBLE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

EZZANA

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FUTURE RACES



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WHEN THE SHATERING BROKE CELMAE
NONE COULD HAVE FORSEEN
THAT IT WOULD BE THE BEGINNING
OF THE END OF THE UNIVERSE

THE FUTURE IS FRACTURED



PUBLISHING

EZZANA

EZZANA

Description: Three sexes exist among the Ezzanas: damsels, drones, and mares. A fourth sex, viriles, existed in prehistory but has long since gone extinct. Drones appear masculine, but are infertile. Damsels, appear feminine, but likewise cannot reproduce. Mares must be chemically stimulated to pregnancy, a process the race developed before the extinction of the viriles.

Damsels are lithe and athletic, standing taller than human females. They possess long ponytail-manes the color of smoke light coats of pale yellow fur with charcoal whorls. Drones bear similar marked coats but their heavy frame, bulging foreheads, and brutish features contrast with the sleek beauty of the damsels. They can grow impressive fringes behind the ears, dropping down to their shoulders.

Mares resemble fuzzy, bloated caterpillar-women with pulpy heads, drooling mouths, dead-black eyes, and rows of many breasts. At full growth, these semi-intelligent breeders weigh as much as ogres.

All Ezzanas possess large eyes adapted to the gloomy conditions of their native environment; some mutants possess a black nictitating membrane that grants infra-sense.

Larval Ezzana resemble tailless, big-eyed lemurs, until they begin to develop into one of the three sexes based on which hormones the mare gives them in her black milk.

Ezzanas never refer to their race as "fey", a word which to them means 'marked for death.'

Society: These creatures live communally in lava tubes, cultivating fungus, and coming to the surface to hunt and gather, and to celebrate savage revels under the dim red sun. Subterranean living conditions can lead to tension and rows. Damsels settle disputes in ritualized combat, with flint knives: a duel ends when a knife has broken or drawn blood. Drones submit their disputes to elder drones for arbitration.

Ezzanas developed gunpowder while they were still in the local equivalent of the Neolithic Period. They manufacture hunting guns from darkwood, with cave cricket legs as the springs of flintlock mechanisms.

The art of the race includes barbaric jewelry, glowing mold paintings on cave walls, and decorative carvings on stoneshaped objects. The drones have developed primitive alchemical tools and substances, such as cold light made from mold and smeared on sticks as heatless torches.

In recent generations, contact with off world Dwarf traders has given Ezzana access to advanced technology and exotic trade goods.

Alignment and Religion: Ezzanas concern themselves with practical matters of survival, having little time for moral abstractions. NPCs are typically Neutral-aligned, PCs may adhere to any alignment.

Ezzana worship elemental rulers, paying the greatest reverence to powers of earth and fire. They cast animal sacrifices down vents.

Relations: Ezzanas spy on the Myceloids. They fear the Mi-Go, and are leery of elves, whom they suspect of being Mi-Go agents. Of the major star faring races, the Ezzana get along best with dwarves. Dwarf engineers helped the Ezzana design and build their first



primitive spacecraft, and many Ezzanas enjoy the strong ale brought to their world by Dwarf traders.

Adventurers: Ezzana damsels sometimes sojourn among other races, living as monster-hunters more interested in meat, hides, and the thrill of the chase than in money.

Drones may travel off-world seeking advanced secrets of alchemy and gun-craft on other planets. Barbarians, rangers, and gunslingers are the most common classes among adventurers.

Names

Drone: Atrus, Asor, Belu, Eil, Nemro, Nukh, Palkh, Yangi; **Damsel:** Athra, Aurhai, Dwura, Leja, Lelu, Nura, Simta, Romina

Mares are referred to be the title, yelda.

EZZANA RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Intelligence

Damsels are lithe huntresses, with animal cunning but little patience for intellectual pursuits.

+2 Strength, +2 intelligence, -2 Charisma

Drones are ill-favored and furtive, but gifted with brute strength and analytical ability.

Medium: Ezzanas are Medium creatures and have no bonuses or penalties due to their size.

Fey: Ezzanas are fey with the Ezzana subtype.

Normal Speed: Ezzanas have a base speed of 30 feet.

Low-Light Vision: Like most other fey creatures, the Ezzanas see well in weak light.

Cave Dweller: Ezzana gain a +1 bonus on Knowledge (dungeoneering) and Survival checks made underground.

