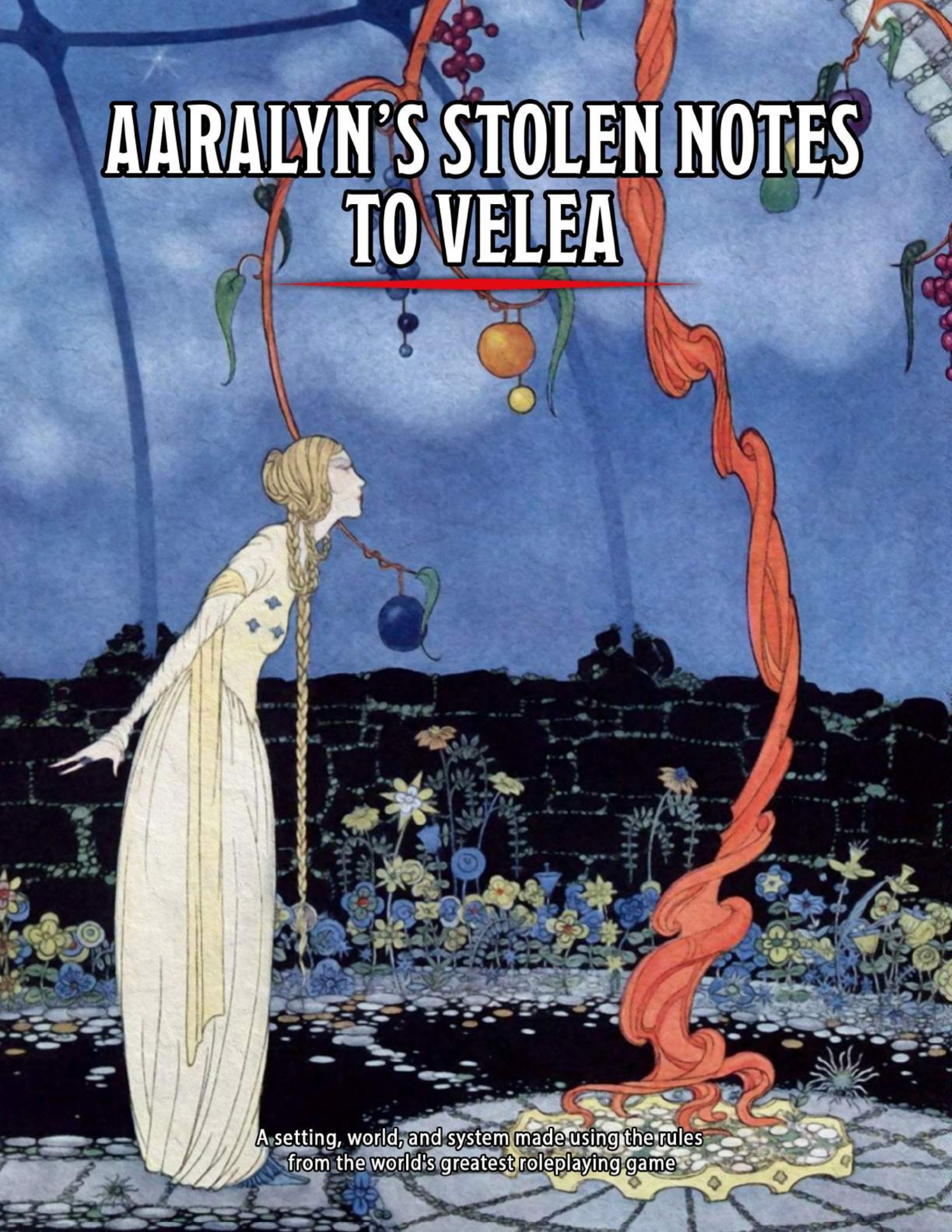
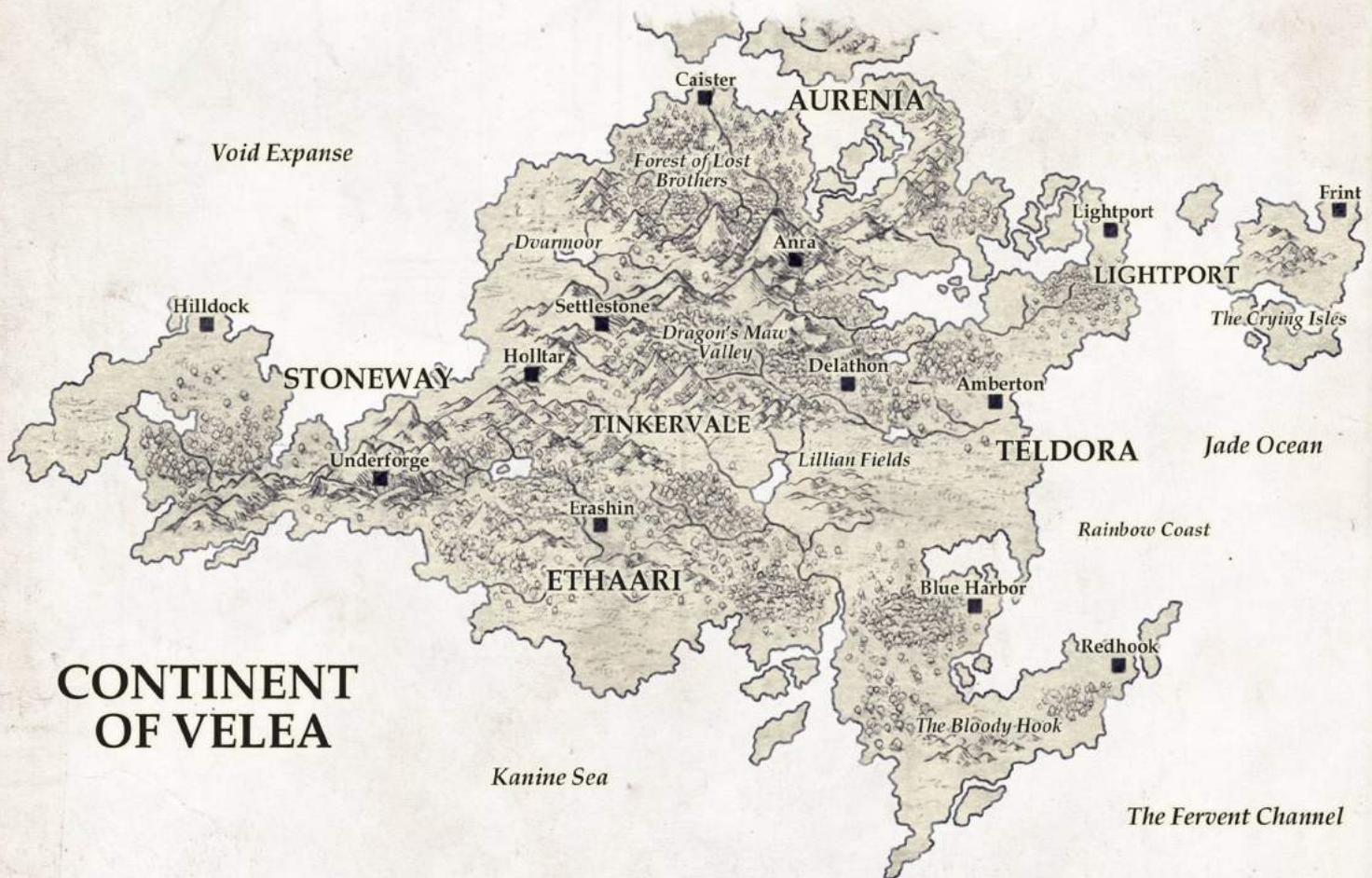


AARALYN'S STOLEN NOTES TO VELEA



A setting, world, and system made using the rules
from the world's greatest roleplaying game

AARALYN'S STOLEN NOTES TO VELEA



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People to Thank: To my wonderful friends who are willing to put up with me through this crazy endeavor. To the cast and team behind Critical Role who introduced me to Dungeons and Dragons. To the people at Wizards of the Coast who continue to improve on what has become my favorite hobby. To the authors of the dozens of fantasy books I've read throughout the years, all of which have helped me improve as a storyteller and fueled my craving for fantasy.

