

# The Battle for Kryn

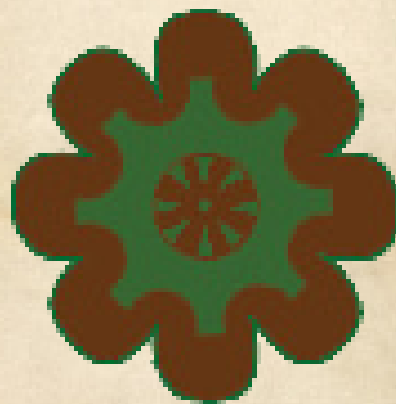
The Kryn region is home to three large groups of people. While each land is unique and different, all three societies can trace their ancestry back to tribal days where they were all one people living near the Gulf of Bastine.



Over time, the tribal society of Bastine was split assunder by three charismatic chieftans. Chieftan Raal believed that in order for his people to truly prosper, they must abandon the tribal traditions and study the natural world of Kryn. This was a direct front to Raal's rival, Ducell, who believed that only through mystic tradition, could his people achieve greatness. The two factions fought bitterly, and open violence began to become prevalent between the people of Raal and Ducell. The Eldest Chief Vastoh decided that the tribes should separate themselves to prevent further bloodshed, thus marking the beginning of the Kryn Scism. Each of the three peoples ventured from the Gulf of Bastine in different directions, and soon the nations of Raal, Ducell, and Vastoh were founded.

The forces of Raal moved North, moving along the planes following rivers towards the Northern Peaks of Kryn. Once they reached the mountain range, they decided to head west, hoping to find better land for farming. As they traveled, the scribes took careful notes detailing the world around them, and postulating as to why certain phenomena occur. Eventually, long after Raal's death, his tribe reached a fertile delta situated at the mouth of a raging river and feeding into the sea. There they founded their capital city, Al-Raalca, named for their chieftan.

The first buildings built at Al-Raalca were places of learning. Schools, libraries, and laboratories were all of primary concern to Raal archetets and city planners. Through their constant research and logical postulation, The Kingdom of Raal quickly became an industrialized powerhouse in Kryn.



The Official Seal of Raal

Meanwhile, the tribes following Vastoh headed west, towards the coast of what would soon be The Central Empire. Their capital was placed in a natural harbor, from which merchants and traders could easily ship their products. The Vastoh people soon began to realize prosperity did not have to come through fighting, but could be gained through trade and diplomacy. The Vastoh have great pride in their capital city of Port Kastone, Kryn's oldest trade center.

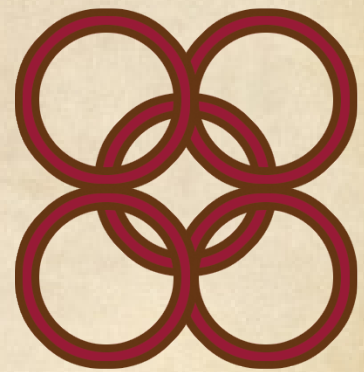
Even though the Vastoh maintained positive trade relations with the other nations, they were still seen with distrust by the people of Raal. Because Vastoh traders would accept mystical stones, incenses, and other exotic currency from the Ducell, the Raal believed that the Ducell held a more favorable place within the Vastoh trade system. Claims against the alleged favoritism were filed by many of the Vastoh merchant guilds, but to no avail. As the pressure to stop Vastoh from supplying Ducell with resources increased, raider forces bearing Raalian markings began to be spotted attacking supply caravans along the Raal/Ducell border. This prompted the, originally pacifist, merchants to militarize forming the first Vastoh Defender Legions. These former-traders began to acquire the necessary weapons, armor, and munitions from Ducellian alchemists in return for their protection against the Raalian raider parties.

Little is known about the mystics of Ducell. They headed west, and set up a series of small towns and shrines. Villagers are very selective of their visitors, and only those the Ducell trust are permitted past the town's gates. However, the trade agreements proposed by the Vastoh persuaded the alchemists

to prepare weapons and armor, in return for their protection from the Raal. The Raal, however, viewed this trade agreement as a formal alliance, and declared open war on Vastoh, and the Kryn region would never be the same.



The Shield of Vastoh



The Rings of Darcell

*Raal's military forces are made of some of its finest minds. Each soldier is trained in the sciences of biology, mechanics, physics, and mathematics; in addition to martial discipline and tactics. As a result, Raal's forces are made up of engineer-soldiers, who are much more hearty than those of Vastoh.*

*Scouts: AP:6                      HP:80                      Armor:15*

*The Scouts of Raal wear the standard Raalian armor made of a series of metal plates held together by leather straps. They are armed with single-shot steam rifles and function as forward spotters for other forces. Scouts are chosen from the smallest, and most spry, soldiers within Raal's ranks. Their decreased size makes these Scouts some of the fastest runners in Kryn. However, their lack of muscle mass, and light armor means these Scouts are unable to withstand heavy attacks.*