Stonecunning: Ezzana receive a +2 racial bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Stoneseer: Ezzana add +1 to the caster level of any spells with the earth descriptor they cast. They also gain the following spell-like abilities: constant—*nondetection*; 1/day—*magic stone*, *stone shape*, *stone tell*. The caster level for these spell-like abilities is equal to the ezzana's character level.

Underground Sneak: Ezzana gain a +2 racial bonus on Craft (alchemy), Perception, and Stealth checks. The bonus on Stealth checks increases to a +4 bonus while underground.

Rust Rash: Ezzanas' integument becomes irritated by prolonged contact with refined ferrous metals, with dirty russet splotches growing on their fur. Iron-bearing ore and iron particles in the atmosphere do them no harm.

Languages: Ezzanas begin play understanding Sylvan and Common. Those with high intelligence may learn Aklo, Dwarf, Ignan, Terran, and Undercommon.

ALTERNATE RACIAL TRAITS

Dark-eyed Huntress

Replaces: Underground Sneak

Black membranes flick shut over her eyes as the creature moves into darkness.

Prerequisite: Ezzana Damsel; **Benefit:** The damsel gains darkvision out to 60 feet and a racial bonus of +2 to Survival and Perception skill checks, which increases to +4 to track or spot hot things: burning torches, the exhaust of combustion engines, creatures with the fire subtype, and so on. In addition the damsel gains a +2 to Saving Throws versus smoke and dust effects targeting the eyes.

Iron-burned

Replaces: Rust Rash

A severe case of rust rash in infancy has left this ezzana disfigured, but immune to further harm from rust rash. the ezzana receives a -2 to face-to-face Diplomacy and Disguise skill checks.

Powder-Maker

Replaces: Underground Sneak

Prerequisite: Ezzana Drone; **Benefit:** the drone lacks the talent for stealth possessed by the typical ezzana, but shows greater facility with alchemy. He gains a +2 racial bonus on Craft (alchemy), Craft (gunsmith), and Perception skill checks. The Craft (Alchemy) and Perception bonuses increase to +4 whenever he is making gunpowder or searching for components to make powder. The Craft (gunsmith) bonus increases to +4 whenever the drone is making, assessing, or repairing a firearm.

FAVORED CLASS OPTIONS

Barbarian: the barbarian a +1/4 bonus on attack rolls when making an attack with a thornvine lasso and to the cmb vs trip or grapple with it

Gunslinger: The gunslinger reduces the amount of time needed to restore a broken firearm using the Gunsmithing feat by 5 minutes (maximum reduction of 50 minutes).

Magus: Add +1/2 point of fire damage to magus spells that deal fire damage.

Psychic: The psychic treats her Wisdom bonus as 1/3 point higher for the purpose of determining the number of uses or rounds per day of her discipline powers.

Ranger: The ranger gains +1 CMD per level to resist sunder and disarm maneuvers.

Shaman and Witch: Add 5 feet to the range or 1/3 to the DC of a chosen shaman hex. Multiple bonuses from this ability can apply to the same hex, to a maximum of an additional 30 feet and +1 DC for any single hex.

Skald: Add +1/4 to the skald's total number of raging song rounds per day.

Sorcerer: Add +1/2 damage of any earth and fire sorcerer spells or spell-like abilities.

EZZANA

EZZANA SUNHUNTER

This basalt-plated vessel vaguely resembles a gigantic fossilized trilobite. Portholes of amber dot the hull. Gigantic fanlike sails constructed of membranous hides, ivory, and darkwood that stretch into space from the port and starboard sides. A long, dark gun juts from a smooth stone turret set on one end of the craft.

Colossal space vehicle

Base hull ketch

Squares 320

Cost 6,953, 400 GP

Points Used 17

DEFENSE

AC 2; **Hardness** 5 Wood

hp 4,800; **VP** 480

Base Save +6

Maximum Speed 2

Acceleration 1

Weapons pod-mounted grand-fusil (treat as ballista, lesser)

OFFENSE

CMB +8; **CMD** 18

Ramming Damage 1d12 + Speed VP

STATISTICS

Engine Starwind Engine/Phase Box

Pilot Check Profession (sailor) or Profession (pilot)/Knowledge (Arcana)

Control Device steering wheel

Propulsion stardraws and thrusters

Templates landing (terrestrial)

Additional Components

- Heat Shield (an ablative layer of basalt stone-shaped over darkwood hull)
- Air generator
- Climate controller
- Gravity generator
- Atmospheric Stabilizer

Crew 11

Decks 2

Cargo/Passengers 60/47

Escape pod none

The Sunhunters represent the first generation of starships built on the Ezzana home-world, combining Dwarf technology with the native's skills at working stone, hide, and darkwood, and their knowledge of alchemical varnishes and oils.

