



F O U N D A T I O N S



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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.
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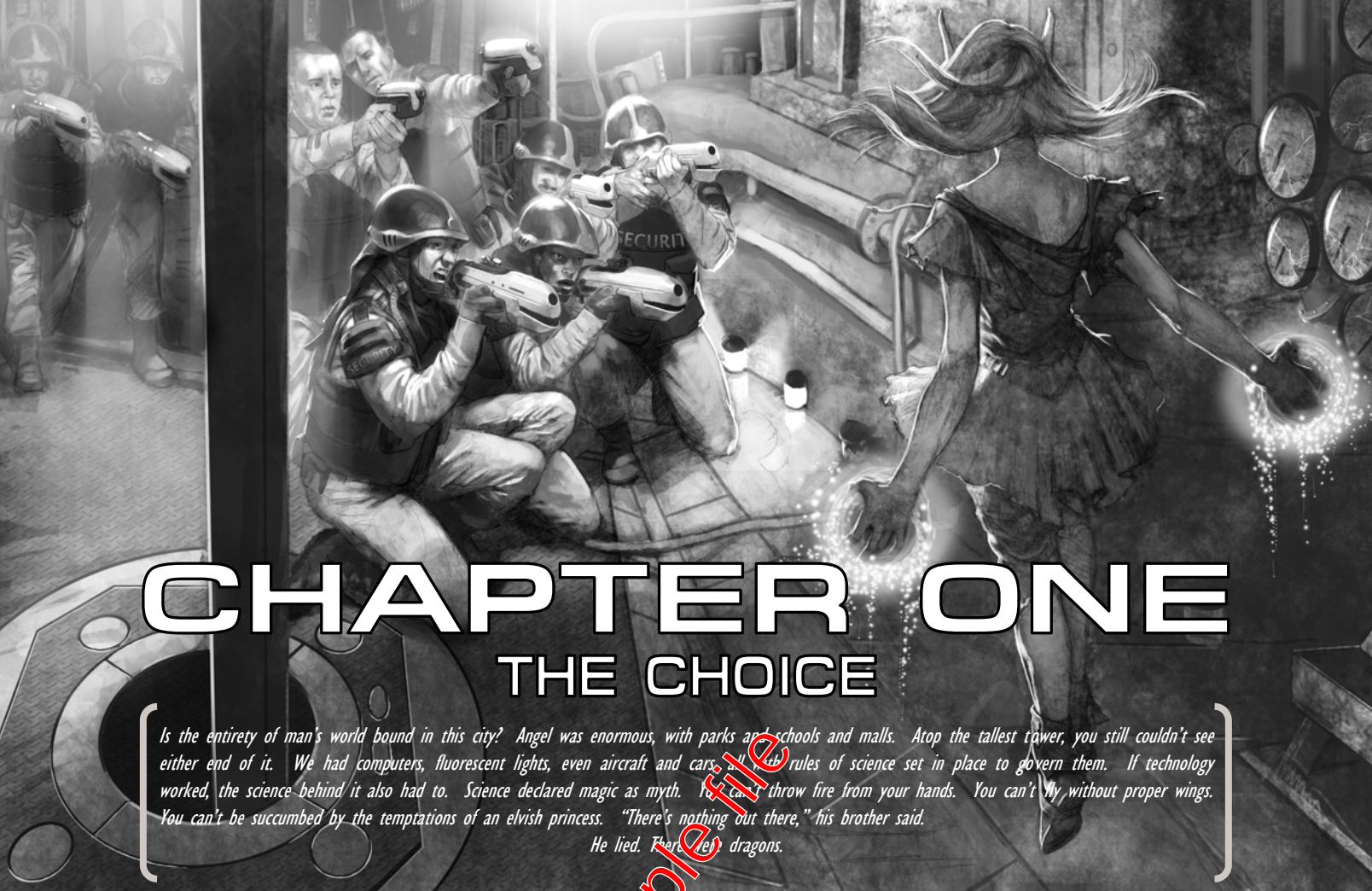


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CHAPTER ONE

THE CHOICE

Is the entirety of man's world bound in this city? Angel was enormous, with parks and schools and malls. Atop the tallest tower, you still couldn't see either end of it. We had computers, fluorescent lights, even aircraft and cars. The rules of science set in place to govern them. If technology worked, the science behind it also had to. Science declared magic as myth. You can't throw fire from your hands. You can't fly without proper wings. You can't be succumbed by the temptations of an elvish princess. "There's nothing out there," his brother said. He lied. There were dragons.

Don't check your brain at the door.
Don't settle for the dream.
This is real.

Amethyst is a Role Playing Game that postulates what would occur if a true-to-book fantasy setting was forced upon our real world. Our world is populated by many people wanting more from their lives. Our fantasies are filled with nymphs, valiant knights, and fire breathing dragons. We dream about being carried away by the fancies our mothers tell us every night.

But what if it was real for everyone? What if it invaded our society? How would humanity truly respond? This is not some stylized, fanciful view of Earth seen in books and on TV. It is a world with all the problems, both social and political, intact. Would we welcome the world of fantasy into our lives or would we fear its very presence?

Magic cannot exist. There is no scientific basis for it to. How could these creatures of whimsy exist matching so closely to our mythology and religious canon? This future emerged from the world we know—a world where books and movies written about fantasy existed. People that survived into this new age saw firsthand what they had only previously read about or watched. The new world matched so closely to their imaginations. How would major religions respond given such massive doubts to their dogma?

