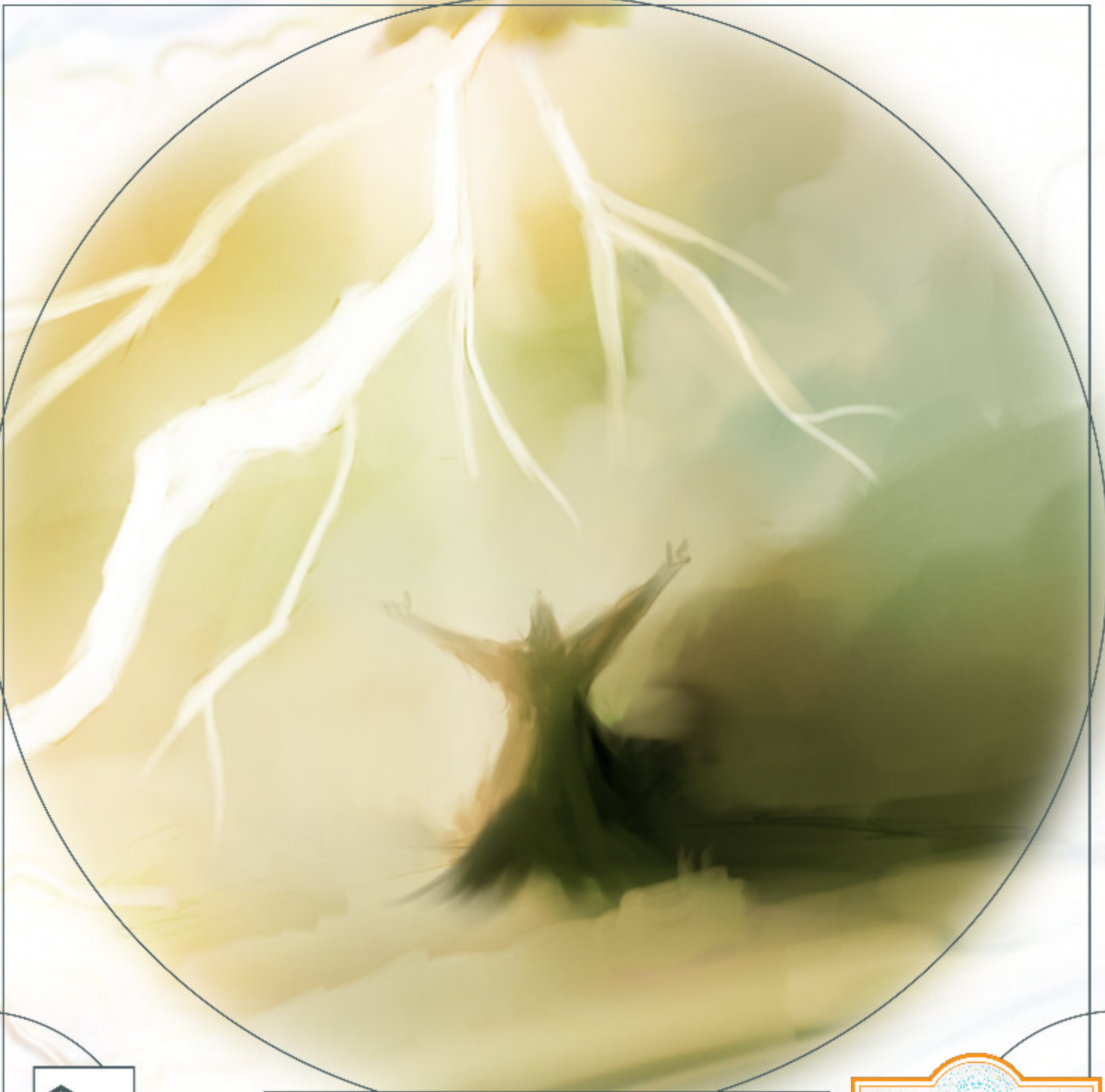


TERRINOTH SETTING
COMPATIBLE

Lephyr Knights



AN AEROMANCER SUPPLEMENT



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00: Introduction

The Zephyr Knights are a peacekeeping group that is beyond the laws of any one land. They owe their allegiance to no one except the Knights. That way, they take no sides nor bribes. They side with justice and what is right.