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And thank YOU for reading this. It means more to me than you can possibly know.



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And of course [/r/UnearthedArcana](https://www.reddit.com/r/UnearthedArcana) and all the wonderful people over there whose creativity spurred me into making this document.

ON THE COVER

Virginia Frances Sterett illustrates a disguised Aaralyn Quinn inspecting a Dreamtree, grown in a garden of the illusive Navigatorium monastery. Being a spy and infiltrator, Aaralyn commands a large group of thieves and informants, and she uses them to learn of the people she plans to rob. Only, Aaralyn has no interest in jewels or coin. She instead seeks information. She craves the secrets best left in the shadows, and she is a master at both acquiring and protecting them. The possession of this information makes Aaralyn one of the most notorious and hunted criminals in Noroth, and legends have it that if secrets were a currency she would be the richest woman in the world.

Disclaimer: Aaralyn does not care much for sharing her secrets with anyone, so this information being out and about is actually quite a miracle. And she has ears everywhere. Literally. She had a dark period where she cut people's ears off and nailed them to a wall if she thought they weren't paying attention during her briefings... Alright, that's just a story, but she might not be opposed and I don't particularly want to find out.

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CHANGELOG

PREFACE

I got it! Bless the gods above and below, I actually got it. Surprisingly easy, in fact. Had to gain entry first, and it seems Aaralyn has a strange fascination with spike traps and pit falls. Nothing I couldn't handle, of course. Then there were her geons, but a bit of poison in their wine made them easy pickings with my dagger. And then the book was just lying there. It was almost too easy.

The secrets in this book are something to behold, let me tell you. Apparently, there's a living Naleeran heir, can you believe that? It's no wonder people fear Aaralyn if this is the sort of information she has lying around.

This book will make us rich, friend. The blackmailing options alone...

Until we meet
Lannery Witts

ABOUT THIS BOOK

The content in this book was made to act as a companion for my players as they traveled through my homebrew world, Noroth. As the amount of information became more and more vast, more and more pages were added to the document, along with races and subclasses unique to Noroth.

Though the information in this work is unique to this setting, much of it can be used in other worlds as well. Some subclasses and races may fit better than others, but you are free to use as little or as much as you wish when creating your own fantasy worlds for your players to enjoy.

Thank you so much for reading.

Hello. It seems you have found my notebook. Rather impressive, isn't it? There is so much information in the world held by very cowardly people, and cowardly people is something I understand quite well. Impatient people too. If you are reading this, the arcane protection on the book was most likely set off and you found this in the hands of a corpse. Unfortunate. Whoever they were, they will most likely be missed.

Before you go on to read this tome, know that the secrets in these pages are known by very few people. As is the case with all secrets, the information in this book will lose its value should it become common knowledge. I deal in secrets. Profit from them. It is my way of life. Remember that nothing travels faster than news, so if the information herein should be publicly disclosed I will find out. And I will find out very quickly.

But please, don't be afraid. I don't wish you any harm at the moment. You are merely a curious soul who stumbled upon a book in the hands of a charred corpse. You should not be punished for that. But I do ask that you watch yourself from now on. In this moment, you have the luxury of anonymity. I do not know who you are, and therefore I cannot track you. As long as you reveal none of the information you find in this book, I will not be able to find you. I will not be able to hunt you down. You'll do well to remember that.

Stay safe, friend. Safe and quiet.

- Aaralyn Quinn

PART 1

Welcome to Velea



CHAPTER 1: VELEA AND THE WORLD

Between the beautiful green waves of the Jade Ocean to the east and the frothing maelstroms and storms of the Void Expanse to the west, lies a continent squeezed between its larger and less populated neighbors. This landmass is called Velea, and is home to a motley of peoples and races, all subject to the civilized government of the Velean High Council, whose members rule over the continent's affairs with a fair, but firm hand.

Velea is one of four continents known to exist in the world of Noroth, and it is home to many different peoples, humans being the most prevalent and widespread. Humans are present all over Velea, one exception being the Elven ruled country of Ethaari, a country made up of wild, inhospitable woods that can prove lethal if not approached with respect.

Both the dwarves and the elves have their seats of power in Velea, and both of these races have created great dynasties on the continent. It is also the place in Noroth where gnomes are most frequently seen, as they are near non-existent on the neighboring continents of Keefe and Uawei.

People of the Velean countries look upon adventurers with a sense of awe and wonder, dreaming that one day they might too walk the paths of exploration, and the option exists for them to do so. Veleans generally believe that remaking and rebuilding yourself is an expected rite of passage everyone goes through. Be it by transitioning from child to adult, moving from a village to a large city, or traversing the great Planar Crossway road system of the continent, everyone is expected to accomplish some sort of change in their life regarding their own character.

Velea is home to two major guilds, both of which are very open to accepting new members hoping to make a name for themselves, or simply hoping to start their life anew. The Peridot Rangers, based out of Delathon, fashions itself as the leading hunting guild of Noroth. Its influence reaches far, having multiple sister guilds and receiving contracts from all over the world. The Wayfinders are another guild, concerned less with the hunting and slaying of monsters and beasts, and are instead intent on gathering and protecting ancient relics and stories thought lost to time.

THE THREE CONTINENTS

I dream of one day setting foot on Fennkaz. Can you imagine being on the crew who found the lost continent?

— Fern Fisher, sailor

Travel between the continents is commonplace, as the trading routes between the different landmasses are both well-kept and highly profitable. However, Veleans do have a strained relationship with citizens from the other continents. Those hailing from Keefe are considered to be savage and primal. With the exception of the country, Aurenia, the continent fits that description, as it is home to clans and tribes who know little of the civilized world. Aurenia is the only country Veleans have any regular dealings with, and that relationship has recently been weakened due to Aurenia being removed

from its position of power among the members of the Velean High Council, weakening the connection between Velea and Aurenia.

The relationship with Uawei is, likewise, strained. Uawei deals and revels in its slave trade, a practice the Velean countries and Aurenia despise. Trading with Uawei is still healthy, however, due to Uawei's exceptional spice and textile trade.

When referring to the Three Continents, one is referring to the three remaining landmasses left after the War of Separation. During that war, which took place nearly a millennium ago, the fourth and largest continent, Fennkaz, was exiled to the east by the gods, never to be seen again. Any attempt at communication or travel to this lost continent has failed, and all attempts made to find the landmass have, so far, been unsuccessful.

KEEFE

Noroth's northernmost continent is one of harsh winters and biting winds. To the common Velean, people hailing from Keefe are considered brutish and uncivilized. A large part of the continent remains unexplored and hostile to travelers, most of which are Aurish scouts who bravely travel into the unclaimed, frozen lands to protect their home country from the wild, northern clans. What further separates Keefe from Velea is its people's reluctance to follow the ways of the Nonet Triumphant, preferring to pray to their own old gods.

Aurenia. The Aurish pride themselves on being a capable lot, and rightfully so. No other nation can best their claim of the ocean waves, and their skill with building and sailing ships is unparalleled. Their navy is the greatest in the world, and their government - the appointed Circle of Captains - are ruthlessly efficient when it comes to organizing and maintaining trade relations with the rest of the world. Being a meritocracy, Aurenia's previous presence on the Velean High Council resulted in multiple offenses made against the nations of both Teldora and Stoneway, as the Aurish have little respect for monarchy and never tried to hide their distaste for that particular method of government.

Froststeppes. The untamed regions beyond the Aurish borders are referred to as the Froststeppes. This is due to the near constant snowfall which covers the region, as well as the far ranges of barren territory that make up the area. Despite this hostile environment, multiple tribes travel the steppes, including orcs, goliaths, bearfolk, and some humans as well. These nomads never settle in any one place for long. A few settlements exist, but they are few and far between and are considered more as perpetual campsites than actual cities. People rarely stay there for more than a few months before feeling the need to move along the roadways of life.