On top of this dilemma, magic breaks down many of the normal rules of science technology requires to operate. Chaos inspires creation and – although this influence won't destroy life – it does retard the progress of civilization, preventing technology from operating beyond simple mechanisms like windmills and bicycles. Where magic is prohibited, normality returns and evolution and technological advancement can continue.

What remains of our modern society and its technology survive in cities resembling those of the previous age, though walled in against the encroaching magic around it. Here, they have their cars, their central heating, and their televisions. Outside, the fantasy world may be wondrous, but it is also real. People die from the simplest calamities. Despicable rodents with weapons and wicked brains prey on the innocent and unarmed.

Will mankind be able to retake the planet and push the fantasy back into the realms of our imagination, able to resume our blind passion for consumerism and industrialization? Is this world better than the one mankind squandered?

The fantasy carries its own mythology suggesting that there are two realms of magic: one dark, the other light. The source of this energy originates from two powerful gates, the white star of Attricana and black gate of Ixindar. The main axis between evil and good is not one where the law-abiding, civilized nations of good battle against the destructive force of chaos, but where the chaotic tendencies of life clash with the controlled and me-



thodical might of syntropy. The conflict – at its root – sets anarchy against order, uniformity against unpredictability, and determinism against free-will. Where life needs a level of uncertainty to blossom, homogeny breeds only death. The fantasy world is not some singular entity, but a complicated multi-layered world of warring nations, political strife, and monsters smart and powerful, as well as dumb and many.

AMETHYST EVOLVES

Cities collapse, heroes rise, and the future falls into the hands of a few. The world alters, grows, and plummets into shadow. These heroes encounter their greatest fears and challenge true evil in all forms. They find depth in an easy situation, complexity in a single idea.

A world that changes around a band of adventurers. A setting with a point and a climax. A world where an ending waits. Solve it and discover the truth. Fail and the planet crumbles underneath.

The setting of Amethyst relies on its clash between magic and technology. Many fantasy worlds blend the two, usually with magic gaining the foothold and technology falling behind. Many deal with a mixing of the two worlds. Amethyst presents a setting where the two sides stand almost at war and – from a metaphysical point of view – actively disrupt each other's existence.

Amethyst requires the use of the Core Rulebooks of D&D 4th Edition including **PLAYER'S HANDBOOK**, **DUNGEON MASTER'S GUIDE**, and **MONSTER MANUAL**. Amethyst cannot be played properly without them.

A UNIQUE SETTING

Amethyst is not conventional Dungeons & Dragons. It takes several radical departures into new territory. Certain elements will feel familiar, while others break from tradition. Endorsed elements from the core rulebooks include:

Fantasy Classes. The fighter, ranger, rogue, warlord, and wizard, as well as their paragon paths, are endorsed. Cleric, paladin, and warlock are not endorsed in Amethyst.

Skills. All skills listed in the Player's Handbook are present.

Feats. All feats that do not require a non-endorsed race or class are available.

Equipment. All equipment (both magical and not) is available to all characters.

Game mechanics. All game rules present within the D&D core rulebooks are unaltered and present in their entirety.

Rituals. The majority of rituals are present and available for wizards to cast. Certain rituals listed are available under certain conditions.

Amethyst also includes wholly new features unique to its setting. These elements include:

New Races. Amethyst features original races from the tall and nimble laudenians to the mysterious and rare tilen. There are three types of new races: *Fac races*—naturally birthed from magic, *Evolved races*—

formed through science, and *Spawn races*—altered by magic.

New Classes. Because a portion of the world is populated by “techan” humans refusing to embrace magic and continuing their fight for the domination of technology, there are **FOUR** new classes: Grounder, marshal, operator, and stalker.

Lifepath. This deals with an additional template which denotes a character's life before reaching her class. These are broken up into Discipline, Regional, and Supernatural. They offer everything from additional skill bonuses to alternative character powers, but most of all, they detail the characters back-story, ingrainning them into the setting more deeply.

New Feats. Beyond racial feats for new races, Amethyst includes feats that have a specific lifepath as a prerequisite.

New Equipment. Because a large portion of the human population continues to embrace technology, there is a large list of additional weapons, armor, and equipment to suit their needs.

New Skills. Because of the world of technology, new skills are included for players to choose from.

Disruption. Disruption deals with clash of magic and technology and how one's encroachment can disrupt the other.

Monsters. Although all the races in Amethyst are based on or inspired by those present in modern religion and mythology, many of these monsters and peoples go by their own names in this new world ... and not all of those old stores were entirely accurate. Amethyst lists these monsters as they are presented in the real world.

There are notable absences in the Amethyst setting. Although any GM is welcome to alter the game as he or she sees fit, the following elements are not endorsed in the Amethyst setting:

Races. Listed Amethyst races go by their own names and are the only ones to be found within the setting. The only listed Dungeons & Dragons race present is human.

Classes. As mentioned previously, cleric, paladin, and warlock do not exist in the canon Amethyst.

Divinity. Do not expect dozens of faiths and many new fictional gods. The fac descendants brought only a handful with them, the most significant being the deities of Berufu and Oaken. Some worship dragons while others pray directly to the gates of Attricana and Ixindar. Outside of those, many human faiths survived virtually unaltered. A player choosing any of these faiths (although described briefly here) is expected to honor their ideals and commit the proper research to do them justice. In all cases, expect God to be as silent as he is today. No abilities connected to the divine are endorsed in Amethyst unless printed in this book.

Rituals. Although most rituals are present, some will not be found. Others are only available with a specific lifepath as a prerequisite

