



# VED QAYAT

BY STEVEN CHANG

SWS

## SECOND WORLD SOURCEBOOK PREVIEW

### VED QAYAT

**Description:** The Ved Qayat pose the greatest threat to security in the Northeast. Under the command of Lord Trespass they have advanced out of Nova Scotia into regions of Maine and the Waste. While still a long way from New York the major organizations of the city make certain to fund and support those who guard the borders.

**Personality:** Centuries in the Forge have hardened the Qayati heart. The Qayat practice a ruthless asceticism. Pleasure leads to loss; ambition makes one great. These principles make their society a viciously class-conscious one. A child born into the Ved Qayat has no limitations other than those she places on herself. However, she will find no sympathy for the losses or tragedies in her life. She has arrived at her station as a result of her own choices, talents, and efforts and if that station is low that simply indicates that she was found wanting. The Qayat is a matriarchal society yet they serve Lord Trespass as a result of a deal made in the Dral Retribution (described in the nearby diary). Men still have significant roles in many social activities; however, the leadership of the society as a whole falls to women. The Qayat tend to be monstrously pragmatic in almost everything they do; this can make them useful allies for short periods of time because they are at least predictable and will make a deal when it's in their own best interest, usually. The exception comes when you have stoked their temper too long with too much. When that happens even Lord Trespass can't reign the Qayati in. Keep in mind that the Qayati discipline exists to temper the Qayati passion.

**Physical Description:** The Ved Qayat have human,

somewhat Hispanic, features and span human heights and weights. The Qayati skin has a metallic, coppery sheen acquired from centuries in the Forge. Particular Qayat may have a slightly more or less brassy coloration to their skin. Qayat men can have thick facial hair though many like to stay clean shaven. Qayati women frequently wear their luxurious hair long; the weight and sharpness of it mean that it can actually be used as a weapon by the well-trained. Qayati hair, like their skin, has a metallic sheen though the coloration covers a much wider range. Dark black hair is common but so are metallic colors such as silver, brass, and gold (or mixtures thereof) or oxidized-appearing colors such as a bluish-green copper. Qayati eyes also have metallic coloring, silver and gray being most common. Qayat live somewhat short lives; the atmosphere of the Forge takes its toll on their health, corrupting the very essence of their species. Few Qayat live past the age of 70. They come to maturity at the same age as humans though.

**Relations:** The Qayat see other races as inferior, but, other than that, have nothing in particular against any of the other races. Humans are variable enough that it's best to handle them on a case by case basis. Elves are pretty close to useless. Orcs are a mess. Gnolls make good allies. The orca are too potentially dangerous to let live. And so on. When the Qayat deal with other races remember that they are not snobs, but they are impatient; if they don't respect someone or have grown bored with the conversation they'll simply move on and ignore the person. A kind of casual inconsiderateness marks Qayati dealings with others.

**Alignment:** You do not spend centuries serving Lord

## FRAGMENTS OF QADIRA D'RAL'S WAR DIARY (CIRCA 1556 CE)

...To say I hated the man would do an injustice to the word. My blood burned at the sound of his name and my sisters smoldered in silence as we marched toward the Paq Olqinus Gate. What he had done to us could not be undone, could not be apologized for, could not atoned, not without pain that is. And we, the Ved of the Qayat basin would extract that pain in droves. Hell would not shield him from us.

The fight for the gate went better than expected. Thayd's forces had lost courage over the past months of our campaign and abandoned him. The lessons we have learned in this war: harden yourself against pain and pity; ruthlessness wins battles; ruthlessness brings fear; fear wins wars. All one needs is the will to see what one starts through to the bloody end. Nasira, my blood sister since the Eitan Dune Sea, broke her back during last night's fighting. I saw her lying on the red rock of the crater floor, her face twisted slightly but her eyes turned to the purpling sky of dawn. She would not be able to go with us into the gate, Thayd had retreated to hell, or at least some part of the Forge that looked like it. She asked me to kill her and I did so. All one needs is the will, and the fear of course.

I sit now on the basalt shards overlooking the black iron fortress of Dalos. Thayd and the remnants of his army have taken shelter inside under the guardianship of Lady Dalos the Stolen herself. I hear he has promised her Mars, all of it, should they survive us. To get here to the shards I had to deal too, with Trespass. We'll end this tonight.