The Knights harness the power of the sky. They have an almost uncanny connection with animals of the air. They even have the ability to fly unaided for a short time. But their real power lies not in their magical prowess, but in their ability to defuse a tense situation, to protect those who cannot protect themselves, and to see all sides of a story. This allows the Knights to cast their vote on the outcome that is most beneficial to all concerned.

The Order of the Zephyr Knights is a fantasy supplement for the Genesys Core Rulebook and is also compatible with the Realms of Terrinoth fantasy setting.

THE KNIGHTLY ORDER

In ancient times, the Zephyr Knights were the keepers of the peace, but not beholden to any single kingdom. Their status as intermediaries ensured that they would stay impartial, not favoring any one faction over another.

That being said since the knighthood gained members from all kingdoms and polities, whenever a dispute arose between two specific kingdoms the Zephyr Knights never sent anyone who had ties to either. This helped to avoid their personal connections to interfere with their decision and judgement.

Most of the Zephyr Knights come from the nobility or the ranks of other knightly orders, but anyone who displays the willingness to put the needs and liberties of others above their own, anyone who exhibits the virtues the Knights uphold can become a squire to a Knight upon personal recommendation of another Knight.



01: Power of the Knights

The power of the Zephyr Knights lies in their ability to call the wind to them to allow them to fly. It is a rare and powerful ability that only the highest tier members of the order can attain.

Thankfully, player characters are the exception to the rule. Once their character pledges themselves to the Knights they unlock the Power of the Knights.

PLEDGING THEIR LOYALTY

In a ceremony witnessed by all the Knights present, a character takes a knee before the highest-ranking member of the order. They then recite the oath and magically bind themselves to the order and the power the Knights tap into to work their magics.

THE OATH OF THE ZEPHYR KNIGHTS

"I pledge myself to the Zephyr Knights. I pledge to uphold the virtues of law and order. I pledge to take no sides save the side of justice and truth.

"I pledge to cause no harm except to save others from harm. I pledge to help all those who ask it of me, with no expectations of recompense or favor.

"My pledge is my bond. Once my word is given it shall not be repealed. Where there are those in need, I shall be present.

"I am a Zephyr Knight."

THE POWER

Once a character has pledged their oath to the Knights they gain access to the Power of the Knights as described below.

The Power of the Knights is tied to the Sky Called series of talents. It is designed to grow as the player characters grow, represented by the improved and supreme versions of the base talent.

The base talent is intentionally designed to be accessible by almost all player characters immediately after reciting the vow and pledging their loyalty. Of course, not all characters will have enough XP or tier 1 talents to take Sky Called right away.

In such an instance, the GM has a few options available to them

- Just not worry about it and let the player gain the talent when their character has the XP and supporting talents. This can represent them having the power of

the Knights but not willing to use it right away. This can be a good story hook.

- The GM can give each player enough XP to buy not only Sky Called (10XP, since it's a tier 2 talent) but also the supporting tier 1 talents. The GM should make sure the players know that they must purchase Sky Called before spending any other XP they may have.
- The GM can ignore the normal rules for the talent pyramid and let the players purchase Sky Called. If they do so, they must make the talent pyramid 'legal' again before purchasing any more tier 2 or higher talents.

However, with the base talent being tier 2 it most likely won't be an issue, and GMs are encouraged to use option 2 (with a mix of option 1 if the players are willing to forgo the talent for a little while).

DUTIES AND RESPONSIBILITIES OF THE KNIGHTS

Being a Zephyr Knight is not a path to power, rather it is a duty to all peoples of every land. A Zephyr Knight is a peacekeeper, a mediator, an impartial judge, a bulwark against violence and oppression, and—when necessary—a warrior.