These vessels are built for reliable trans-atmospheric performance, with stone-shaped basalt heat shielding, gyroscopic stabilizers, folding star draws coated in heat-resistant varnish, and some streamlining of the hull. They launch best from elevated positions: cliffs, hilltops, and also simple runways the Ezzanas make using stoneshape.

Even with the Ezzana's racial power of stoneshape and the relative abundance of darkwood on their homeworld, Sunhunters cost so much that no Ezzana tribe can afford to build one and install all the components. The Dwarves who trade on the Ezzana world have provided mortgages for the vessels, accepting repayment from the Ezzana in service and kind; monsters slain, fresh meat brought to Dwarf logging and mining outposts, resources found and reported to the dwarves, and so on.

Some vessels mount a Dwarf steam bombard, but most use grand-fusils, oversized cousins of the long hunting guns carried by damsels.

Occasionally, a Dwarf engineer joins the crew to handle the phase box, and he will invariably take on a drone as his assistant and understudy. Sunhunter crews will usually run from any fight that looks tough: they aren't out looking for prizes or glory, but for meat, ivory, plant resources, etc.





KI-SAG

"The Moon of Black Groves"

Hollow spherical composite forest-mountain world

Far-Hara System

Diameter: x2 **Mass:** x8; **Gravity:** x1/2

Atmosphere: breathable **Orbit:** 720 hours

Day: 720 hours (tidally locked to gas giant)

Satellites: None

Ki-Sag orbits the gas giant Nemoth, in the system of Far-Hara, a red dwarf. The brightest day is like an overcast morning on the human home world. Ice-capped mountains and vast dark forests dominate the surface.

Belowground stretch enormous interconnects vaults and labyrinths of lava tubes, evidence of the violent geological history of the moon. Ki-sag's molten heart is slowly dying. The moon's interior realms and surface alike will become much cooler and its atmosphere will begin to strip away if no miracle reverses the change.

One peculiarity of Ki-Sag, which visitors will notice straightaway, is that the plants on the surface are black rather than green, adapted to photosynthesize the infrared-rich rays of the dwarf sun. Darkwood, rare or absent on most worlds, grows in abundance here. Yellow hills in volcanic regions leak hot gas and ash. Such sputtering miniature eruptions may start wildfires. Charred zones grow into grasslands covered in waist-high, razor-edged sword grass, before slowly being swallowed up again by the woods.

The Ezzanas grudgingly share this moon-world with Myceloids. In previous years the two races fought wars against one another, but an uneasy peace holds across most of the moon, for now.

Other indigenous lifeforms of note include dire beasts, caecilians, fire and earth elementals, sprites, gloomwings and tenebrous worms. Most native creatures possess darkvision or low-light vision.

Two alien species have established outposts: Dwarves from the Celmaen Asteroid Belt and the Mi-Go.

The Dwarves of the Treborian Extraction Syndicate have established friendly contact with the Ezzanas and built a number of trading posts and logging camps, using rock and timber gathered locally to create structures stout enough to resist attacks by cave bears. Treborian geologists studying Ki-Sag's cooling interior warned their Ezzana partners of the moon-world's terminal but slow decline. Some Ezzana have taken service with the Syndicate, and they use their jobs off world as a way of scouting possible new hobbits for their race.

In contrast to friendly relationships with the dwarves, the Ezzana fear and loathe the Mi-Go. These fungoid aliens bring only death, mutation, and madness to an already dangerous world, and so Ezzana avoid them when they cannot ambush and destroy them. No trade exists between the two races. But Ezzana damsel scouts have reported multiple instances of native Myceloids associating with Mi-Go, news that has set Ezzana leaders on edge about a possible alliance.

FORT TONILDA

N Large town

Corruption +1; **Crime** +2; **Economy** +1; **Law** +2; **Lore** +3; **Society** -5

Qualities industrial, massive underground, tribal **Danger** +15

DEMOGRAPHICS

Government Autocracy

Population 4,000 (50% Dwarves 40 % Ezzana 10% Other)

Noteable NPCs

Syndic-Governor Thoggol (dwarf Expert 2, Fighter 4, N) A fat ex-lumberjack with a cybernetic right leg and a fondness for chainsaw stunts/ combat

MARKETPLACE

Base Value 2,200 gp; **Purchase Limit** 12,000 gp;

Spellcasting 5th

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

DESCRIPTION

A crowded, dirty mill town and trading post with an underground Ezzana village beneath it. Ringed by dark wood palisades. Star port is a massive earthwork ziggurat at north end of town.

