

ADVENTURE ZONE



PLAYER'S GUIDE

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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

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INTRODUCTION

For the 3e system, I crafted a setting in which you could explore the world of Frank L. Baum. In this campaign setting, I will attempt to use the D&D 4E rule set to create a new setting for the books of Ruth Plumly Thomson who took up the series where Baum left off. I intend to provide anyone that wishes to use this campaign setting with two conversion options. The first will be my attempt at a loosely based conversion of her novels to 4E equivalents. The second will take greater liberties with her text to hopefully create a more mature and dynamic plotline for grimmer adventures. This supplementary information will be labeled “Outer Zone” for clarity. The Outer Zone setting will incorporate some elements inspired by the “Tin Man” sci-fi movie as well as modern issues of politics, warfare, and sociology.

The Land of Oz (an elven word meaning “great and good”) is a fey country that is roughly rectangular in shape and dissected into four equal parts and surrounded by treacherous deserts. In the center lies an immense emerald studded metropolis that is radically more technologically advanced and industrialized than the rural areas surrounding it. Each of the four large rural areas surrounding the city has their own rulers, races, and unique culture. Once the land was ruled by King Pastoria but his fey household fell to magic assault. Without a unifying Royal Fey House of Oz each of the 4 fey regions of Oz splintered into separate fiefdoms. Some of the currently most powerful lords of Oz consist of the Nick Chopper in the West, Gayelette a powerful sorceress in the South, Cheeriobed who is the headman of the East, and the rulers of Uptown, Joe King and Queen Hyacinth, which is the capital of the North.

The heir of King Pastoria was Princess Ozma. Only she could unite the squabbling factions into a unified nation. Soon after his arrival, the Wizard of the Emerald City had the royal family transformed into various creatures, erased their memories, and had them scattered through out Oz. Without these royal impediments, the Wizard believed that he could rule Oz from the Emerald City, but he was only able to gain control of the royal city. He continued his campaign of the usurpation of Oz by using proxies to eliminate the ruling witches of the East and West which he feared would dethrone him.

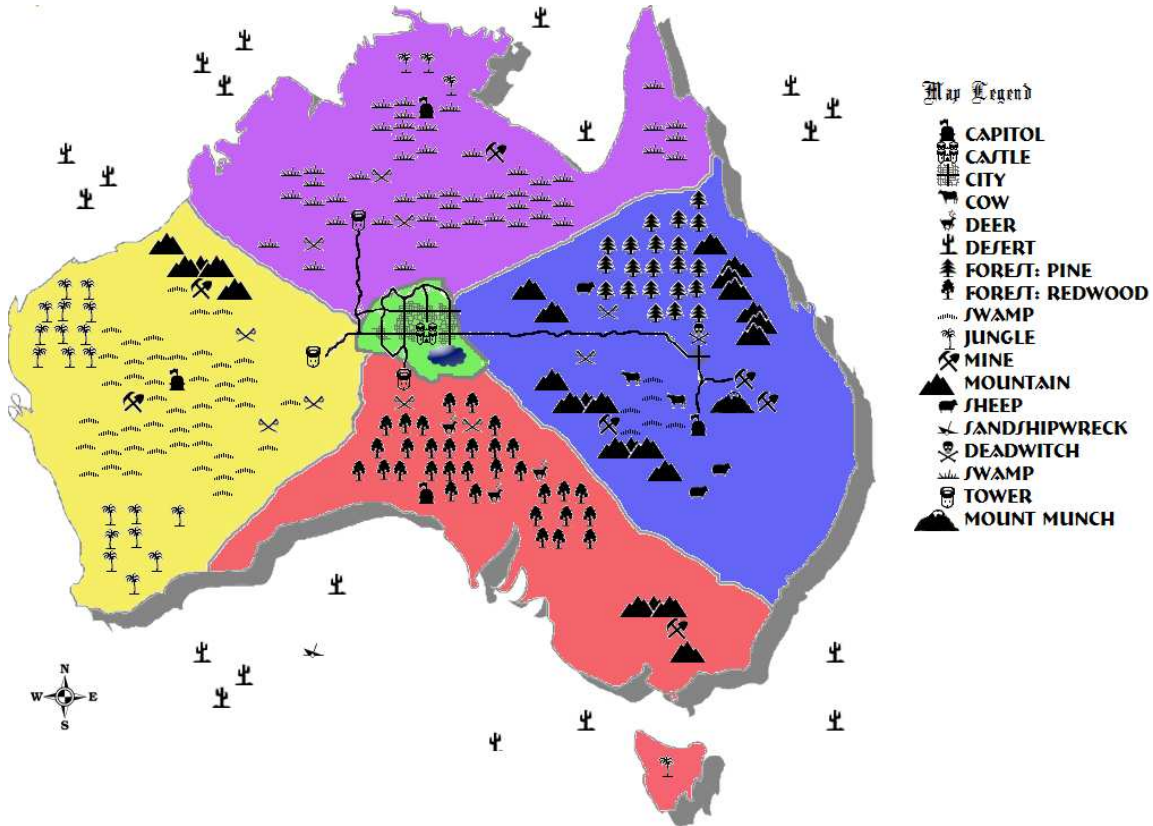
After a long series of misadventures Ozma regained her throne, and now struggles to keep the people of Oz her united and obedient subjects.