Zephyr Knights travel the known worlds, usually by air either flying by their own power, or using a flying mount. But some prefer to walk among the people. Wherever they go, they can expect warm welcomes, a decent meal, and a place to sleep. In return, the Knight is expected to share news of neighboring regions, resolve small disputes, sit as judge over larger conflicts, provide blessings, and other similar duties.

Scattered throughout the world are several keeps, some set atop high mountains while others are tall spires, where the Knights can rest and recuperate and unwind from their duties. Most don't stay long, but there are those Knights who spend more time in the sanctums than out—usually the elders, who spend their time recording the history of the order or engaging in other scholarly pursuits.

While a Knight is out on patrol, they are tasked with not only going to towns and villages to assist with what ails them but to also keep their eyes out for bandit camps, smuggler's caves, and other threats to civilization. If the Knight finds one, it is up to them how to handle it. They

could attempt to handle it on their own—and with the mighty magics of the sky and their fearsome mounts, they are a mighty force indeed. But if they deem it too risky, they can alert the local lord and let them deal with it. Unless, of course, the lord also requests that the Knight assist.



02: Talents

All the talents contained in this document are geared towards Zephyr Knights, but there is nothing stopping non-Knight characters from taking any of them.

TIER 1

BIRDS OF A FEATHER

Tier: 1

Activation: Passive

Ranked: Yes

Your character adds ■ to all Social and General skill checks made against flying animals. If it's also your Animal Companion, upgrade the ability of the check in addition to adding the ■.

Your GM has final say as to what qualifies as a flying animal.

SHOCKING GRASP

Tier: 1

Activation: Passive

Ranked: No

Your Brawl combat checks gain the Stun quality with a rating equal to 2 + your characters ranks in Discipline.

If your character already has the Stun quality from another source it will not stack with this talent. You must choose which Stun quality to activate.

TIER 2

CALL THE STORM

Tier: 2

Activation: Active (Incidental)

Ranked: No

When casting an Attack spell, your character may add the Lightning effect without increasing the difficulty. Your character can never add the Blast effect.

SOOTHING WINDS

Tier: 2

Activation: Active (Incidental)

Ranked: No



When casting the Heal spell, your character may add the Restoration effect without increasing the difficulty.

SKY CALLED

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character must have pledged their loyalty to the Zephyr Knights in order to benefit from this talent. Before performing the Move maneuver your character may suffer 1 strain to use this talent. If they do so, they ignore ground-based difficult and impassible terrain until the beginning of their next turn.

If your character doesn't start their next turn on a surface sturdy enough to hold their weight, they fall.

TIER 3

BUFFETING WINDS

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per session on your character's turn, you may spend a Story Point to activate this talent. If you do so, your character increases their Defense by +2 until the end of the encounter.

CALL THE STORM (IMPROVED)

Tier: 3

Activation: Active (Incidental)

Ranked: No

When casting an Attack spell with the Lightning effect your character may use this talent to use the Auto-fire quality without increasing the difficulty of the combat check. If they do so, each time they trigger an additional hit during the attack, they suffer 1 strain.

SKY CALLED (IMPROVED)

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Your character must have purchased the Sky Called talent to benefit from this talent. Once per encounter when activating Sky Called you may spend a Story Point to use this talent to gain the ability to hover (see the Flying sidebar in the *Genesys* Core Rulebook, page 100). This effect lasts until the end of the encounter (or one hour outside of structured time).

You may use this talent a number of times per session equal to your character's ranks in this talent.

TIER 4

SKY CALLED (SUPREME)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Sky Called (Improved) talent to benefit from this talent. When you spend a Story Point to gain the ability to hover, your character may suffer 2 strain to use this talent to also gain the ability to fly while Sky Called (Improved) is active.

TIER 5

WRATH OF THE HEAVENS

Tier: 5

Activation: Active (Maneuver)

Ranked: No

Once per session you may spend a Story Point to activate this talent. A thunderstorm appears above your character's head and extends out to long range. While the storm is overhead your character gains access to the following weapon profile.