Waikha. As an illusive kingdom, hidden among the mountaintops behind white clouds, little information is available about the land of the aarakocra. These royal birdfolk look down on those forced to walk on the ground, seeing themselves as superior because of their abilities of flight. Their cities are fastened on high mountains, unreachable by any means other than by air. Rank and hierarchy is everything

to an aarakocra, which is why they have consistently declined all offers to enter into communications with outlying countries. To them, humans, dwarves, elves, and most other races are inferior, and is by aarakocra law not worthy of their time and attention.

UAWEI

This continent of sandy dunes, charming pirates, and rebelling slaves, lies to the southeast of Velea. History tells of a time when Uawei was divided into multiple smaller countries, each with its own traditions and ways of life, but with the rise of the Laynarian Empire most of these cultures were lost as they were absorbed into the Empire.

Laynarian. The biggest, and technically only, nation in Uawei, is also the largest known country in the world. Founded by Emperor Ontavo Laynari in the Age of Conflux, the empire has a long and bloody history, reaching back thousands of years. Before the War of Separation, Laynarian was arguably the most powerful nation in Noroth, but when the continent of Fennkaz disappeared during the War of Separation, most of their trade relations went with it. Laynarian's main goods for trading was, and is still, slaves. However, the nations of both Velea and Keefe look down on slavery, so the goods cannot be sold there. Since the Separation, the Laynarian emperors have financed countless expeditions east in search of the lost continent in hope of restoring the trade routes that had once made them into a global superpower.

The Free Cities. Along the western coastlines of Uawei lies about a dozen cities unruled and unsupervised by any major government. These cities, especially those in the Pirate's Trine, are known for their chaotic and rather bohemian lifestyles, making them popular attractions for people with dubious intentions. The citizens of the Free Cities value freedom above all else, but the degree of freedom varies. In Goldspire, it is the freedom to pursue and chase your dreams and ambitions. In Montaigne, it is the freedom to do be unrestrained in all things, be it art, marriage, or responsibility. However, despite their name, the Free Cities are still advocates for slavery and have many dealings with the Laynarian Empire to the east.

The Shimmering Bluffs. Much like the Froststeppes, the Bluffs are wide, unexplored, and extremely dangerous to those not familiar with its treacherous nature. The desert dunes are filled with corpses and bones of unfortunate travelers getting caught in a sandstorm, as well as haunting spirits forever searching for a way out of the desert. The few cities in the Bluffs are hard to find, and with good reason. Most of them are populated with runaway slaves, fleeing their bonds from either Laynarian or the Free Cities, having settled down in the most inhospitable area they could find in hopes to stay hidden from their previous masters.

VELEA

Being both the most prosperous and the most heavily populated, Velea's culture is both varied and expansive, with a recorded history reaching back to the dawn of the Age of Conflux.

Lightport. Also known as the Land of a Thousand Faiths, Lightport is the youngest country in Velea. Named after the city state it sprang from, Lightport is seen as a sanctuary for those persecuted for their religious faiths and beliefs. It is a safe haven to practice any religion you wish, as long as that religion does not endanger innocents. One exception is the Exiled Sept, whose worship is outlawed all over the Three Continents, including Lightport.

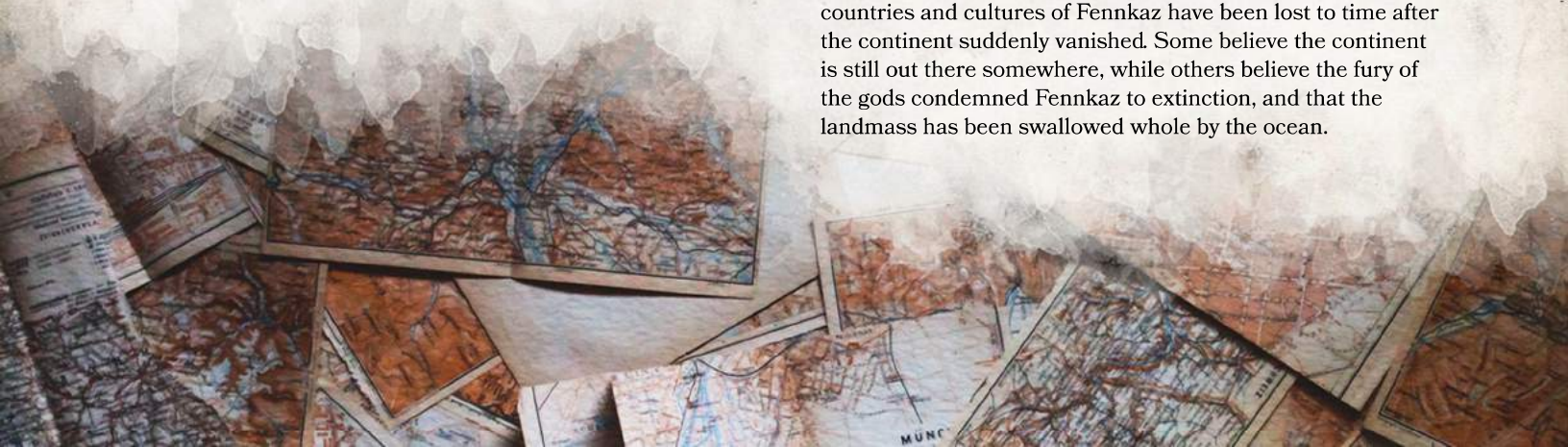
Teldora. South of Lightport lies the Kingdom of Teldora, ruled by the royal Montvey family and the other high standing nobles of their court. The nation is known for their extensive research and knowledge of the arcane, as well as their formidable skills as spellcasters and mages. Teldorans pride themselves on their magical strengths, but the kingdom lacks any real power when it comes to a standing army and navy. Until Aurenia left the Velean High Council, Teldora were not worried about their lack of defensive forces, instead relying on the associations made on the Council. This has changed in the recent years, as they have steadily begun amassing a protective army specifically for defending their nation. They have also begun researching different kinds of magic that could possibly offer aid should war fall upon the country.

Stoneway. The underground empire of the dwarves is vast and impressive, both in scale and capability. Stoneway's most major cities, including its capital, lies beneath massive mountains, and their deep mines stretch far below into the underworld. The dwarves are not too concerned with threats from opposing nations, as their defensive measures are among the best in the world and has stood protecting over their culture for millennia.

Ethaari. The sprawling Ethaari woods are hostile to those unfamiliar with its nature, and a peaceful home to the elves who have learned to live in harmony with it. Ethaari's borders are the oldest in the world, as the country has neither expanded or shrunk in the eons since its foundation. The Ethaari elves are content with their lot and do not try to expand beyond their borders, but they strike back with brutal and lethal force should anyone attempt to encroach on their territory.

FENNKAZ

During the War of Separation, the continent of Fennkaz became the victim of divine wrath. The Nonet Triumphant sealed the Exiled Sept and their followers on the landmass, before forcing the continent far away to the east never to be seen again. Any knowledge that may have existed about the countries and cultures of Fennkaz have been lost to time after the continent suddenly vanished. Some believe the continent is still out there somewhere, while others believe the fury of the gods condemned Fennkaz to extinction, and that the landmass has been swallowed whole by the ocean.



TIME ON THE CONTINENTS

Do you think they have twelve months everywhere? And seven days in a week? I hope so. That would make everything so much easier.

— Alborran Saal, Captain of the Wavedrinker

With the exception of the untamed lands north of Aurenia, all the lands of the Three Continents follow the Nonet Calendar. The Nonet Triumphant, from which the months are named after, are universally known and worshiped, so the use of their names creates a sense of unity among the nations of Noroth.

A Noroth year consists of 360 days, divided into 12 months with 30 days each. A week of seven days is also universally recognized. The months are named after the eleven individual members of the Nonet Triumphant and one additional goddess, Neyleerah, whose popularity has risen her to the same renown found with the members of the Nonet. The week days are named after the seven members of the Exiled Sept. This is done not to honor them, but instead to make sure their betrayal is never forgotten.