LAND OF OZ CHARACTER CLASSES

Oz uses all the classes given in D&D 4E. In addition, the “Artificer” class (EPG) is available for natives of the Emerald City. All the standard equipment presented in the Player’s Handbook and the Adventurer’s Vault is available in Oz. Most of the monsters presented in the Monster Manual are also suitable with only a few stylist changes (i.e. Harpies become Flying Monkeys). I will be making additions to this equipment, monsters, and feats as necessary.

The Outer Zone is more of a steam punk military campaign and will include additional weapons, deadly artifacts, and vehicles of war. In classic Oz tales no one can ever truly

die, but they can be destroyed. This is reflected in the D&D 4E rules by the extensive use of divine healing, healing surges, and the “Raise the Dead” ritual. Languages are unaffected, but Common is the result of the fairy blessing placed on Oz that allows all living creatures to understand one another.



LAND OF OZ

In the classic fairy tale, Oz is a magical empire ruled may the Fey Empress Ozma. Because Oz is so rich in magic, it is under the constant threat of invasion. To protect this fairy empire, It is surrounded by fierce deserts that many claim to be impassible. Oz is spit into five kingdoms the southern ruby kingdom is home to the Qua-liens (aka Quadlings) and ruled by Glinda the Sorceress, the eastern sapphire kingdom is the home of the Munchkin (aka Munchkins) is ruled by Cheeriobed, the topaz plains of the west are home to the Gillikin and ruled by Nick Chopper, and the purple swamps of the amethyst north are ruled by the Lion of the North.

It is Ozma’s royal burden to protect and govern these diverse people. The empire is expansive and many parts of it have become isolated and must be reminded of the authority of Ozma. Foreign threats are frequent and the empire needs to be regularly patrolled for invaders. Ozma has forbidden the practice of magic without the bless of the throne. Evil magic users abound and must be brought to justice. Rebels and malcontents are a common threat to the stability of Ozma’s rule and any uprisings must be swiftly oppressed. For all these tasks Ozma turns to capable and trusted adventurers who she will reward amply for loyalty and rebuke for infidelity.

THE LAND OF OUTER ZONE

Just as in the Land of Oz, the Outer Zone (O.Z.) is a fey realm surrounded by hostile deserts. Unlike the classic fairy tale the City of Emerald is at the center of a massive civil war. After Ozma's usurpation one hundred years ago, the Emerald Army (humans!) has built a massive invasion force of living constructs and war machines. Since the conquest of Emerald, humans have attempted to subjugate the fey lands surrounding their fortified city. It is humans that have coined the name Outer Zone for the hostile fey dominated lands surrounding their territory. The loss of the royal house has fractured old political alliances and split the empire asunder. The four great fey regions of O.Z. consist of Amethyst to the north, Ruby to the south, Sapphire to the east, and Topaz to the west. Additionally the arcane experiments of Emerald have disrupted arcane and divine energy across the Outer Zone resulting in birth defects and the tragic "Slumber of the Elders".

CHANGELING CHILDREN

One of the most disturbing effects of the civil warfare is that for the first time large numbers of non-fey are born among the fey nations. It seems that the activities of the human nation has somehow altered the fabric of reality and has led to frequent genetic mutation in fetuses. There is now a 50% chance of any fey mother giving birth to a genetic variation (sub-race). This development has sent shockwaves of outrage and grief through out the Outer Zone. Each nation handles these "changeling" children differently, but by and large most integrate them into their community driven by necessity. The fey nations' survival is in peril due to the ever mounting death tolls in this endless war.