Due to the nature of the storm, Auto-Fire doesn't increase the difficulty of the check and only requires **A** to trigger, but each target may only be hit once each turn.

Lightning Bolt: Discipline; Damage 8; Critical 3; Range (Long); Accurate 2, Auto-Fire, Knockdown.

03: Different Ways To Play

There are many ways to insert the Zephyr Knights into an existing setting or as part of a new campaign—or even just as part of a one-shot adventure.

Presented below are the four most common methods of including the Zephyr Knights into your game. Of course, there is the less-obvious fifth option: using only the talents and bestiary from this document while omitting the story of the Knights from your fantasy *Genesys* game.

A PAGE FROM HISTORY

The genesis of the Zephyr Knights was in my home campaign where the Zephyr Knights were a story of legend. The order had been gone for a generation or two (depending on how long-lived your species is!) and my player characters discovered a lost stronghold and became the first of a new generation of Knights.

The original Zephyr Knights campaign was all about bringing back an ancient order and building it back to a place of prominence once again. But doing so is never easy. There are several plot points to consider in this type of campaign.

During your session 0, you should discuss with your players the following questions and answer them for your game.

WHAT HAPPENED TO THE KNIGHTS?

This is the biggest question. What happened to the Knights? Why are they no longer around? Here are a few options:

1. **Internal Strife** One of their own betrayed the Order. Who was it? Why? What did they get out of it?
2. **External Forces** Who would have the will to destroy them? Who would have the *means* to do so? What was their motivation?
3. **Peacetime** The world entered a period of unsurpassed peace and the order was no longer needed. But that was then, now the order is once again needed. What happened that requires the Knights to return? Are they welcomed back?

There are so many options that the sky's the limit!

WHO OPPOSES THEIR RETURN?

Let's face it: when an organization for good emerges (or re-emerges, as the case may be) there will be those who oppose the budding organization.

1. **A Shadow Organization** For one reason or another,

a secret organization is against the return of the Zephyr Knights. Why do they oppose the Knight's return? Who are they? Did they originally bring about the destruction of the order?

2. **A Great Evil** There are many tales that begin with a great evil that did an evil deed. What is this evil? What was the deed? Is it immortal, or just long-lived? Can it be defeated and/or destroyed? What can the PCs do about it?
3. **Mundane Criminals** It's not a giant conspiracy or one person. It's the average criminal elements of the world. They know that the Knights would put a stop to their illegal activities, so they work to prevent the return of the Knights. How do they do this? Who do they know? What activities are they doing?
4. **Historical Inertia** "We haven't had the Knights in ages, why do we need them now?" This is a really good option for those games that don't have a shadowy figure or organization trying to keep the Knights from re-emerging. What can the PCs do to prove the Knights should come back? Can they prove the Knights can be trusted?

WHY ARE THEY NEEDED AGAIN?

Perhaps not as important in the beginning, it is a good idea to know where the campaign is headed. Even if it's a vague "shadow on the horizon", there will be something that the Zephyr Knights will be fighting against for the betterment of the known world.

Is it an otherworldly invasion? Barbarians at the gate? A corruption of those in power? An internal *coup d'état*? An awakening evil power? Rampant civil unrest?

Regardless of what is coming, the GM should know the basics of it. Don't plan too much into it as the unfolding story can influence what is to be and the goal of the PCs is to stop it.

If your group is comfortable with it, the coming doom can be discussed during session 0. This way they get to inform at least part of the story that's not directly related to their characters.

JOINING THE KNIGHTS

The Zephyr Knights could be an existing organization in your world and the player characters are just the newest recruits to the order. These types of campaigns focus more on the mundane aspects at first, introducing the players to the order as their characters learn about it.

In this type of game, there doesn't have to be a big bad. The player characters—at least at first—are doing their duties as Zephyr Knights: righting wrongs, proclaiming judgement, helping out where and when they can.

During their duties, the player characters can discover a rising threat. Even though it *can* be a world-shaking threat, it doesn't have to be. An upstart bandit king who fancies themselves as the next great warlord. A growing smuggling ring that threatens to undermine law and order.