When referring to a particular month or date, people will say "the Month of" and then say the appropriate month. For instance, the 7th of the Month of Flowers.

HOLIDAYS

In Velea, multiple peoples and cultures exist, all with their own separate holy days or festivals. Listed below are those holidays that have become popular enough to spread all over the continent to be celebrated by many different people.

Hollyfest. Though it used to be a gnome holiday, the gleeful Hollyfest has spread to be celebrated all over Velea. In Tinkervale, where the holiday found its origin, Hollyfest was meant to be a festival of trickery and invention. The gnomes would attempt to invent something, giving it as present to another. Occasionally, this invention was simply a joke or prank, and the popularity of the tradition means that the day of Hollyfest is not only a time for ingenuity, but also a time for pranks, tricks, and jokes.

Midsummer. A grand festival held on the day where the sun stands highest in the sky, is celebrated with a day-long feast in the Month of Song, the focus of which is remembering those that are no longer present, be it a child who has left on a journey or a spouse who has passed on to the next world. When darkness falls, the black sky turns into a sea of flickering lights from fires and burning lanterns rising up towards the stars. Each lantern has been lit by someone who has lost someone dear to them or is missing a person from their life. The lantern is fashioned with a small piece of paper with a written message on it, believed to reach the person wherever they may be. The festival is often made to honor Sarno, the god of rebirth and renewal.

The Clashing. Almost immediately after the Midsummer Feast, a grand series of competitions are held in most major cities in Velea. It is a time of trials and battle prowess, of tourneys and competitions funded by the lords and ladies of the land, often with a grand prize to the winner. The holiday is referred to by many as the "Cashing" as well, due to the many bets that are made during the tournaments. Proving one's

THE NONET CALENDAR

Month Name		God
1	Stars	Candor
2	Time	Eeya
Annual Holiday: Hollyfest		
3	Crest	Darnothir
4	Sun	Sarno
5	Song	Aranei
Annual Holiday: Midsummer		
Annual Holiday: The Clashing		
6	Flowers	Neyleerah
7	Truth	Baral
8	Duty	Dovin
Annual Holiday: Vowing Day		
9	Endurance	Aettor
10	Chance	Rakhaia
Annual Holiday: Veilnights		
11	Darkness	Torl
Annual Holiday: Midwinter		
12	Ravens	Llyr Ravenna

My favorite holiday has to be the Day of the Free Festival celebrated in Laynarion. Slaves are given one day where they are their own masters, and they celebrate with grand parties full of life and music. The nobles disguise themselves as peasants to sneak in and join them. It's something to behold.

WEEKDAYS

Day	Name	God
1	Aray	Aroth
2	Voray	Ialvor
3	Sirray	Servito
4	Zevthray	Zevthra
5	Diphay	Uediph
6	Eldinay	Eldina
7	Nalunay	Nalune

worth in combat at the Clashing by winning one of the tourneys is a feat only very few can boast of, and the winner receives both great prizes and honor.

Vowing Day. The significance of Vowing Day comes from Lightport. Here, on Vowing Day, those choosing to join the Lightport defenses, called the Hallowed Citadel, make their vows to do so during the Month of Duty in view of the Lord of Lightport. It is here they swear to protect the city and its citizens, no matter the cost. The importance of the day has spread, and it is a popular day for weddings.

Veilnights. The daring days of Veilnights fall in the Month of Chance and is a series of nights where specters and ghouls are believed to walk among the living. People make snowlights, little glowing orbs of ice and snow, to hang by their doors, and they take care to not leave after dark out of fear that the dead will take them in the night. It is said that the borders to Ossiria grow eerily weak during Veilnights and that the dead return to extract vengeance and cruelty on those who wronged them in life. The days following Veilnights are a cause for celebration, where the snowlights are stacked in piles where they shimmer for days, giving off a faint light.

Midwinter. During the longest night of the year on the last day of the Month of Darkness, it is customary for people to gather in groups, usually with family and friends, to reminisce about the year that has passed. Gifts are exchanged, meals are prepared, and stories are told throughout the night. It also represents the coming of the new year, and many choose to stay awake through the night to witness the first light of the coming year.

Who knows what hides in history? Thousands of years of conflict and peace we could learn from. Or... I could just hide it away in the vault along with the rest of my dirty secrets. No one would ever know.

A BRIEF HISTORY

The loss of the Ivyrian Halls and their archives is the most tremendous blow this world has ever known. Thousands of years of history, gone in an instant.

— Kastel Lafarian, Curator of the Dreamscape Lyceum

After the War of Separation, much knowledge and history was lost. With the exile of seven gods and the continent of Fennkaz, much of the written works surrounding Noroth's past disappeared. The largest library the world has ever seen, the Ivyrian Halls of Knowledge, were on Fennkaz and were destroyed by the god Servito during the War of Separation.

AGE OF DISCORD

This age is known only through stories and legends, and tells of a time tens of thousands of years ago where the races were warring factions battling one another for supremacy. Filled with anger and pride, three races battled for power. The dwarves, elves, and the now extinct avoni peoples tore at each other in a constant fight for dominance. The races were created by the gods to protect the different parts of the world, each given dominion over a specific section. The dwarves protected the mountains, the elves ruled over the forests, and the avoni found their homes in the oceans and rivers. It wasn't until the end of the Age of Discord when humans first appeared in Velea that peace between the races could be made. The humans were able to relate to all three of the races, and helped them grow into a harmonious union. It was the diplomacy of the humans who helped settle the strife between the different races, and helped the world enter into its second age.

AGE OF CONFLUX

What followed the Age of Discord was a time of peace and prosperity. In an age lasting thousands of years, the peoples of Noroth were able to flourish and develop dynasties strong enough to stand the tests of time. A general sense of unity fell over the world, with only few wars being waged amongst the civilized races, and help being offered to one another with little hesitation. It was also during this time that the different lands began to bleed together, making new empires and nations much grander than the smaller kingdoms and states they had been before. The small countries of Uawei melded into Laynaron, and the dwarven realms came under the rule of the Forgehammer Emperors, and later their Dawnhammer heirs. Though this was a time where many countries were annexed, it was nearly always for the mutual benefit of the involved parties. The conflict commonly found among neighboring countries were not found on Velea soil, until the Age of Separation.

Most scholars believe that the lack of any actual historical evidence from much of this period has meant that people are making the past out to be better than it actually was.

AGE OF SEPARATION

After the continents were separated, new relations had to be made between the lands now remaining in Noroth. With the past in shambles, most history forgotten, and entire nations removed from the world map, the people of the Three

Continents chose to look to the future instead of the past, leaving their lost history behind and aiming to start anew. Though the Age of Separation has not even reached its first millenia, a lot has been accomplished in that time. The history of this is well-documented, as the fear of once again losing large sections of the past has made the chronicling of the world's history a matter of utmost importance.

WAR OF SEPARATION

Before the Age of Separation began, Noroth had four continents. These four were very different in their ways of life, and conflict would often rise between them over matters of trade or land expansion. Religion was another subject that would often spark conflict between the nations of the four continents, especially those living on Fennkaz.

The war began when the Laynarian empress, Farihl Laynari, also known as Farihl the Fool, made a public declaration that the worship of the gods Ialvor, the god of war and strategy, and Aroth, the god of rivalry, be outlawed within the borders of her empire on Uawei, the continent neighboring Fennkaz. This started a conflict of previously unknown magnitudes, as both Ialvor and Aroth were revered among the Fennkazi countries, and to bear public affront to them was a grave insult.

War was brewing to the east. The Fennkazi southern coast, which was little more than 30 miles away from Laynarian's easternmost city, Ra'Khon, grew defensive, with strong fortifications being built along the shoreline. Ships and war galleons were constructed in the harbors, and soldiers were gathering in garrisons. It was only a matter of time before the outlying cities of Laynarian began felt the power of a dozen angered nations, as a massive navy descended upon the country.