SLUMBERING ELDERS

The Elders are the source of divine fey power in the Outer Zone. They used to walk among the people, but since the conquest of Emerald they have fallen into an unbreakable trance. The double blow of the disappearance of Ozma and the Slumbering Elders has been the key to many victories for the Emerald Army so far. As Emerald pushes farther into fey territories, the people are becoming more aggressive and organized. Fey Clerics used to be able to communicate directly with their divine masters, but now they rely on divine dreams sent to them for guidance. The four elders of the O.Z. are Bastinda of the

THE FIVE NATIONS OF OZ

The Five Nations consist of four large rural fey nations (Ruby, Topaz, Sapphire, and Amethyst) and heavily populated city state (Emerald). The fey nations are large land wedges pointed toward Emerald City. Each corresponds to cardinal points on the compass. Each region is populated by its own race and possesses its own unique culture. In addition numerous fiefs and villages of a single racial group are scattered throughout the landscape. The deserts that surround Oz are infested with supernatural creatures and are hazardous to mortal life. There are a few cloud borne nations that drift over Oz, but generally they keep to heavenly matters, and numerous pocket kingdoms deep below the ground involved in earthy passions.



THE PURPLE SWAMPS: GILLIKIN LAND

The North (or “Gilli” in elven) is filled with perilous swamps and misty mires. These marshlands are home to the elf race (or Gillikin for “People of the North” in elven). They rely on ranged weapons due to the difficult terrain and are unaffected by the humidity and murkiness of the swamps. They live in small communities that have little interest and trust of outsiders. The Gillikins of the Northern Swamps commonly wear purple clothing which matches their purple swamps and is the most available vegetable dye. Gillikin homes are round purple domes made of woven sticks and mud wattle, but are warm and cozy inside.

North Country is infested with dangerous beasts so most races live in underground burrows, mountain top villages, and forest tree houses. Their environment demands great agility and endurance from them. To survive and flourish in spite of the challenges of North Country, All northerners prize martial might and nature lore. Races native to North Country live within easily defended areas and are skilled in protecting themselves. Purple is the color of North Country. Animals, plants, and buildings are marked with purple. The population of North Country is so sporadic that each community has its own headman or chief.

AVTEX ZONE: NORTHERN FRONT

The Gillikin are largely unconcerned by the martial activities of Emerald. Their marshy landscape works against anyone who wishes to march a large army into their territories. When ever word of a new offensive spreads among them, they launch harassing strikes against the raiders and let swamp fever and bottomless purple bogs take care of the rest. Emerald has managed to establish a small stone keep in the North called “Fort Amethyst”, but has otherwise been stymied in its northern offensives. The joke Armies of Emerald is that “Gillikins” need gills to live in their Common racial slurs include “fishes” and “frogs” when referring to

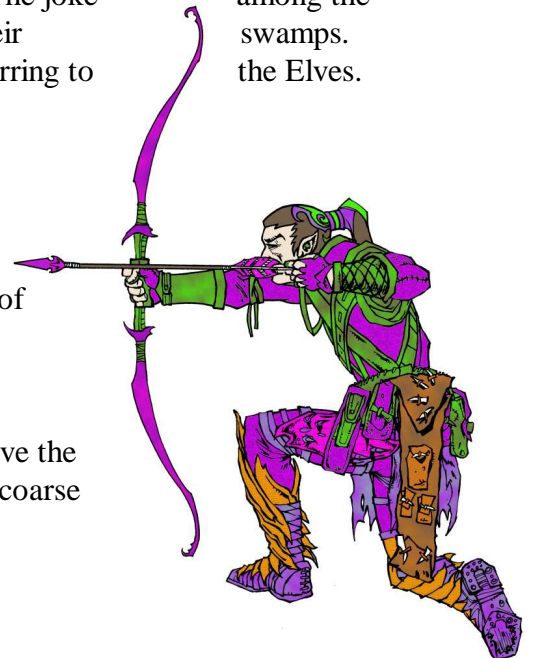
among the swamps. the Elves.

GITHYANKI

The Githyanki are an emerging racial variant of the Elves. Githyanki and Elven communities are friendly but a clear segregation between the two races is concertedly enforced. Currently both are allies, but Emerald has hopes of turning one side against the other.

GOLIATHS

Goliaths claim to be the fiercest race in the O.Z. and few have the temerity to deny it. Unfortunately their rough features and coarse manner lead many to dismiss them as dim-witted savages.



THE YELLOW PLAINS: VINCI COUNTRY

The West (or Vin in elven) is a sea of endless golden grasslands. The largest and most powerful race of the west is the drow (or Vinci for “Sunset Tribe” in elven). The Vinci are a trading people that prefer the night over day. They never stay in one place long and travel in painted caravans trading in grain or precious metal. In the center of their territory all tribes meet to discuss their activities and settle disputes between clans. Some few Vinci work and live underground as gold miners and gem diggers but most prefer the gypsy lifestyle.



