

Chronicles of Eioss: The Last Dragoon

Synopsis

Characters (in order of appearance)

Kray Vendack

A big, burly man of 45, Kray is the muscle behind the *Breath of Dawn's* ragtag crew. A superior marksman, Kray was once a soldier in the Dai'Karian militia. Beyond that, not much is known about him, as he tends to be a man of few words. He does have a somewhat benevolent nature, but it's usually buried beneath his gruff exterior.

Dash Yoko

A 37 year old Retsuka (creature like an anthro-weasel) with a shadowy past, Dash is unparalleled in stealth and espionage. Ironically, he suffers from a severe lack of patience. He's good with his hands and proficient with guns, but prefers working with knives. Dash is driven by a seething hatred for the Ra'hadi, presumably having lost family when a terrorist attack left much of Valencio in ruins. Despite the natural clash of their personalities, Dash and Kray work well together as a team.

Tatyana Ah'naar

At 19, Tatyana is the youngest daughter of Rahj Ah'naar. Like her father and sisters, she possesses powerful magic, but has yet to learn to fully control it. Despite being young and optimistic, Tatyana has a shrewd perception of behavior and is not easily deceived. Her personality is strangely down to earth for one of nobility, although she still has a lot of maturing to do.

Rahj Ah'naar

High Priest of the immortal Magi Order, Rahj has lived uncounted years and has spent many of them striving to protect the Tower of the Magi from the Ra'hadi. Rahj has a longstanding relationship with Vivon DeSoto and often enlists the services of the *Breath of Dawn* in the ongoing war. Rahj commands powerful magic and has wisdom beyond the ages. His prophecies are not always readily understood, but should never be ignored.

Kelson Arwhi

The main protagonist of the story, Kelson is a 22 year old half-Scion (like an elf) with an adventurous spirit and a variety of talents. Young, arrogant and impulsive, he often gets himself into more trouble than he can handle. Always seeking adventure, Kelson has been part of the crew of the *Breath of Dawn* for the past two years. His personal passions include swordplay and racing jet bikes.

Juan Phoenix

First officer on the *Breath of Dawn* and Kelson's personal mentor, Juan is a 34 year old man skilled in metallurgy and the manufacture of custom firearms. While his benevolent nature usually shows in his actions, Juan struggles with personal demons from his past and has been known to exhibit a particularly violent temper. While he enjoys a good conversation, he'll only reveal so much about himself.

Lux Indigo

Daughter of Verona Indigo, Lux is a 24 year old woman with a serious attitude. Her skills with weapons and piloting have earned her renown among the *Breath of Dawn's* crew, but with her abrasive personality she tends to step on a lot of toes. Lux tends to butt heads with Kelson more than anyone, although she seems unusually fond of Juan.

Vivon Desoto

Soldier of fortune and ex-Dai'Karian military, Vivon is Captain of the Corsair class blockade runner, the *Breath of Dawn*. Like Rahj, Vivon has lived through the ages and fought in many wars. A natural leader, Vivon is a patient man with solid control on his emotions, even in the face of imminent death.

Zel Deiban

A 28 year old Kitsu (creature like an anthro-fox) with a thick drawl and a jovial outlook on life, Zel is the *Breath of Dawn's* talented engineer. While his personality may seem overly simple, Zel is in fact quite intelligent and a keen observer. His being frequently overlooked, coupled with his heightened hearing ability often allows him to gather

intelligence unnoticed.

Prologue

Under the merciless Ra'hadi sun, Dash and Kray rest on the porch outside a way station, waiting for a contact they were assured will arrive. Impatient as usual, Dash complains about various things to pass the time. After several hours, the contact finally arrives.

Chapter I

Tatyana has a nightmare where she sees a man tried and executed, as far as she can tell. After telling the dream to her father, he says that it was a vision of something that had happened long ago. He also informs her that there will be a ship arriving later that week, and she will be on it when it leaves.

Chapter II

As the Breath of Dawn makes its way over the Mej'rahad, Kelson is excited about his first actual trip to the Tower of the Magi. After landing at the tower, Vivon enters with Kelson, Juan, and Lux in tow. In the Council Chamber, Kelson comes face to face with Rahj Ah'naar, the high priest of the Magi. Rahj asks Vivon to take Tatyana under his care, but Vivon is concerned that she wouldn't be safe enough on his ship. Rahj informs Vivon that Tatyana's fate will be intertwined with a member of his crew. He then turns to Kelson and addresses him "Starchild". Kelson is taken aback that Rahj should recognize him as part Scion. Rahj asks Kelson if he will protect Tatyana, and Kelson agrees. Rahj then bid the group to stay for some refreshment before departing.