EZZANA

EZZANA

ADVENTURE SEED ALIEN VIVISECTION

The party comes across a crashed Ezzana Sunhunter. If they check it out, they will find Mi-Go on board, busy removing the brains of unconscious crewmen. The Fungi from Yuggoth will attack any PCs who interfere. At best, a party attempting negotiations will be told- in horrible buzzing tones that afterward haunt their dreams--to vacate the area.

If the party acts quickly, it may save some of the wounded Ezzanas from having their brains removed. And it may discover the injured damsel pinned under the wreck—she's playing possum until the Mi-Go leave but without help getting free, she may die.

If the party kills any Mi-Go, the others fly away to their vessel, hidden across a river gorge from the Ezzana crash site. If forced to flee, the Mi-Go will leave behind a rod covered in pale jewels that shift color. This rod contains a tracking device and a transmitter that allows the Mi-Go to send disturbing nocturnal dreams and whisperings. It is not magical, and the complex electrical systems inside will fuse and short out of it is opened by anyone but a Mi-Go technician.

The Ezzana were a long-range hunting expedition, who learned the location of a Mi-Go base by accident, and something of what the sinister fungi were up to there...

Ezzana Damsel CR1/2

A yellow-black huntress dashes past, long muzzle of a gun bouncing at her shoulder and her hair waving like a plume of smoke.

XP 200

N Medium fey

Init +1; **Senses** lowlight vision

DEFENSE

AC 11 **Flat** Footed 10 **Touch** 11

hp 10

Fort +0 **Ref** +2 **Will** +2

OFFENSE

Speed 30 ft

Melee +1

Ranged +2 thornvine rifle, (1d8 x3)

Special Attacks none

Spell-Like Abilities (Caster Level 2)

constant—*nondetection*

1/ day—*magic stone, stone shape, stone tell*

TACTICS

Damsels always try to attack from ambush, shooting fusils or hurling magic stones at the target's flank and rear from behind cover and concealment. If time permits, they may use their stoneshape power to create hard cover for themselves or traps/obstacles for their target.

STATISTICS

Str 10, **Dex** 13, **Con** 11 **Int** 9 **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +1; **CMD** +1

Feats Exotic Weapon Proficiency(Firearms)

Skills Climb +4, Knowledge(Nature) +3,

Knowledge (Dungeoneering) +1/2, Perception

+7 Stealth +7/9, Survival +6/7 Racial Modifiers

+2 to Stealth checks made underground. + 1 to

Dungeoneering and Survival checks

underground.

Languages Common, Sylvan

SPECIAL ABILITIES

Stonecunning; +2 to Perception to spot

stonework traps within 10 feet

Stoneseer: spell-like abilities (see above)

Combat Gear dagger; fusil with powder and

shot; **Other Gear** backpack with basic outdoor

kit, pebbles, coldlight moldtorch (if encountered underground)

ECOLOGY

Damsels forage on the surface, binging back to the home caverns meat, hides, wood, etc.

Environment Underground/Forest/Mountains

Organization Solitary or Hunting Band (2d8),

settlements from hamlets to small cities

Treasure equipment, necklace of beast teeth or plastic trade jewelry



MI GO TECHNICIAN

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EZZANA

EZZANA

FORGED IN THE LAVA VENTS OF A HOSTILE PLANET, THE EZZANA ARE FORCED TO FLEE TO THE STARS IN ORDER FOR THEIR RACE TO SURVIVE. MASTER GUNSMITHS, THE EZZANA USE SPECIALLY CRAFTED RIFLES TO HUNT THE TITANIC PREDATORS THAT ROAM THEIR BLIGHTED HOMEWORLD.

STRUGGLING AGAINST THE EZZANA'S EXISTENCE ARE THE TERRIBLE MIGO: THE FUNGI FROM YUGGOTH! THESE ALIEN VIVISECTIONISTS ARE INTRIGUED WITH THE MINDS OF THE EZZANA AND WILL DO ANYTHING TO HARNESS THEIR INTELLECT.

WHATEVER YOU DO, DON'T REFER TO THEM AS "FEY". TO THE EZZANA THAT MEANS "MARKED FOR DEATH".

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