West Country is well known for its tin and goldsmiths. It has the largest gold mines in the Land of Oz. Other races living in West Country work often work as tinkers, herders, and jewelers. Yellow is a patriotic color for clothing and decoration. Huge fields of wheat and rye are considered both a cash crop and blank canvas. Crop circle competitions are the pride and joy of farmers.

OUTER ZONE: THE WESTERN FRONT

The Vinci are extremely hostile and ruthlessly attack any stranger that enters their lands. They also have a reputation as thieves and con-artists since they love to take advantage of weaklings and fools. All of the Outer Zone distrusts the Vinci and few will come to their aid. Most fey resent the great wealth of gold in Vinkin Lands. Emerald has sent numerous vanguards into Vinci Land, but every time the force was forced to retreat after a few weeks. The Vinci rarely confronts the Emerald Army directly, and instead snipe the officers and raid the supply lines. The heavy fortified “Topaz Keep” is the launching point for Emerald invasion forces into the west. The Vinci are often called “Winkies” by the Emerald Army due to the fact they sleep during the day.



SHADAR-KAI

The shadar-kai is a new sub-race of the drow. They are clearly second class citizens among the Vinci, but as their numbers increase their influence grows as well. Like drow the shadar-kai are active at night.

KOBOLDS AND GOBLINS

The main races involved in gold and diamond mining are kobolds and hobgoblins. These races are trade partners of the Vinci since neither wishes to travel the surface world. Goblins and bugbears are the serfs and cannon fodder of hobgoblin tribes and the Vinci war bands. A goblins instinctive urge to bond with a strong leader means the charismatic Vinci warlord lures hordes of green skins to their banner.



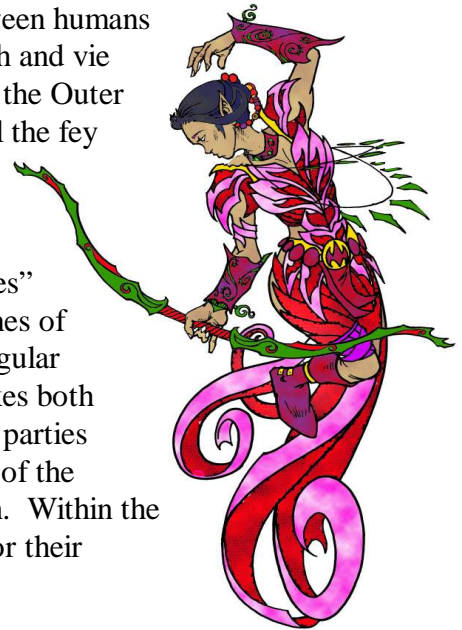
THE SOUTHERN REDWOOD FORESTS: QUA-LIEN LAND

The South (or Qua in elven) is a land of massive redwood trees. It is the home of the Eladin (or Qua-lien which means “Southern Mage” in elven). The Qua-leen use their natural teleportation abilities to move from cover to cover and confuse their opponents. Arcane power is highly prized by the Qua-leen. The most powerful spellcaster among them is always the leader of their nation. The Qua-leen love the color red and incorporate it in all their crafts. They are well known perfectionists and they try to introduce an element of art in every thing they do. The Qua-lien are often accused of arrogance and elitism since they tend towards extremely formal manners and tend to hide their emotions. Qua-lien are easy to offend and follow very strict traditions of curtsy and propriety.

Qua-lien country has the largest population of all the fey countries within OZ with numerous small villages and towns. Many make their homes in the tree tops or inside massive hollowed out trunks. Qua-lien Country is famous for its enchanted crafts and most residents make extensive use of magic. The ruler of Qua-lien Country is the Red Witch who is the most powerful female spell caster in the region. Many magic users vie for this title and magical duels are common. Her personal body guard is entirely composed of 100 young women trained in war and magic. Red is the universal color of the Qua-lien for their clothes and buildings as well as much of the flora and fauna of the country.

OUTER ZONE: SOUTHERN FRONT

Qua-lien Country has been the site of the greatest battles between humans and fey. It is here that the two opposing cultures directly clash and vie for supremacy. The Qua-liens have the largest fey army of all the Outer Zone territories and they have repeatedly attempted to rally all the fey nations into driving the humans out of the O. Z.. So far their efforts have been in vain due the heavy entrenchment of the Emerald Army. Due to the valor and stubbornness of the Qua-liens they have earned the nickname of the “Fighting Trees” for their homeland. Many beast races shelter under the branches of the redwoods and the Qua-lien often make use of them as irregular infantry. Unfortunately, an ancient history of persecution makes both the fey and beast races distrust each other which prevent both parties from working together as a cohesive force. Ruby is the name of the stone keep fortress manned by the Emerald Army in the South. Within the Emerald Army, Eladin are called “Quadlings” as a reference for their quadrangle homes.