As she saw the borders of her grand empire crumble under the wrath of religious fanatics, Empress Farihl grew desperate. She called upon her western neighbors for aid in the fight, but the leaders of the Veleen countries had no interest in helping the empress. It was the same with the

Free Cities, who ignored the Empress' cries for help. Empress Farihl had insulted many prominent figures of the Free Cities, and her nations focus on slavery meant that the Veleans had no interest in aiding her. Instead, the western countries merely watched as the Fennkazi forces descended on the Laynarian Empire, burning cities and capturing its citizens. As they moved on the capital, Nalith, the Empress is said to have made one last prayer to the god of leadership, Dovin, that her lands might be purified by the fires of her mistakes, and rise again, stronger under a new leader, before throwing herself to her death from a castle tower.

With the Empress dead, the Laynarian Empire looked to be shattered. The ravaging forces from the east were ruthless in their fighting, killing or capturing any civilian they came across. Retaliation against them was impossible, as the Fennkazi forces held two major coastal cities along Uawei's eastern coastline, these being Ra'Khon and Nalith. This meant that they could easily replenish both their forces and their supplies with the help of their navy, as well as transport captured people east where they would live out the rest of their lives as slaves.

But though the end seemed near, the war was not over. Sarih Laynari, a niece to the dead Empress Farihl, had not stopped fighting against the Fennkazi invaders, leading an opposing army made up of mostly chromatic dragonborn who had managed to escape Ra'Khon after the initial attack against them. Their numbers were few, and after months of fighting they were exhausted. They were in no way capable of taking back their lost country, not without help.

After a rogue group of Fennkazi warships sailed on the Free City of Montaigne, Sarih saw an opportunity. Laynarian was no longer the only victim of this war. Seeing the possibility in this, Sarih Laynari, later dubbed as Sarih the Proud, took to the west to speak her case to the neighbors that had refused help to her aunt. She famously did not beg or plead for their help, instead using wit and reasoning to win them over to her side. She made it clear that the attacks and assaults would not stop with the Uaweinean countries, and while Laynarian



might be an evil to the Velean citizens, an evil who traded in the lives of people, they were lesser compared to the pillaging one from the east.

The full extent of the diplomatic relations during this time is not fully clear, but what is known is that Sarih Laynari returned to Laynarion with a supporting force of Velean armies behind her. They fell first on Nalith, taking back the capital in a surprise attack which shocked the now docile Fennkazi soldiers stationed there. At the same time, a twin attack against the city of Ra'Khon took place, also taking the garrison living there by complete surprise. As they fought their way into the cities, a bright light briefly lit up the sky, leaving a red trail of fire above as they marched to battle. In a panic at the insurgence of the thought-beaten Laynarian forces, the Fennkazi soldiers fled for their ships to take flight on the seas before the city fell, and though many succeeded in setting off from the harbor, they never made it home.

As Sarih and her allies funneled into the cities, a storm broke out above them. The sky turned black in mere seconds as gray clouds swirled into dark hurricanes. In minutes, the usual calm seas were wild with waves. In Ra'Khon, the same was happening. A wind so harsh and sharp it felt like knives whipped up, tearing the sails of the fleeing ships to shreds. Black waves swallowed the vessels whole, and lightning set the surviving galleons aflame. And on the horizon, where before the faint coastline of Fennkaz could be seen, was now only a frothing ocean and howling storms.

In the chaos that followed, Sarih was made Empress of Laynarion, determined to restore her land to glory. People rejoiced at this, not considering the repercussions of what divine intervention they had just witnessed.

Fennkaz had vanished, seemingly swallowed by the ocean, never to be seen again. It was after this event that a new age dawned, and the year 1 AS (After Separation) began.

THE UNIFICATION

In 86 AS, after the Exiled Sept were banished from the Three Continents, there was a period of heavy chaos. People now feared those that had been their neighbors, the countries saw each other as threats more than allies. Many Veleans were outraged at the help that had been given to Empress Sarih during the war, and tensions were high between the nations of Velea.

However, it did not come to that. The then King of Teldora, King Gideon Naleeran, proposed to his neighbors the idea of a council that would join the countries of Velea into a single power. Though the neighboring countries of Aurenia and the Forges were skeptical of this plan, they eventually accepted after being assured that they would still have final say over what happened within their own borders. Though the three countries were different, Teldora being a monarchy, Aurenia being a meritocracy and the Forges being an expansive empire, they ultimately agreed to the creation of a council. The only country who refused to join was Ethaari, who has refused all invitations to join over the centuries. After its creation, the Lightport Commonwealth was also given a seat on the council.

PLANAR CROSSWAYS

It was in 101 AS that the first real construction helmed by the High Council was undertaken. This was the construction of a series of well-crafted roads that would join the nations of Velea together. The Planar Crossways, known by the

common folk of Teldora as the Rainbow Road due to its chromatic coloring, is a vast transportation network connecting the different realms of Velea. The Pyr Pathway and the Acor Stride are both laid in Teldora, and they connect to the Stoneway and to the Lightport Commonwealth.

Stoneway is by far the best made of the crossways. Its magnificent construction runs beneath the Divine Mountains all the way to Anra, and it was such a point of pride to the then emperor, Kirdon Dawnhammer, that he renamed his empire from the Forges to Stoneway, in honor of the great road. Aurenia and Lightport joined together to lead the construction of the Venti Crossings, a series of bridges and roadways which runs over the snarling waters of the Tideway, the channel that separates Velea and Keefe, as well as the islands of Lightport.

Two of these roads, the Venti Crossings and the Stoneway, join in Anra, the only protected tiefling settlement remaining in Velea. The construction of the two Crossways near the city was cause of some disagreements among the council members, but it was eventually agreed that the practicality of the placement outweighed the threat of the hellish blood coursing in the veins of the Anra citizens.

CLASH OF DRAGONS

One of the most legendary and historical locations in Velea is the Dragon's Maw Valley, home of the renowned hunting guild, the Peridot Rangers. The valley is a wild and dangerous place for those who don't know it and the dark woods surrounding the valley's main city, Delathon, are filled with all kinds of monsters and wicked beasts.

The danger of living in the valley was felt in 473 AS, when the valley came under attack by dragon fire. No creature seen since has ever matched the threat of Cyrgath, the Scorched Fang, a great, red dragon who wished to claim lordship over the people residing beneath the protective mountains





shielding the valley from outside threats. Cyrgath's wrath brought destruction and hellfire, his mere presence ripping tears in the veil separating the planes of existence. Thousands of creatures from the Elemental Ocean of Fire sprang from the ground where Cyrgath's claws had torn into the earth. Some of these rifts still linger as scars of the battles fought there so long ago.

The fate of the Dragon's Maw Valley might have been quite different had it not been for Tyradil, a magnificent metallic dragon of shimmering gold who tore down Cyrgath from his self-proclaimed throne. Their fight was long and bloody, allies from both sides sweeping in to aid. Chromatic scales colored the skies, mixed with the glinting sheen of their metallic brethren. But it was Cyrgath and Tyradil who claimed most of the battlefield and was responsible for most of the destruction laid into the valley. Their fires burned the forests and scorched the fields. The mountains broke and shattered where their bodies crashed into them, the lakes and rivers boiled from the heat of their breath. This destruction reigned until the two mighty dragons crashed together, falling in a ball of red and gold into the Divine Mountains. Hours later, Tyradil, bloodied and weak, emerged from the snowcapped peaks of the mountain range, showing that the monster who had tormented the valley was now gone.

The battle is still told of to this day and many claim to have seen Tyradil flying over the valley, but most of these claims have been confirmed to be false. Since the battle, no one has seen any sign of Tyradil, nor that of Cyrgath or his kin. In the eons since, only few dragons have been found nesting in the valley and they rarely stay for long. Having once felt the oppressing nature of the creatures, the Lord of the Valley, currently Lord Asher Adney, is sworn to never again let a monster such as that of Cyrgath take control of Dragon's Maw. Therefore, any dragon found is quickly hunted down and either killed or driven away from the valley.