Chapter III

As the crew makes ready to leave the tower, Kelson shows Tatyana to Lux's cabin, where she'll be staying. Tatyana inquires about her father addressing Kelson as "Starchild", and Kelson shows her one of his slightly pointed ears. He still can't figure out how Rahj knew he was part Scion, and Tatyana remarks that he has "the light of the stars" in his eyes. Their conversation is cut short as the Breath of Dawn is attacked by Ra'hadi fighters not long after leaving the safety of the Tower. Taking their respective positions at the gun turrets, Kelson and Juan are able to fend off the attack. Once clear, Vivon instructs Lux to take them to the appointed rendezvous point where they will wait for word from Dash and Kray.

Chapter IV

Having tracked their contact from the way station to a hidden cave, Dash follows him in at a distance through the dark maze of tunnels while Kray stands watch outside. Using his stealth and tracking skill, he follows the man's scent to an open room with a high ceiling, and four other Ra'hadi gathered around a table. Creeping up along the ceiling, Dash attacks the group from above and slays all but the youngest of them in moments. The Ra'hadi boy speaks common, so Dash demands the map he and Kray are searching for. After rummaging through a cabinet, the boy produces the desired item and leaves it on the table. Taking the map, Dash calls Kray on his earpiece and turns to leave, before turning around and executing the boy with his pistol. Kray questions why he killed him when he emerges from the cave, pressing that he was just a boy. Dash replies that he was Ra'hadi, and that was reason enough.

Chapter V

With the Breath of Dawn resting atop a mesa, the crew sits on the bridge, keeping lookout for Dash and Kray. Lux makes a comment about traversing the Shadowlands at night, which spawns a conversation on the subject. Tatyana mentions her father having said that no one traveled the Shadowlands at night. Vivon adds that there had been reports of "dark terrors" many years before. Kelson spots Dash and Kray coming first, then decides to go topside when they come on board. Tatyana follows Kelson up to the sky deck, where he is watching the energy barrier that seals off Ein Magra from the rest of Eioss. Tatyana notices Kelson's hair glowing and they discuss Scions and immortality, including the mysteries behind Vivon and her father. Zel comes up for some fresh air just before Kelson retires.

Chapter VI

The Breath of Dawn enters the Shadowlands the following morning, and sets down at the edge of a foggy valley. Vivon sets out with Kelson, Kray, Juan, and Tatyana. Tatyana uses her magic to lift the thick fog, revealing the ruins of an ancient city. As they walk through the ruins, Kray notices markings that look Kha'luan, but he can't read them. Vivon begins explaining that the city is a remnant from a long forgotten civilization of dragon people, the Zai'ads. Tatyana seems disturbed, sensing some foreboding presence. Vivon continues to explain how the civilization that had once flourished and ruled the skies from floating cities had fallen under the control of the demon, Bao'kor. As Vivon continues his history lesson, he leads the group into a large amphitheater. Vivon describes the place as a tribunal chamber. In the center of the vast room is a statue of a Zai'ad bound with chains on a pedestal. Similar statues adorned the walls and columns around the room. Suddenly stricken with grief and pain, Tatyana collapses. Vivon tells her that she knows what she has to do. Standing up, Tatyana uses her power to summon a ray of holy light from the heavens above. The statue begins to come to life.

Chapter VII

As the dust settles, the group sees that the statue was no statue at all, but rather a Zai'ad that had been imprisoned with a stone spell. The Zai'ad introduces himself as Shin'ryu Masurao, a Dragoon, and is distressed to learn that it's been six thousand years since he was imprisoned, and he's the only Zai'ad left alive. Vivon informs Shin'ryu of the situation with the Magi and Rahj. Shin knows Rahj, which comes as a shocker to Kelson. Their conversation is suddenly interrupted by a horrific scream, echoed by others. Within minutes, hordes of hideous, rampaging creatures spill into the room, surrounding the group. The group fights with their guns as the creatures close in, but there are too many to make a difference. Shin'ryu comes to life and lets out a scream, which stuns the creatures and sends them running for cover. Those that don't escape are slaughtered as he takes flight and falls upon them with deadly speed. Once the room is clear, he thanks the group for releasing him and pledges his devotion to their cause.