Trespass without some of him rubbing off on you. The Qayat practice discipline and believe that justice must matter above all else; but their moral coda and system of justice has been corrupted over the centuries to value ambition and the acquisition of power through proscribed means. Most Qayati will be lawful evil, certainly most in any position of power. Rebels, though, often rebel against the entire system, becoming chaotic good; some of these rebels have even developed a special quasi-monasticism that embraces change.

**Ved Qayat Lands:** The Ved Qayat currently occupy Nova Scotia. The landscape here remains withered and blasted from the Quebec Incident, but the Qayat have little problem with harsh landscapes. Ever the pragmatists, the Qayat simply live in occupied houses or camp out. Most Qayat have permanently left the Forge now but they still occupy and run the Dalos Fortress. Qayat cities demonstrate the Qayat pragmatism; many are laid out in convenient geometrical patterns and can seem somewhat sterile. However, the Qayat have a love for gardening (rock gardening as well) and their gardens can be exquisite pieces of minimalist art.

**Religion:** Trespass provides the channel for most Qayati clerical power; this helps him to retain his position, as does the promise of wealthy lands in North America. Some Qayati matriarchs have formed a small cult serving Mistress Evseeskaia, the wolvern, of the Lightning Wall; Trespass has devoted considerable effort to rooting this potential rebellion out but the effort he expends on that detracts from his ability to advance out from Nova Scotia.

**Language:** The Qayat language sounds like a cross between Hebrew and Arabic. The script though lacks the flowing quality of Arabic lettering, instead consisting of sharp, jagged letters, an alphabet made for carving in stone.

**Names:** The Qayat choose simple but symbolic names for their children, hope, peace, justice, intelligent one, and so on. Simple words describing the aspirations the parents have for their children. To produce a full name present the given name first, then ved (for a daughter), then the mother's given name. For example, Chaya's daughter, Ilana could have the full name Ilana ved'Chaya. The space between 'ved' and the mother's given name can just be a space, or one may put a dash or apostrophe there. For sons use the connector, 'dal', and the mother's given name.

**Male Names:** Amir, Chanan, Dov, Eitan, Gilad, Idan, Nir, Oren, Shai, Tamir, Akil, Asad, Dharr, Fath, Ghazi, Husam, Jabbar, Khaldun, Mazin, Numair, Qays, Saqr

**Female Names:** Aviv, Chaya, Eliana, Hadar, Ilana, Levana, Nava, Shalva, Tamar, Akilah, Bahira, Dalal, Farah, Ghaniyah, Intisar, Karida, Malika, Nasira, Qubilah, Rashida, Sahar, Tahirah

**Adventurers:** The Ved Qayat present one of the greatest threats to peace and liberty on the North American continent. That means players are bound to want to play one. Plenty of reasons can be given for why a Qayat might exile herself from the community; Lord Trespass' draconian rule (and the fact that

Trespass is a male beneath all that fire and brimstone) grates on many of the Qayat. Other Qayat may question the values given to them by their society and seek to explore other possibilities. Even faithful Qayat may simply desire a new method of increasing their skills, advancing their interests, and thus achieving the Qayat definition of success.

#### VED QAYAT RACIAL TRAITS

- +2 Dexterity, -2 Constitution, -2 Intelligence, +2 Wisdom; the Qayat embrace a mixture of discipline and passion, inclining them towards the more creative and spiritual, rather than analytic, endeavors.
- Medium Size: Ved Qayat receive no special bonuses or penalties due to size.
- Ved Qayat base speed is 30 feet.
- +2 Armor bonus and +1 natural armor bonus due to their slightly metallic skin. They may also take the Second Forging and Third Forging feats. Note that the Qayat gain an armor bonus; this does not stack with other armor bonuses (such as those gained from chainmail, a shield, or *bracers of armor*).
- Automatic Languages: Common and Qayati. Bonus Languages: Dwarven, Elven, Gnome, Infernal, and Orc.
- Favored Class: Monk. The Ved Qayat have a natural inclination to discipline and asceticism. Their talent also allows them to take other class levels after advancing as a monk and then return to choosing monk levels later.

#### SECOND FORGING [GENERAL, RACIAL]

The Ved Qayat call their birth the First Forging; this brings them into the world and the violence of childbirth hardens them for the conflicts they will face in the future. Many Ved Qayat undergo special rituals later in life called the Second and Third Forging. They must prepare for these which requires both skill, life energy, and material components. The ritual for the Second Forging requires that molten iron be poured across the skin of the Qayat; after this their natural toughness is significantly enhanced.