*Dirvish: AP:5                      HP:115                      Armor:0*

*The Dirvishes are Raal's melee force. Decended from the Bastillian hunters of yore, these warriors employ both blades and pistol variants of the Scout's steam rifle to dispatch foes. Dirvishes usually charge head-first into the thick of fights, looking to strike at the weakest point in the enemy's defences.*

*Sniper: AP:5                      HP:115                      Armor:0*

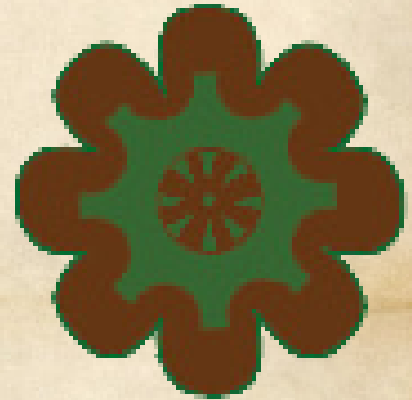
*The snipers in a Raal force are usually promoted from within the Scout ranks. These elite marksmen have elected to forgoe their quick movements for precise fire. Their reduced movement speed does little to limit their effectiveness in combat, as even the quickest scout cannot outrun a sniper's rifle.*

Assault: AP:4      HP:130      Armor:60

Assault soldiers in Raal are usually seen following close behind the Dirvishes. Equipped with Scatter-shot cannons, and wearing much heavier armor, the Assault forces seek out the highest concentration of the enemy, and bombard them with sharpnel. Unfortunately, the added weight of the weapons and armor, means reduced mobility for the Assault forces.

Healer: AP:3      HP:110      Armor:80

Trained in the use of chemicals and herbs, and being well versed in biology, the field medics of Raal could be considered Doctors anywhere else in Kryn. These military healers are also some of the most fit soldiers in Raal. Believing their own bodies to be necessary to heal their comrades, the Healers train just as hard, if not harder than the other Raalian forces, and also wear heavy armor for additional protection.



Demolition Corps.

AP:3      HP:100      Armor:140

Carrying the most destructive weapons in the Raal arsenal, the Demolition corps are the sledgehammers of the Raal military. Equipped with the heaviest armor available and steam-powered rocket launchers, the Demolition forces of Raal are slow and ponderous warriors who prefer to find a firing position and stay put, rather than quickly advancing into a swarms of enemies.

Vastoh's military dogma believes that the army with the best gear is the one who will win the most battles. As Vastoh's military has it's roots in trade, they hate to buy things twice. Durability is prized over destructive power in the Empire. The Vastoh Merchant Defense Legion is usually seen wearing thick coats of Iron thread developed by the Ducell. These coats are light, allowing the wearer almost complete freedom



Pathfinders: AP:5 HP:95 Armor:40

The Pathfinders are slightly less mobile than the Scouts of Raal, but are far more protected, meaning they can fulfill a greater role in assault actions. The Vastoh Forward Reconisance forces reap the most benefit from the iron-thread coats provided by the Ducell, as a Pathfinder can withstand attacks that would leave a Raal Scout dead.

Duelists: AP:5 HP:95 Armor:40

The melee forces of Vastoh are comprised some of it's oldest, and most affluent, families. Throughout Vastoh, arisotcratic nobles dueling were a commonon occurance. Following Raal's declaration of war, these skilled swordsmen were the first to take up arms in the defense of Vastoh. Their protective coats and skills in combat make the Vastoh Duelists some of the deadliest fighters in all of Kryn.

Snipers: AP:4 HP:80 Armor:40

According to Vastoh traditions, aristocratic traders were also expected to be expert hunters. The Merchant Defense officers who chose to sit back and defend their trade caravan from raiders at a distance, were natural choices to be the first Vastoh snipers. These officers quickly aquired the most accurate weapons they could, and doned protective iron-thread coats. The Vastoh snipers favor slightly more agressive tactics than the Raal, and are more heavily armored.



Blasters: AP:5 HP:100 Armor:80  
*These soldiers of Vastoh who carry the scatter-cannons are known as Blasters. Wearing heavier armor than the Pathfinders and Duelists, the Blasters are a perfect addition to any unit of light armored forces. Vastoh Assault forces usually try to pick off the weakest units first, leaving the more heavily armored enemies to the Demolishers and Snipers.*

Medics: AP:3 HP:110 Armor:80  
*The medics of Vastoh utilize the unknown powers of the Ducell mystics to heal the wounded. Able to heal themselves, and wearing heavy iron-thread coats, medics are the most durable soldiers in Kryn. Unable to do very much damage, the medics tend to wait until they are most needed before charging into a fight.*



Demolishers: AP:3  
HP:100 Armor:140  
*The demolition forces of Vastoh focus on delivering the most damage to their heaviest armored foes. The Demolishers actively seek out targets that other forces are too weak to destroy. However, the weight of their armor and rocket launchers means that the Demolishers are best suited to striking enemies who are in a poor position to return fire.*