

THE RACES OF

VIOLET DAWN



NGAKOI

A new playable race for your 4th Edition campaign.



THE RACES OF VIOLET DAWN

NGAKOI

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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.

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

INTRODUCTION

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

–Mketlot, ngakoi psion

You are reading the second in a series of products called *The Races of Violet Dawn*. Each of these products presents one of the races from the world of Avadnu and allows you to bring a bit of Violet Dawn into your current campaign. Each book in this series is very light on history and back story from Violet Dawn as we assume you will just be dropping this race into your weekly game.

If the sole reason for your purchase of this product is to learn more about Violet Dawn, fear not—for we have an upcoming series of adventures and a proper campaign setting currently in the works. We have also created a Violet Dawn Wiki where you can read the unabridged version of this race and freely explore the world of Avadnu in greater detail. If you are interested in learning more, visit the wiki online at: <http://wiki.violetdawn.com>

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RACES OF VIOLET DAWN

MENTAL ACUITY

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

Prerequisite: Ngakoi

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

MYSTIC SIGHT

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

Prerequisite: Ngakoi

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

OPENED MIND

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

Prerequisite: Ngakoi, *mind over body* racial power

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

PARAGON PATH

AWAKENED SEER

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

Prerequisite: Ngakoi

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

Ngakoi seeking to become awakened seers typically

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

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

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

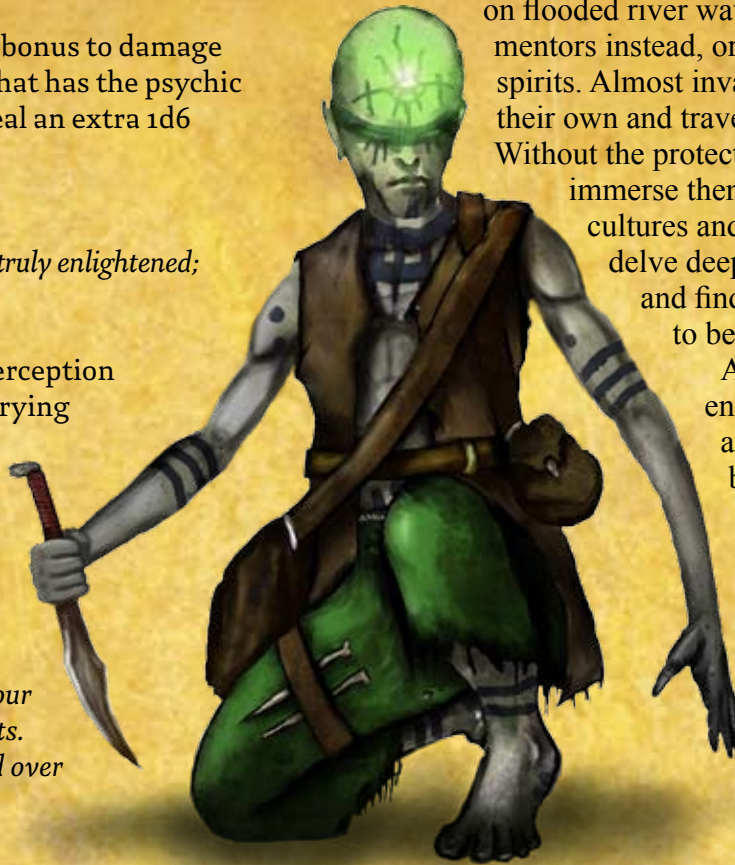
As an awakened seer, you have faced your inner demons and the perils of madness and have grown into a powerful instrument of enlightenment. By your will alone you affect the minds of those around you, and you shed an inner radiance that reveals the secrets of life itself. Calm and comfortable in the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

AWAKENED SEER FEATURES

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

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

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



AWAKENED SEER POWERS

Searing Beacon

Awakened Seer Attack 11

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

Encounter ◆ **Psionic, Psychic, Radiant**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Will

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

Axiomatic Vision

Awakened Seer Utility 12

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

Daily

Minor Action **Ranged 20**

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

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

Baring the Soul

Awakened Seer Attack 20

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

Encounter ◆ **Charm, Psionic, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Will

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

NEW ADVENTURING GEAR

The ngakoi frequently make use of the following adventuring gear.

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

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

ADVENTURING GEAR

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

NEW WEAPONS

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

WEAPON PROPERTIES

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

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



MY MIND'S EYE SHOWS ME THE TRUTH

The Inner Circle continues its 4th Edition support with our Races of Violet Dawn product line. This second entry in the series focuses on the ngakoi, a new playable race for 4th Edition campaigns that can easily be dropped into any setting.

Inside this PDF are the complete rules for adding these tribal mystics to your game, 8 new racial feats, a racial paragon path called the Awakened Seer, and new weapons and equipment.