That's not to say this type of game can't grow to be an epic story where the underdog PCs discover the biggest threat ever known and grew powerful enough to defeat it.

For this kind of campaign, there aren't many big questions to ask. The PCs are traveling Knights doing good deeds and helping those they encounter. It can start very much like an episodic Problem of the Week TV show: the PCs arrive where there's a problem, they discover the problem, they solve the problem.

These types of stories don't start the overarching plot until a few sessions in. Long enough to let the players get comfortable with their character's role in the world and for them to know that something is different when the first main plot arc arrives.

A CORRUPT REGIME

Sometimes the great stories are not of the rise of a great order, nor is it in the day-to-day of that order, but rather in the story of how that order falls.

The stories of a corrupt regime is all about how power corrupts and absolute power corrupts absolutely. In many respects, this is the antithesis of *A Page From History*: instead of the player characters working to restore the Zephyr Knights they are the force working from within to bring it down. The how's and why's, of course, are up to you and your play group.

There are several reasons that the Zephyr Knights may need to be overthrown, but the outcome doesn't always have to be the end of the order. Indeed, many times the story is not in eliminating the order but in returning it to what it once was, what it is supposed to be.

But some things are just too broken to be fixed. And it's possible the Knights in your world are beyond the point of redemption. It's possible that the player characters grew up in a world where the Knights rule with fear and absolute authority!

Regardless of how far gone the order is, you and your group have a few things to think about.

How far up the chain of command does the corruption go? Is it isolated in just one location, or has it spread to the entire organization? Is it beyond the point of saving? Do the PCs even *want* to save it? How long has the corruption been going on?

These questions and more should be discussed during session 0 to make sure everyone is on the same page as to the kind of story they want told.

IN THE BACKGROUND

Of course, the Zephyr Knights can be just another organization in your game world with no direct ties to the player characters.

This option requires the least amount of work on anyone's part as it's just story filler that doesn't take center stage.

04: Bestiary

There are many creatures that traverse the sky that could be friend or foe to a Zephyr Knight. Most are used as companions to the Knights, but some are too fearsome to be tamed by any but the most bold—and foolish.

AIR ELEMENTAL (RIVAL)

There are many who cannot harness the power of the skies yet are still able to summon creatures made of pure air. They vary in form, depending on the one who controls them and when found in the wild the forms they take cannot always be described by a sane mind.

Usually they take the forms of the predators of the sky: hawks, eagles, dragons, and sometimes even nymphs. Regardless of their form, they all share the same statistics, as shown below.



Skills: Athletics 3 (●●●), Brawl 2 (●●), Coordination 4 (●●●●), Stealth 3 (●●●)

Abilities

- **Born of the Sky:** An air elemental can fly and hover (See the Flying sidebar in the *Genesys* Core Rulebook on page 100)
- **Made of Air:** An air elemental may move over or through terrain (including doors and walls) without penalty. Halve the damage dealt to the air elemental before applying soak, unless the attack came from a magical source such as a spell or magical weapon

Equipment

- **Breath Thief:** Brawl; Damage 4; Critical 2; Range (Engaged); Breach 1, Disorient 2

PIXIE (RIVAL)

Pixies are humanoid creatures no more than a foot tall, but most are closer to half that. They flit around on insect-like wings and are known far and wide for their mischievous nature and penchant for pranks and practical jokes.



Skills: Deception 3 (●●●), Discipline 2 (●●), Skullduggery 3 (●●●), Stealth 2 (●●), Vigilance 1 (●)

Abilities

- **Hover:** A pixie can hover (See the Flying sidebar in the *Genesys* Core Rulebook on page 100)
- **Silhouette:** 0
- **Sneaky Git:** A pixie may, as an action, make an **Opposed Deception versus Vigilance check** against one living target within short range. On a success, the target is Disoriented until the end of the next round (or 1 hour outside of structured time). Increase this by one additional round (or hour) per ☼☼, ▲▲▲ or 🎯 can be spent to cause the target to suffer 4 strain. A target affected by this ability can, as an action, make a **Hard (◆◆◆) Vigilance or Discipline check** to remove the Disoriented condition
- **Tiny:** Pixies are even smaller than their silhouette 0 would indicate. They are always considered 2 silhouettes smaller than silhouette 1 creatures and vehicles

