

THE RACES OF

VIOLET DAWN



ZEIDIAN

A new playable race for your 4th Edition campaign.



THE RACES OF VIOLET DAWN

ZEIDIAN

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

INTRODUCTION

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

-Zylle, zeidian ranger

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

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

TABLE OF CONTENTS

Cover	1
Credits	2
Introduction	3
Table of Contents	3
Zeidian	4
Physical Qualities	4
Playing a Zeidian	4
Zeidian Adventurers	6
Zeidian Racial Feats	6
Calming Presence	6
Fancy Footwork	6
Felling Strike	6
Knife Throwing	6
Mind-Body Discipline	6
Spiritual Healing	6
Valiant Advance	6
Zeidian Armsman	6
Paragon Path (Waywalker)	7
Waywalker Features	7
Waywalker Powers	8
New Adventuring Gear	8
Equipment Harness	8
Moon Orb	8
New Weapons	8
Weapon Properties	9
Agile	9
Weapon Descriptions	9
Broad Dagger	9
Wayblade	9
Weapon Mastery Feats	9
Backhand Slash	9
Cunning Thrust	9
Back Cover	10

RACES OF VIOLET DAWN

PARAGON PATH

WAYWALKER

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

Prerequisite: Zeidian

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

The principles of the waywalker teach of determination, discipline, and above all others: wisdom. Martial prowess and speed are your trademark and you have blended the two, becoming an instrument of deadly precision. No creature or land is unknown to you and your

skills ensure your survival in any environment.

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

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

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

WAYWALKER FEATURES

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

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

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



WAYWALKER POWERS

Inspiring Offensive Waywalker Attack 11

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

Encounter ♦ Healing, Martial, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

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

Reinvigorated Resolve Waywalker Utility 12

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

Daily ♦ Martial

Immediate Reaction **Personal**

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

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

Vindicating Blade Waywalker Attack 20

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

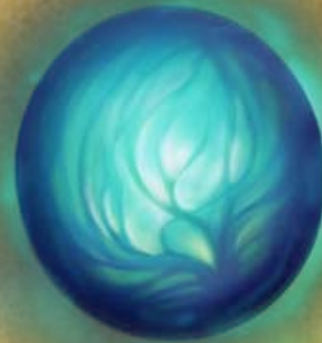
Daily ♦ Martial, Stance

Minor Action **Personal**

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

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

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



MOON ORB

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

ADVENTURING GEAR

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

NEW ADVENTURING GEAR

Zeidians frequently make use of the following adventuring gear.

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

NEW WEAPONS

The zeidians employ the use of some unusual weapons which are detailed below. This section utilizes the rules for weapons (see the D&D 4e Player's Handbook).



MY HONOR GUIDE ME, MY BLADE DELIVER ME

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

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