WAR OF THE PETTY KINGS

In 757 AS, following the suspicious death of King Tristan Naleeran, it was expected that Tristan's eldest child, Prince Callard, should be crowned and take his place on the High Council, as well as ruler of Teldora. Only, before Callard had even heard news of his father's death, his younger brother, Prince Aian, had already taken the throne for himself. This led to the bloodiest war Teldora had ever known, with armies wearing the same colors clashing together on the battlefield.

The destruction was all-consuming and thousands died to the word of the two young princes, neither of which was liked very much by their subjects. The war finally ended when the two brothers met on the field of battle and fought each other until both were so hurt that they were beyond any healing their clerics could provide. Both brothers died on the field of battle, taking the last of the Naleeran line with them to the grave.

In the chaos that followed, the people of Teldora searched for a new ruler and found it in an unlikely candidate. A young woman, until then kept secret from the public, named Valeria Montvey. She was the older half-sister of Prince Callard and Prince Aian, but had been kept out of the public eye due to her lack of proper education. However, once brought to court, Valeria proved to be less of an impulse-driven child and more of a level-headed diplomat. She was able to stifle the fires created by her brothers and bring peace to Teldora once again, a peace that has lasted until this day.

GNOLL WARS

The relative peace on the continent after the War of the Petty Kings could not be maintained forever. In 871 AS, a number of violent and malicious packs of gnolls began a systematic assault on unprotected settlements and villages all over Velea. Such raids were not uncommon, but up until this point they had been manageable due to gnolls' lack of proper unity and inability for proper tactical combat. However, the sheer amount and continuous savageness of their attacks was enough to force most outlying settlements leave their homes, seeking safety behind the fortifications of large city walls.

Teldora suffered the most losses. The many acres of wilderness that exist all over the country made for excellent hunting grounds for the gnolls, who would poke at the defenses of their Teldoran foes from a distance. Still, the insurgences were largely ignored, as experience with the creatures suggested they would soon fall due to infighting. That was not the case.

In late 871, a gnoll army fell upon the defenses of Blue Harbor. The city was not expecting an attack, and a large number of its defenders fell as the city's residents fled for the safety found behind the walls of the Velean Academy. Eventually, the gnoll army was beaten back, but the civilian losses sustained were immeasurable. What followed was a bloody war which called any able-bodied man and woman into duty, as they trekked through marshes and woodlands into gnoll territory to reclaim their lost townships. Joining the forces was a group of Wayfinders, called the Company of Flowers, who singlehandedly reclaimed the township of Wolf Pool and the surrounding area. Others that joined the fighting were King Daxio Montvey of Teldora, and Lord Lysander 'Brighteyes' Wordian of Lightport.

At the end of the war, the gnoll forces were completely annihilated. Their way of savage warfare could not hold against the power of a score of Teldoran spellslingers, or the divine retribution of Lightport's Hallowed Citadel. King Daxio Montvey and Lord Lysander Wordian both took to the battlefield as well, one wielding a blade, the other his uncanny talent for stripping flesh off of his enemies. Gnolls were outlawed in all major cities after the war, and were given a kill order. Should any gnoll be seen within fifty miles of any township, it is within any citizen's right to kill them on sight to prevent their destructive ways from ever seizing Velea again.

THE HELLGATE

This event, previously named as 'the Collapse,' started when it was discovered that the Stoneway, the major road running beneath the Divine Mountains, had sustained heavy damage in the area between Settlestone and Anra. A great chasm had opened in the road, making any travel along or around the trade route in that area of the mountains completely impossible.

In 882 AS, members of Lightport's Hallowed Citadel were sent to investigate the anomaly and found a uniquely terrifying answer waiting for them. The few townships and settlements lying near the Collapse were void of life, be it animal or humanoid, and monstrous beings were found in their place. At first it was believed that these creatures were monsters who had ascended from the Riven Depths through the hole left by the Collapse, but further investigation determined that these beings had once been humanoid and their vicinity to the Collapse and its influence had altered their minds and appearance into something monstrous. After this discovery was made, the event earned the moniker of "the Hellgate."

Since its opening, little has been done to investigate the matter further. The continued silence from Anra, the only nearby settlement that seems unaffected by the degrading effects of the Hellgate, as well as the aggressive, transformative nature of the Hellgate's influence, has forced any and all close investigation of the Hellgate to stop. The area south of Bridgeston and a large portion of the Wolveswood were both been declared uninhabitable, before the Hallowed Citadel managed to place a barrier over the main entrance to the Hellgate. At first it managed to halt the effects entirely,



but only for about a year or so. After that, though the barrier was still in place, the effects began to creep into the landscape once again.

At the time of writing in 904 AS, nothing has been done to further investigate the nature of the Hellgate.

DEFECTION OF AURENIA

Following a particularly devastating attack by stone giants on Fort Nylan in 897 AS, the Aurish leaders demanded assistance from their Velean allies. They sought aid with the High Council, but with the Stoneway still disrupted by the Hellgate, help could not be sent north to Aurenia along the Planar Crossways as had been done previously.

Reports of the aforementioned meeting mention harsh words being exchanged between the Master of Sea, First Captain Rika Bran, and the Master of Defense, Emperor Jardur Dawnhammer of Stoneway, over the manner of moving a number of Stonian troops to Aurenia by ship. Jardur apparently refused the request, as did the Master of Law, King Daxio Montvey of Teldora, when he was asked. One who chose to stand with Captain Bran was the newly appointed Master of Arcana, Lord Tristan Wordian, who deemed the unity of the Council more important to maintain than the prides of both Stoneway and Teldora.

What followed was a series of arguments, ending in Captain Bran and the Master of Information, Kaltine Lighthand, leaving the meeting and receeding their positions on the High Council, as well as Aurenia's representation and connection to Velea. Their alliance with the Velean High Council was officially severed two years later, in 899 A.S.

After the defection, the remaining seats on the council were given to Stoneway and Teldora, Stoneway taking Master of Sea and Teldora taking Master of Information.

RISE OF THE ASPECTS

Over the past few years, a new group of gods has gained popularity with the common populace, especially around Amberton and Blue Harbor. They are known as the Aspects, and are divided into two groups named the Sovereigns and the Cardinals. From what can be gathered of these new deities, they seem to be worshiped in pairs of two; one from the Sovereigns and one from the Cardinals. This is to maintain "the eternal balance," it has been explained by a follower of the pairing of Veedia and Eanor. The members of the worshiped pairs seem to be consistent.

As of the time of writing in 904 AS, the origin of the Aspects, as well as their sudden surge of popularity, is unknown, though they have been described by their followers to be as old as the world itself. Any requests for constructing temples to these gods in or near Lightport has been denied, as has any requests of the same given to the city council of Amberton. The reasoning is that little is known about the powers of these deities, and their inclusion into the common pantheon must be a gradual process.

MAGIC OF VELEA

I think I blacked out. Did I do something terrible again?

— Densil Nash, sorcerer

In Velea, the act of winding the threads of chaos into a spell that might change the nature of the surrounding world, is neither rare nor feared. Magic thrives in Velea, especially in Teldora where the use of magic and its powers is the most utilized by the common people.

MAGIC AND THE CHAOS SEA

Before the world was fully formed, there existed only Chaos. From the few accounts that exist of it, the Chaos Sea is described only as a great sheet of darkness and light, swirling in never-ending spirals and maelstroms that fold in on themselves, constantly and endlessly. This Chaos Sea still exists, resting at the edges of the known worlds in and around Noroth, somewhat tamed by extraplanar entities who have learned to control the waves of the dark ocean beyond the boundaries of the known planes of existence.

Those who learn to control the power found in this Chaos can learn to draw enough energy from it to cast spells. When a caster calls upon their magical prowess to cast their spells, most of them are unaware that they are seizing a stream of Chaos, shaping it into the type of energy referred to as magic.