Equipment

- **Pixie Sword:** Melee; Damage +1; Crit 2; Range (Engaged); Accurate 2, Pierce 3
- **Fey Armor:** +1 Soak; 1 Defense

PIXIE NOBLE (NEMESIS)

Some pixies are more dangerous and underhanded than others. These pixies are often called pixie lords or ladies.



Skills: Deception 3 (●●●), Discipline 2 (●●), Primal 3 (●●●), Skullduggery 3 (●●●), Stealth 2 (●●), Vigilance 2 (●●)

Talents

- **Adversary 1:** Upgrade the difficulty of all combat checks targeting a pixie noble once

Abilities

- **Hover:** A pixie noble can hover (See the Flying sidebar in the *Genesys* Core Rulebook on page 100)
- **Silhouette:** 0

- **Sneaky Git:** A pixie noble may, as an action, make an **Opposed Deception versus Vigilance check** against one living target within short range. On a success, the target is Disoriented until the end of the next round (or 1 hour outside of structured time). Increase this by one additional round (or hour) per ★★. ▲▲▲ or ☼ can be spent to cause the target to suffer 4 strain. A target affected by this ability can, as an action, make a **Hard (◆◆) Vigilance or Discipline check** to remove the Disoriented condition

- **Tiny:** Pixie nobles are even smaller than their silhouette 0 would indicate. They are always considered 2 silhouettes smaller than silhouette 1 creatures and vehicles

Equipment

- **Pixie Sword:** Melee; Damage +1; Crit 2; Range (Engaged); Accurate 2, Pierce 3
- **Fey Armor:** +1 Soak; 1 Defense

SWARM OF INSECTS (RIVAL)

Many times insects travel in swarms. Whether a swarm of bees, wasps, beetles, grasshoppers, locusts, or other more esoteric bugs. While usually harmless, in large numbers these swarms can decimate crops or even people.



Skills: Brawl 2 (◆◆), Coordination 1 (◆◆◆)

Abilities

- **Hover:** A swarm of insects can hover (See the Flying sidebar in the *Genesys* Core Rulebook on page 100)
- **Silhouette 2**
- **Swarm** Halve the damage dealt to the swarm before applying soak, unless the weapon has the Blast or Burn quality (regardless of whether the quality is activated)
- **They're All Over Me!** Enemies who start their turn engaged with a swarm of insects lose their free maneuver

Equipment

- **Mandibles and Stingers:** Brawl; Damage 1; Critical 3; Range (Engaged); Accurate 1, Pierce 3, Stun 3

RAPTOR (RIVAL)

There are many birds of prey, and this profile could be used for a condor, falcon, eagle, or other such animal. While most are found in the wild hunting, many can be found as pets or companions of not only Zephyr Knights but nobles of all stripes—especially those who enjoy hunting.



Skills: Athletics 1 (◆◆), Brawl 2 (◆◆), Coordination 2 (◆◆◆), Survival 2 (◆◆◆), Vigilance 2 (◆◆◆)

Abilities

- **Eagle Eyes:** Raptors have keen eyesight and upgrade the ability of Perception, Survival, or Vigilance checks that rely on sight
- **Flyer:** A raptor can fly (See the Flying sidebar in the *Genesys* Core Rulebook on page 100)
- **Silhouette 0**

Equipment

- **Claws:** Brawl; Damage 3; Critical 3; Range (Engaged); Pierce 2

SPHINX (NEMESIS)

Sphinxes are rare and terrifying creatures. They have the body of a lion, the tail of a snake, the wings of an eagle, and the body of a human—male, female, and everything in between.

They are fond of riddles, enjoy tormenting their prey, and are considered far and wide to be treacherous and merciless. Most who encounter a sphinx do not live to tell the tale.