GITHZERAI

The githzerai is an genetic off-shoot of the eladin. Unlike the relations of all other sub-races, the githzerai are embraced as full members of their nation and have equality within the Qua-lien. This is largely due to their performance on the field of battle from which all githzerai take pride.

THE EASTERN BLUE PEAKS: MUN-KIN LAND

The East (or Mun in elven) is a land of Blue Mountains and Verdant Valleys. It is the home of the Gnomes (or Mun-Kin for to be elusive and will hide from are artists and performers. The important to Mun-Kin than the individual. They tend towards in debate when faced by a sudden extremely close nit and serious extremely rare. The fertile of food and much of it is mountains of the region are full metals are more common in the Mun-Kin were ruled by a crushed by the arrival of the The site of the witch's death the Mun-Kin as a reminder freedom from enslavement.

Mun-Kin Land is famous communities. Natives of society and any explorers rare aberrations. Most of Land are also farmers or rarely practice magic or Land love the color blue fields of lilacs and blue yellow brick roads within their groups in Mun-Kin Land so through out the country side. the fertile valleys but also in the



“ Light Bearers” in elven). Mun-Kin tend strangers. Most are farmers, but many welfare of the community is more rights and welfare of any single group decisions and often embroiled crisis. Mun-Kin communities are crime among their own people is valleys of the region produce a surplus exported to other areas. The of iron and copper, but precious Vinci territory. A long time ago, despotic witch, but she was Great Liberator Do’Rothee. has become a shrine of sorts for of the past and a symbol of

for its stability and regulated the region have a truly ordered and adventurers among them are the other races living in Mun-Kin craftsmen who live simple lives and warfare. All residents of Mun-Kin and they have planted tremendous poppies along the well maintained country. Most races live in tight large predators may lurk undiscovered Not only do people make their homes in mountains and pine forests of the region.

AVTER ZONE: EASTERN FRONT

Mun-Kin Land has suffered the worst of all the 4 fey nations. Soon after its conquest, Emerald made a major push to secure the capitol of Mun-Kin Land. Although the Mun-Kin attempted to resist this seizure of their land they were unable to stop the conquest of their capitol. Presently many Mun-Kin are under the iron fisted rule of Emerald. They possess a puppet ruler Cheerioled, but he has little authority of his own. Mun-Kins that



are not serfs of Emerald are largely in hiding in the nooks and crannies of their own kingdom. The failure of the Mun-Kin to defend their own kingdom has led to mobilization of fey armies in other countries to prevent their own conquest. Emerald has established a fortified human city within Mun-Kin Land called Sapphire. Through this city food and raw ore is funnel into Emerald City to fuel their armies. The Armies of Emerald scornfully call gnomes “Munchkins” as a joke saying that they prefer eating to fighting.

DWARVES AND HALFLINGS

These are the new two emerging sub-races of Gnomes. They are much more militant than their forbearers and are the nexus for resistance and guerilla movements within the mountains and forests of Mun-Kin Land.

THE CITY-STATE OF EMERALD

In the very center of the Land of Oz is the City-State of Emerald. Emerald does not have a fey population but instead is filled with humans and their artificial creations. The city was founded on the utopian idea of enlightenment through industrialization. Humans are the only race that pursues the “artificer” class in Oz. The human founder of the city, Phagdrig Issac Norman Henkle Emmanuel Ambroise Diggs, was the first Grand Artificer (mistaken for a wizard by the fey). It was his genius and determination that built this jade metropolis despite his medieval surroundings. After the return of Ozma to the throne, she used Emerald City as her capital.

OUTER ZONE: EMERALD

The human conquest of Emerald a hundred years ago drove the Great Elders into deathless slumber, caused the “changeling children” mutation, and followed the mysterious disappearance of Ozma. The human descendants of the Great Uprising have become extremely militant and favor aggressive expansion of their Emerald territory. They have used the arcane energies of the Outer Zone to fuel their designs and create a massive army of “Warforged” troops. With these troops they have subjugated large swaths of the west and intend to replicate this feat to the north, east, and south. Some warforged such as the “Nickel Plated Emperor” have abandoned Emerald’s endless war of expansion and set up their own kingdoms, but most are extremely devoted to their city.