Though the Chaos might sound like a malicious force, it is merely a natural part of the world. The threads of its raw form are present at all times in any place of the multiverse. To learn to control these threads and spindle them into a tapestry of magic is not an easy thing to do, but it is a natural part of living in Noroth, where the threads of Chaos are intertwined with every person, plant, and animal.

DIFFERENT KINDS OF MAGIC

The Chaos Sea lies on the outskirts of the known multiverse, and stretches far beyond what has been explored by mortal beings. When a magic user draws on the power of the Chaos, they tend to draw on the Chaos energy found around specific areas among the planes. Depending on where they draw their power from, the type of magic they can do varies greatly.

Arcane Casters. Wizards, Bards, Sorcerers, and Warlocks are able to draw directly from the source of Chaos itself, beyond the confined planes of the multiverse. They tend to base their magic on study, or an innate connection to the powers beyond, granted to them either through birth, practice, or through a gateway opened just for them.

Divine Casters. Clerics and Paladins are granted their powers from the god - or gods - they follow, and their magic reflects that. Unlike their fellow casters, it is not clear whether divine casters draw their power from the Chaos like other casters, or if they get their power directly from the powers of their god. The nature of their divine magics are not fully understood, and cannot be tested in the same way as the magic stemming from an arcane caster.

Nature Casters. Druids and Rangers can draw on the Chaos found in the natural world, finding the streams of Chaos energy they need in the nature around them. Chaos is found all over the known world, and nature casters are able to identify them when casting their spells and draw the natural Chaos into their spellcasting.

*Never been much into magic.
Doesn't make sense to me.)
don't like having to rely on
things I don't understand.*

RELIGION ON THE CONTINENT

Wait... So are there nine gods? Or eleven? I'm confused.

— Enna Ralftir, prisoner from the Froststeppes

With the exception of Lightport, whose foundation and continued existence harkens on the faith of its citizens, the rest of the Velean countries have less of a focus on the gods and their powers. Generally, the accomplishments made by the citizens of both Stoneway, Ethaari, and Teldora, outweigh the mythical tales of ancient gods.

That is not to say the gods are not important. Their power is universally recognized and worshiped, and those who serve them are heavily respected. The gods are seen as the embodiment of ideas and concepts that can be felt in the world as small events of fortune, happiness, or sorrow. The influence of the gods is believed to be everywhere, but they do not control the actions of mortals. They can merely nudge them along, giving aid to those few they deem worthy. The individuality of the character remains, even after divine intervention, as the gods are unable to materialize in Noroth. Instead, they manifest their powers through champions and followers who carry a little of the godly power within them; power they can use for either good or evil.

WORSHIP

The most common gods to worship in Velea, are the members of the Nonet Triumphant, the eleven gods who were victorious in banishing the Exiled Sept to Fennkaz when the continent disappeared. Though most people choose to worship all the members, there are those who are worshiped more. Depending on a person's background, they might spend more time in a temple of a certain god. For instance, authors and historians will focus on the preaching of Candor, the god of history, while minstrels and performers follow the word of Aranei, the goddess of song, music, and poetry, more than the other Nonet members.

There are lesser gods who are worshiped in addition to the Nonet. These include Fiver, the god of freaks, who is very popular among outcast groups, such as the Zirani caravans that travel the southern parts of Velea. Another is Jax, the goddess of wizardry, whose focus on arcane perfection and excellence makes her a popular deity in Blue Harbor, the home city of the arcane Velean Academy.

THE NONET TRIUMPHANT AND THE EXILED SEPT

During the War of Separation, when those living on the mortal plane fought one another over matter of land and honor, the gods did much of the same. Before the War, the gods had not been put into groups, but were instead worshiped individually. This individual praise meant that the worship of Sarno, the god of rebirth and renewal, was clearly the most popular deity among the people of Noroth. The popularity and praise Sarno got from his mortal followers made Aroth, the god of rivalry, envious of the power Sarno held.

Aroth sought out allies among the pantheon, and found it in Ialvor, the god of war and strategy, who wanted more power

MYTH OF CREATION: LOVE AND STRIFE

Before creation spawned, there was the infinite void, populated by eternal beasts not kept by the rules of time and space. Great aboleths, creatures of cosmos and chaos. They swam in the Chaos and drank from the rivers of non-existence. But there was one of them, Xorrhun, the oldest and most cunning, who grew discontent with his lot. There was naught for him to do with the vastness of his intelligence, none to challenge his mighty mind.

So Xorrhun went to one of the four eternal springs, Gihon, that which would run clear with promise from its dawning in Eden, and later turn black with vile darkness, into the river Styx that runs beyond mortal realms into the realms of devils and demons.

To this spring Xorrhun asked "O, other one, you that know no living form. Shall I really be so dulled by existence? Shall no challenge befall my intellect? Shall I live forever as the Master of an empty void?"

And the spring answered in waves of light, whose foam whipped in angry swirls that dotted the black void with bright stars. It came in crashing waters and splitting darkness, from where ascended two figures, one male another female, of humanoid shape. They stood together, minuscule in the shadow of the lord of aboleths, but they were not afraid.

The male spoke first "I am what you do not know or need. I am what will make your foes stronger. I am Eros, the Light of Creation, made from the songs and stories of the future. I am Love."

And the woman spoke next "I am the enemy of all that is powerful. I am what will tear you and yours apart from the inside. I am Eris, the Shadow of Creation, made from tales and warnings of the future. I am Strife."

Xorrhun saw their unity and felt afraid. He did not know these strange creatures, but he feared their words. Acting rashly, Xorrhun seized them and swallowed them whole, but it was in vain. Eris was stronger than he and her power surged within him as dark claws began ripping him apart from the inside. In the presence of the river Gihon, Xorrhun fell victim to his own curiosity and rashness, dying on the bank of the eternal spring.

Eros and Eris emerged from the corpse and looked upon the world of void before them. They were new to their existence and overwhelmed by possibilities, but they seized one another nonetheless, and thus began the building of the world.

THE VELEAN PANTHEON

Deity	Alignment	Suggested Domains	Symbol
Aettor , god of endurance	NG	Life	Knot
Aranei , goddess of music, song and poetry	NG	Light, Passion*	Harp
Arteria , sovereign of patience	NG	Life, Light	River
Aukhee , cardinal of pride	LE	Knowledge, War	Red crown
Baral , god of justice	LG	War	Set of scales
Candor , god of history	N	Arcana, Knowledge	An open eye with a flame as a pupil
Carita , sovereign of charity	CG	Light, Passion*	Open hand
Darnothir , god of honor	LG	Life, War	Profiled dragon's head
Dovin , god of duty and leadership	LG	Forge, War	Gauntlet
Eanor , sovereign of kindness	NG	Life	Dandelion
Eeya , goddess of time	LN	Knowledge	Hourglass
Fiver , god of freaks	CN	Luck*, Trickery	Hare
Gastrim , cardinal of gluttony	CE	Death	Goblet
Hanei , sovereign of chastity	NG	Passion*	Blue ribbon
Hanirah , goddess of crossings	LG	Knowledge, Forge	Bridge
Inphross , sovereign of humility	LG	Nature	Horse head
Jax , goddess of wizardry	LG	Arcana, Knowledge	Quill
Llyr Ravenna , goddess of death	LN	Grave, Life	The profiled skull of a raven
Luxuria , cardinal of lust	CE	Passion*, Trickery	Curvature of a woman
Meleta , sovereign of diligence	LG	Tempest, War	Shield
Menith , cardinal of wrath	NE	Death, War	Battleaxe
Morpheus , god of drink and feast	CG	Light, Passion*	Magpie
Neyleerah , goddess of agriculture	NG	Life, Nature	Acorn
Nokhel , cardinal of sloth	NE	Death	Person laying on their side
Philokeer , cardinal of greed	LE	Trickery	Gold coin
Rakhaia , goddess of luck	CN	Luck*, Trickery	Four leafed clover
Ruzar , god of prophecy	LN	Light	Cloudy crystal orb
Sarno , god of the rebirth and renewal	NG	Life, Light	Sun with nine points
Sarthee , god of stars and travel	LN	Nature	Star
Sorena , goddess of industry and commerce	LN	Knowledge	An open book
Thrax , god of wild magic	CG	Arcana, Tempest	Hand surrounded by blue fire
Torl , god of vengeance	LE	Death	Black sword
Tucker Trickervale , god of tricksters	LG	Luck*, Trickery	Bucket
Tyrael , sovereign of temperance	NG	Life	Manacles
Vail , god of thieves	NE	Trickery	Black triangle with incomplete bottom
Veedia , cardinal of envy	CE	Trickery	Two open eyes

*This domain is detailed in this document.

