EZZANA

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When the Shatering broke Celmae
None could have foreseen
That it would be the beginning
Of the end of the universe

The future is fractured
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...
**Ezzana Racial Traits**

<table>
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<tr>
<th>Trait</th>
<th>Description</th>
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<tbody>
<tr>
<td>+2 Dexterity, +2 Wisdom, -2 Intelligence</td>
<td>Damsels are lithe huntresses, with animal cunning but little patience for intellectual pursuits.</td>
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<tr>
<td>+2 Strength, +2 Intelligence, -2 Charisma</td>
<td>Drones are ill-favored and furtive, but gifted with brute strength and analytical ability.</td>
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<tr>
<td><strong>Medium</strong>: Ezzanas are Medium creatures and have no bonuses or penalties due to their size.</td>
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<tr>
<td><strong>Fey</strong>: Ezzanas are Fey with the Ezzana subtype.</td>
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<tr>
<td><strong>Normal Speed</strong>: Ezzanas have a base speed of 30 feet.</td>
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<td><strong>Low-Light Vision</strong>: Like most other Fey creatures, the Ezzanas see well in weak light.</td>
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<tr>
<td><strong>Cave Dweller</strong>: Ezzana gain a +1 bonus on Knowledge (dungeoneering) and Survival checks made underground.</td>
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<tr>
<td><strong>Stonecunning</strong>: 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.</td>
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<tr>
<td><strong>Stonecorder</strong>: 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.</td>
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<tr>
<td><strong>Underground Sneak</strong>: 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.</td>
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<tr>
<td><strong>Rust Rash</strong>: Ezzanas’ integument becomes irritated by prolonged contact with refined ferrous metals, with dirty ruset splatches growing on their fur. Iron-bearing ore and iron particles in the atmosphere do them no harm.</td>
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**Languages**: Ezzanas begin play understanding Sylvan and Common. Those with high intelligence may learn Aklo, Dwarf, Ignan, Terran, and Undercommon.
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.
EKIZAN

"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 straightway, 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, caccilions, 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 hobbitts for their race.

In contrast to friendly relationships with the dwarves, the Ezzanas 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 Thoggoi (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.
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 CR 1/2

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 fay

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

Stonespeak: 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, bringing 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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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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