Today the Grand Artificer is a life long elected position nominated by the leading artificers of the city. The Grand Artificer’s duty is to enforce the rule of law and direct the cities armies in the conquest of the Outer Zone. The artificial constructs created by human artificers include Warforged, Saw-Horses, Clockwork Constructs, and all number of unique designs.

Emerald colored crystals abound in this city. They act as arcane accumulators which siphon the ambient magical energy of Oz and use it to power arcane devices and maintain the spells that protect the city. This green crystal design motif is replicated in everything made of ceramic, metal, or glass crafted in the City of Oz. These emerald accumulators are not naturally occurring gemstones, but are grown in vast chemical vats below the city. The clarity and consistency of grown emeralds can vary from opaque avocado glass beads to translucent green diamonds. All of Oz is familiar with these artificial stones and values them as common objects rather than jewels.

HALF-ELVES

A half-elf is the result of a human mating with an elf. Many of these fey are either born or pushed towards Emerald due to their human ancestry. Humans in general regard half-elves more positively than other fey, but they have to prove their devotion to Emerald if they wish to rise socially and economically in the Emerald city-state.

CHANGELING

Giving birth to a true “changeling” is the secret nightmare of every human mother in Emerald. Some reactionaries wish to euthanize these pale white children at birth. Radicals want to recruit them for the war effort, while their parents often encourage them to hide their true nature from society.



BEAST MEN OF THE OUTER ZONE

Beast Men are the races with a beastly humanoid form. Both the fey and humans are distrusting and contemptuous of these races. Most Beast Men live in migratory nomadic tribes that have few of the hallmarks of civilized society. They have no intertribal government, no codified legal system, and are continually feuding with each other. Most Beast Men are sport colors that match their home territories. For instance, Dragonborn from Gillikin Country are covered with purple, violet, or magenta scales.

Beast Men PC Races: Bugbear, Dragonborn, Goblin, Gnoll, Hobgoblin, Kobold, Minotaur, Orc (Half-Orc), Shifter, and Tiefling.

MONSTER MANUAL OZ CONVERSIONS

<i>This is a list of MM monsters translated into the OZ creature canon</i>	<i>Referenced by Baum Book Number</i>
Aboleth: "Swim" in the Impassible Desert	Grimlock: Hopper (Book 7)
Angels: Live in the Cloud Kingdoms	Guardian: Pumpkin Head (Book 2)
Balhannoth: Voe Bear (Book 4)	Hag: Wicked Witches (Book 1)
Battle Briar: Barking Bush (Book 8)	Horse/Donkey + Feyborn: Donkiron (B 5)
Banshrae: Thist (Book 11)	Hyena, Cacklefiend: Foxville (Book 5)
Basilisk: Bejeweled Dragon (Book 11)	Kobold: Also called a Tottenhot (Book 7)
Beetle: Highly Magnified Bug (Book 2)	Kruthik: Woozy (Book 7)
Berbalang/Harpy: Flying Monkey (B 1)	Lamia: Phanfasm (Book 6)
Boneclaw: Growleywog (Book 6)	Minotaur: Horner (Book 7)
Bulette: Rak (Book 8)	Owlbear: Kalidah (Book 1)
Dark One: Nome (Book 3)	Quickling: Wheeler (Book 3)
Demons: Infest the Deadly Desert	Rat Swarm + Demagogue: Queen of the Field Mice (Book 1)
Devils: Infest the Shifting Sands	Roper or Treant: Fighting Trees (Book 1)
Devourers: Infest the Great Sandy Waste	Rot Harbingers: Soodlers (Book 5)
Dragons: All types exist in OZ	Specter: Mist Maiden (Book 12)
Dryads: Rose People (Book 8)	Spiders: All types exist in OZ
Eidolon: China Doll (Book 1)	Swordwing: Li-Mon-Eags (Book 13)
Ettercap: Purple Spider (Book 11)	Tarrasque: Choggenmugger (Book 10)
Fomorian: Yoop (Book 12)	Vine Horrors: Mangaboo (Book 4)
Foulspawn: Patchwork People (Book 7)	Warforged Musician: Musicker (Book 5)
Gargoyle + Savage Berserker (Book 4)	Wight: Herku (Book 11)
Galeb Duhr: Hammer Head (Book 1)	Wraith: Loon (Book 12)
Giant, Death: Whimsie (Book 6)	

CHARACTER CLASSES

Characters of Oz have the same basic classes of the standard 4E D&D game. In addition, the Artificer class is available only to humans. The Barbarian class is only available to Beast Men. Finally only fey races can take the Sword Mage class.