**Prerequisite:** race is Ved Qayat.

**Benefit:** Acquiring this feat requires a ritual that costs 9 influence points (9,000 gp) and 720 experience points. After the ritual your racial armor bonus increases to +4 and your natural armor bonus increases to +2. You

may enhance this ability to granting a +6 armor bonus and +3 natural armor bonus by spending an additional 15 influence points (15,000 gp) and 1,200 experience points. You may do this at any time.

#### THIRD FORGING [GENERAL, RACIAL]

Qayat that have undergone the Third Forging are called “thrice forged.” These are the Qayat of legend. The Third Forging ritual is much like the Second Forging ritual but the Qayat pours steel over her skin instead of iron.

**Prerequisite:** Second Forging (enhanced); race is Ved Qayat.

**Benefit:** Acquiring this feat requires a ritual that costs 21 influence points (21,000 gp) and 1,680 experience points. After the ritual your armor bonus increases to +8 and your natural armor bonus increases to +4. You may enhance this power with a ritual costing an additional 27 influence points (27,000 gp) and 2,160 experience points. This raises your armor bonus to +10 and your natural armor bonus to +5.

## LEGAL NOTICE

Written and designed by Steven Chang  
(sppeters@optonline.net)

Second World Simulations  
5 Red Cliffe Ave, #1B  
Highland Park NJ, 08904  
www.Second-World-Simulations.com

This printing of **Masters of Arms Draft Preview** is done under version 1.0a of the Open Game License and the draft version of the System Reference Document by permission from Wizards of the Coast. Subsequent printings of this work will incorporate final versions of the System Reference Document.

‘d20 System’ and the ‘d20 System’ logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of this License can be found at [www.wizards.com](http://www.wizards.com).

‘d20 System’ and the d20 System logo are Trademarks owned by Wizards of the Coast and are used with permission.

Requires the use of the Dungeons & Dragons(R) Player’s Handbook, Third Edition, published by Wizards of the Coast(R)

Dungeons & Dragons(R) and Wizards of the Coast(R) are Registered Trademarks of Wizards of the Coast, and are used with Permission.

**Permission to Reference:** You may, at your option, include the following text in either marketing materials or a product:

“Requires the use of the Second World Sourcebook published by Second World Simulations.”

You may also include, as often as you want, the following text in a product:

“The abbreviation, 2WCS, is used for the Second World Sourcebook, published by Second World Simulations.”

If you elect to include either of the above references you must also include the following legal text in a reasonably legible font, point size, and color:

“The Second World Sourcebook and Second World Simulations are trademarks of Steven Palmer Peterson.”

**Designation of Product Identity:** The following items are designated as Product Identity in accordance with Section 1 (e) of the Open Game License, versions 1.0a: Any and all Second World Simulations logos and identifying marks and trade dress, including all Second World Simulations Product and Product line names including but not limited to Second World Simulations, The Second World Sourcebook, Masters of Arms; and all artwork, symbols, designs, depictions, illustrations, maps and cartography, likenesses, poses, logos, and graphic designs except such elements that already appear in the System Reference Document and are already Open Gaming Content by virtue of appearing there. The above Product Identity is not Open Game Content.

**Designation of Open Content:** Subject to the Product Identity designation above all text portions of **Ved Qayat Preview** are designated as Open Gaming Content.

Some of the portions of this work which are designated Open Gaming Content originate from the System Reference Document and are © Wizards of the Coast, Inc.

All contents of this work, regardless of designation, are copyrighted

year 2002 Steven Palmer Peterson. All rights reserved. Reproduction or use without the written permission of the publisher is expressly forbidden, except for: the purpose of review, as noted in the Permission to Reference, or use consistent with the Open Gaming License version 1.0a.

Second World Simulations and The Second World Sourcebook are trademarks of Steven Palmer Peterson. All rights reserved.

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

This material is protected under the copyright laws of the USA. Any reproduction or use of the non-OGL material or artwork contained herein is prohibited without the express written permission of Steven Palmer Peterson except as noted in the Permission to Reference.

Copyright © 2002 Steven Palmer Peterson

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described

by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

**Open Game License v 1.0a** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document** (Draft Version) Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

**Ved Qayat Preview** Copyright 2002, Steven Palmer Peterson.

END OF LICENSE