Skills: Brawl 2 (◆◆◆), Charm 2 (◆◆), Coercion 3 (◆◆◆), Cool 1 (◆◆), Discipline 3 (◆◆◆), Knowledge (Lore) 3 (◆◆◆◆), Knowledge (Geography) 4 (◆◆◆◆◆), Vigilance 2 (◆◆◆)

Talents

- **Adversary 2:** Upgrade the difficulty of all combat checks targeting a sphinx twice
- **Second Wind 3:** Once per encounter, as an incidental, a sphinx may heal 3 strain
- **Improved Scathing Tirade:** Make an **Average** (♦♦) **Coercion** check; for each ⚡, one opponent within short range suffers 1 strain; for each ▲, one affected opponent suffers 1 additional strain; all opponents affected add ■ to all skill checks they make for the following three rounds)

Abilities

- **Flyer:** A sphinx can fly (See the Flying sidebar in the *Genesys* Core Rulebook on page 100)
- **Logically Fallacy:** When the sphinx succeeds on a social skill check, you may spend one Story Point to cause the target of the skill check to suffer 4 strain
- **Claw Sweep:** May spend ▲ from a Claw attack to hit an additional engaged opponent that would be no more difficult to attack than the original target, dealing base damage +1 damage per ⚡

Equipment

- **Claws:** Brawl; Damage 5; Critical 3; Range (Engaged); Superior, Vicious 3
- **Fangs:** Brawl; Damage 7; Critical 2; Range (Engaged); Accurate 2, Disorient 3

WILL-O'-THE-WISP (MINION)

These creatures are usually seen only on dark nights in the deep wilds where it's easy to lose one's way. Will-o'-the-wisps are believed to be spirits of the dead, fairies, or a variety of other supernatural beings which attempt to lead travelers to their demise.

Most often seen as small, floating balls of color, will-o'-the-wisps can take on many hues. Even in one grouping you can find several different colors—some even change color while you look at them!

It is uncertain what happens to a will-o'-the-wisp if it is destroyed with mundane weapons. Some say the spirits that create them cannot be destroyed, only banished for a time.





Skills (Group Only): Deception, Stealth

Abilities

- **Cold Aura:** ☠☠ on any skill check within short range of a will-o'-the-wisp can be spent to cause the character to suffer 3 strain. ☠ may be spent to cause the character to suffer 3 wounds.
- **Enticing Lights:** A will-o'-the-wisp can make an **opposed Deception versus Discipline** check against a target within medium range to cause them to lose their way. On a success, the target suffers 1 strain per ☠. If they suffer 3 or more strain they must spend one maneuver on their next turn moving closer to the will-o'-the-wisp.

- **Hover:** A will-o'-the-wisp can hover (See the Flying sidebar in the *Genesys* Core Rulebook on page 100)
- **Incorporeal:** A will-o'-the-wisp may move over or through terrain (including doors and walls) without penalty. Halve the damage dealt to the will-o'-the-wisp before applying soak, unless the attack came from a magical source such as a spell or magical weapon
- **Silhouette** 0



Zephyr Knights

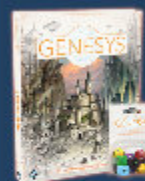


THE ZEPHYR KNIGHTS TAKE FLIGHT! DO YOU HAVE THE COURAGE TO JOIN THEM?

Join the noble Order of the Zephyr Knights and travel the world righting wrongs and bringing evildoers to justice! Learn how to ride a flying mount—or harness the power of the winds itself and soar, unaided!

This supplement contains all you need to add the exciting Order of the Zephyr Knights to your game, including their history and purpose in the world. Within these pages, you will find a host of new talents to connect you with the sky as well as aerial-themed adversaries that could be enemies, pets, or allies!

Even if you don't want or need the Order of the Zephyr Knights in your game, the talents and adversaries would be a great addition to any fantasy *Genesys* game!



GENESYS Game Rulebook and either the Genesys Dice or Dice App are required to use this supplement.