CLERIC

The clerics of OZ do not gain their divine powers from a deity, but instead from a divine philosophy. These philosophies were established over a hundred years ago their mortal archetypes: the Great Elders. Each Great Elder has her own philosophy and approach to life. Long ago they lead others with their example. Each generation has passed on their teachings to the next. The cleric goes by a different name in Oz. In Emerald City they are churgeons, but in fey country they are called fahari. Both travel where they are most

needed. Clerics follow one the Great Elders listed below.

GLINDA OF THE SOUTH

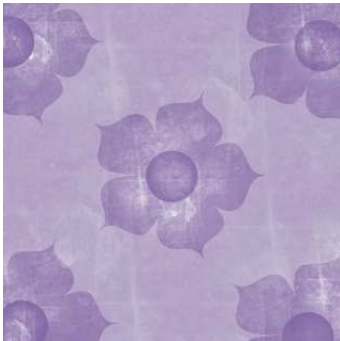
(Lawful Good)

Glinda advocates the study of magic, the acquisition of knowledge, and cultivating beauty. Her symbol is the red poppy. She is revered by the Quadleen as well as any person that values intelligence over brawn. Poetry, music, and dramatic plays reenacting the key moments of her life are common.



Her teachings include:

- Knowledge is precious. One can not take the correct action without correct information. Understanding is your greatest tool in solving problems. What will happen in the future is based on what has happened in the past.
- Arcane Power should never be misused. Only those who prove themselves worth of arcane power should be allowed to pursue it.
- Beauty is divine. Beautiful surroundings stimulate the mind and purify the spirit.



LOCASTA OF THE NORTH

(Good)

Locasta advocates the protection of the meek and the preservation of nature. She also encourages others to build sanatoriums, grow gardens, and practice the healing arts. Her symbol is the lilac. She is revered by the Gillikin as well as those that practice the healing arts. Her teachings include:

The strong should protect the meek. It is the burden of the powerful to use the abilities to prevent harm.
The land is the birthright of the unborn. Destroying the landscape hurts not only you, but all your descendents as well.
Befriend others. What you give to others will return to you ten fold.

BASTINDA OF THE WEST

(Chaos Evil)

Bastinda advocates taking whatever you want. She once ruled the Vinci tribes, but has reportedly destroyed by Do'Rothee. No body was ever found. Her symbol is a bleached skull. She is still considered by many Vinci as their greatest queen and is revered by those that ruthlessly seek power for themselves.



- Always attack first. Don't give others the chance to attack you first.

- Use whatever advantage you can gain to accomplish your goals.
- Flee to save your life so you can begin to plot your revenge.



NEROSSA OF THE EAST

(Evil)

Nerossa advocates inflicting pain and dominating others. Her symbol is the whirlwind. She ruled the Munkin until she was crushed on Do’Rothee’s arrival to OZ. Her disciples went into hiding after her fall, but her cult is finding new life as Rebel Munkin seek any avenue for driving the forces of Emerald out of Munkin Land. Nerossa is revered by those that want to be feared and like to make their enemies suffer.

Her teachings include:

- Never allow fear to master you. Make fear a weapon in your own arsenal.
- Punish others for disappointing you. People perform better if they know their life is on the line.
- Show no weakness. If others believe you are undefeatable, they will be less likely to turn against you.

EMERALD ORTHODOXY

(Unaligned)

The first Grand Artificer of Emerald City established the tenets of the Emerald Orthodoxy. He taught others to continually improve their technology, to continue to experiment with mechanics and magic, and to insure the prosperity and growth of Emerald and its residents. Emerald Orthodoxy is the guiding principle of both the civil and martial activities of the City State of Emerald.

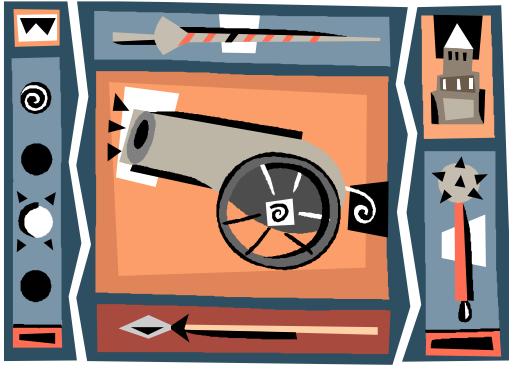


His teachings include:

- A tower must be built on a firm foundation. Emerald seeks to secure all the food, natural resources, and labor pool the need now and might need in the future.
- Progress is inevitable. Emerald believe that their own technology and philosophy will inevitably extend across OZ and so any actions they take to advance this only improves the security and authority of Emerald.
- Success is awarded by merit. Those that accomplish the most in their field of expertise deserve the most. This has resulted in an unbreakable custom of distributing resources and advancement based on seniority and patron ship.

Fighter

Fighters include both the professional Soldiers of Emerald and Color Militias of the surrounding fey countries as well as the mercenary Freebooters. The troops of Emerald are often equipped with black powder muskets and pistols and artificer built mechanized

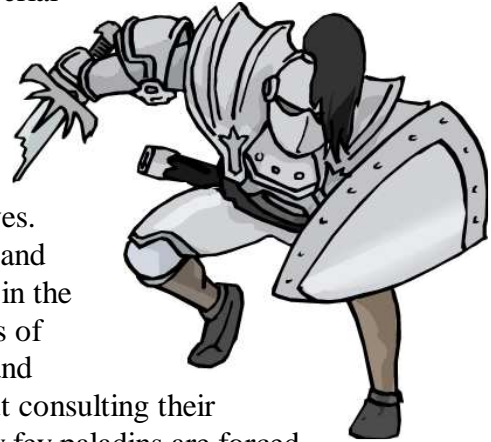


weaponry. The fey rely on the weapons and armor of their ancestors and their legacy of powerful magical artifacts.

Paladin

The paladins of Oz are the criminal investigators, law men, and ambassadors of their respective regions. Southern Pinkertons, Western Yellow Knights, Eastern Blue Shields, Northern Imperial

Justices, and Emerald City G-Men are all regional variations of this class. Their powers come from their dedication to promoting and defending the tenets of their faith. Both the fey communities and the city of Emerald need people that insure that the law is obeyed and look for criminals and political fugitives. Paladins are common in to all faiths including “wicked” and “good” philosophies. Paladins are given great lassitude in the investigation of misconduct and treachery. The Paladins of Emerald City often investigate violent crimes, treason, and smuggling. Fey Paladins are often forced to act with out consulting their superiors and mostly rely on their own resources. Many fey paladins are forced to assume the rolls of judge, jury, and if need be executioner in their assigned rural circuits. The shiny armor and shields the paladin bear are emblems of their office and authority granted to them by their rulers.



Ranger

Both all the countries of Oz employ Scouts, Yellow Brick Patrollers, and Woodsmen. Many of the warriors of the fey specialize in the use of bow and arrow. Beast Men are drawn to the use of paired and double weapons. The Emerald Army has an elite group of scouts called “Musketeers”.



Rogue

Rogues are the spies, humbugs, charlatans, and highwaymen of Oz. They can work alone or in groups and favor surprise attacks. In Oz rogues are often called Shaggy Men or Jackdaws due to their tendency to wander and their thieving ways. All the rulers of Oz have to defend against theft and calamity from these trouble makers, and many actively recruit rogues for their own schemes. All rogues are proficient with black powder pistols.

Warlock

A Warlock in Oz is a spell-caster that is born with the gift of magic. Unlike a wizard (or sorceress), the warlock comes by his or her arcane power through raw desire rather than rote learning. A fey warlock nearly universally pursues the fey pact. The nickname for a fey warlock in the Emerald Army is a “Jinx”. Infernal and Dark pacts are common to creatures that live near and traffic with the demons and devils found in the deserts surrounding Oz and are called “Sand Combers”. Humans are the majority of star pact warlocks and often call themselves “Stargazers”.

Warlord

Humans and Fey approach warlord training in radically different ways. Fey warlords are always of the royal blood. They are trained from infancy to rule and guide others in peace and in war. Human warlords are officers of the Emerald Army. They leave “The Mint” (Emerald City’s military academy) as ensigns and work their way up the chain of command by proving themselves on and off the battle field.



Wizard

Wizards are exclusively male arcane spell-casters. Females of this class are called Witches. Both humans and fey teach wizardry to their young. Fey creatures often pass wizardry along family lines or from master to apprentice. Fey wizards often become Blood Mages and Spiral Tower Wizards. Humans have formalized schools of wizardry with the intent to produce a crop of Battle Mages for the Emerald Army and Spell Storm Mages for the Zonal Arcane Power Production Plants (ZAPPP) that fuel the electrical appetite of Emerald City.

Steam Punk Esthetics: Outer Zone has access to black powder weapons, steam engines, clockwork constructs, and various fantastical machines common to this genre.