THE NONET TRIUMPHANT

Deity	Alignment	Suggested Domains	Symbol
Aettor , god of endurance	NG	Life	Knot
Aranei , goddess of music, song and poetry	NG	Light, Passion*	Harp
Baral , god of justice	LG	War	Set of scales
Candor , god of history	N	Arcana, Knowledge	An open eye with a flame as a pupil
Darnothir , god of honor	LG	Life, War	Profiled dragon's head
Dovin , god of duty and leadership	LG	Forge, War	Gauntlet
Eeya , goddess of time	LN	Knowledge	Hourglass
Llyr Ravenna , goddess of death	LN	Grave, Life	The profiled skull of a raven
Rakhaia , goddess of luck	CN	Luck*, Trickery	Four leafed clover
Sarno , god of the rebirth and renewal	NG	Life, Light	Sun with nine points
Torl , god of vengeance	LE	Death	Black sword

THE EXILED SEPT

Deity	Alignment	Suggested Domains	Symbol
Aroth , god of rivalry	CE	Death, Trickery	Blood drop
Eldina , goddess of beauty	CN	Light, Passion*, Trickery	Blue rose
Ialvor , god of war and strategy	LE	Knowledge, War	Burning sword
Nalune , goddess of the moon	LN	Grave, Nature	Crescent moon
Servito , god of change	CG	Light, Nature	Flames in yellow, red and purple
Uediph , god of disease and undeath	NE	Death	Burnt bundle of wheat
Zevthra , goddess of oceans and storms	CE	Luck*, Tempest	Turtle shell

*This domain is detailed in this document.

for himself and who saw Sarno as a weak and frail leader. He also found it in Zevthra, the goddess of oceans and storms, who felt the awe she had found present in the sailors of the oceans was lessening as they grew more compliant in the calmness of Sarno's authority.

The three gods fell upon the unexpected Sarno who was not ready for an assault from those he considered allies. He would have perished to their power, had it not been for Darnothir, the god of honor and metallic dragons, who rushed to the god's aid, beating back the three traitors.

What followed this treachery was a grueling war between godly powers. Many gods rose to help both sides of the conflict, culminating in fourteen gods fighting with all their power. Two powerful gods, who at first refused to join in the conflict, were Rakhaia, the goddess of luck, who did not want to bestow her control over fate to this war. However, after Aroth and Zevthra attempted to intimidate her into assisting them, Rakhaia joined the Nonet's side.

The other was Candor, the god of history, whose creed did not allow him to take sides in moments of strife. He vowed to remain neutral, a vow which he kept until the very end of the war where Servito, the god of change, in a furious display of divine wrath, sent a ball of fire crashing into the Iyrian Halls, the biggest library in the world. Feeling the loss of thousands of years of history, Candor sprang into the fray, using his laws of ancient and current warfare to beat back the Sept. It was

his knowledge that made it possible to lock away the Sept on the continent of Fennkaz, before making the continent vanish, never to be seen again.

After that, the seven traitors were forever to be referred to as the Exiled Sept, and the victorious gods were joined together into the group now known as the Nonet Triumphant. Despite its name, the Nonet has eleven members, but this is only because of the Band of Trinity, the three brother gods, Aettor, Baral, and Dovin, who are by many considered to be a single deity, therefore only taking one spot in the Nonet, though they technically are three individual gods.

The worship of any member of the Exiled Sept is forbidden in Velea and anywhere else on the Three Continents, and the Nonet Triumphant continue to be the most powerful gods and those most revered.

It seems as if the Annalists of the Dreamscape Lyceum in Lightport are doing their very best to make any followers of the Aspects look absolutely insane. They really want these things to go back in the hole they crawled out of. Let me tell you, watching zealots freak out over other zealots is really entertaining.

THE ASPECTS

Deity	Alignment	Suggested Domains	Symbol
Arteria , sovereign of patience	NG	Life, Light	River
Aukhee , cardinal of pride	LE	Knowledge, War	Red crown
Carita , sovereign of charity	CG	Light, Passion*	Open hand
Eanor , sovereign of kindness	NG	Life	Dandelion
Gastrim , cardinal of gluttony	CE	Death	Goblet
Hanei , sovereign of chastity	NG	Passion*	Blue ribbon
Inphross , sovereign of humility	LG	Nature	Horse head
Luxuria , cardinal of lust	CE	Passion*, Trickery	Curvature of a woman
Meleta , sovereign of diligence	LG	Tempest, War	Shield
Menith , cardinal of wrath	NE	Death, War	Battleaxe
Nokhel , cardinal of sloth	NE	Death	Person laying on their side
Philokeer , cardinal of greed	LE	Trickery	Gold coin
Tyrael , sovereign of temperance	NG	Life	Manacles
Veedia , cardinal of envy	CE	Trickery	Two open eyes

*This domain is detailed in this document.

THE ASPECTS

According to legend, it was the fourteen Aspects who created life itself and were the first to govern over Noroth before the gods ever came into existence. There were seven pairs of them, each pair having a member who was the opposite of the other. Where one was sinful, the other was virtuous. Those who were good natured were called the Sovereigns, and those deemed despicable were called the Cardinals.

Though the siblings, as the pairs referred to each other as, despised their other half, it was impossible for one to exist without the other. Therefore, when worshiping the Aspects, you take care to always give attention to both parts of a pair. You cannot act with full charity without also letting greed enter your life. If you existed only to give, you would be left with nothing and your ability to aid those who need it would be lost. By following only chastity, you close yourself off to everyone around you, and by following only lust you would give pieces of yourself away until nothing remained.

This power of duality was strange to the gods. The purity and flawlessness of the Sovereigns contrasted with the vileness of the Cardinals frightened the gods greatly, as the gods and their ideals were funneled and birthed by the minds of mortals, and it was the Aspects who had created the mortal peoples. Their characteristics were in all of them, influencing them every day.

The story of the Aspect's imprisonment is unclear. There is a legend that it was the parents of the Aspects, Eros and Eris, who chained them in Tartarus, the prison plane deep below. Others believe it was the combined effort of the gods that managed it, and yet again others believe it was the Aspects themselves who chose to lock themselves away from the charges they had created. What is known is that their presence was lost from Noroth for millennia. Instead of bearing witness to the creatures they had created, they were locked away to be forgotten and lost.

THE CARDINALS AND THE SOVEREIGNS

The Cardinals and Sovereigns exist in pairs who go hand in hand, one representing a sin and the other a virtue. The Aspects do not have specific genders, though some prefer one over the other. Arteria, for instance, prefers a female form, while Philokeer often takes on a more male physique.

Cardinal	Sovereign
Philokeer (Greed)	Carita (Charity)
Aukhee (Pride)	Inphross (Humility)
Gastrim (Gluttony)	Tyrael (Temperance)
Menith (Wrath)	Arteria (Patience)
Luxuria (Lust)	Hanei (Chastity)
Nokhel (Sloth)	Meleta (Diligence)
Veedia (Envy)	Eanor (Kindness)

But all chains must eventually break. The Aspects have returned to Noroth, as has their worship and influence. The Cardinals were the first to escape their chains, being ruthlessly efficient in their escape, killing and maiming the guards that had watched over them, and they then took their vengeance on the gods who had taken a dislike to them.

The War of Separation, the event that exiled seven gods away and made an entire continent and its people vanish, was caused by the Cardinals, as they were manipulating the rebelling gods without their knowledge. After the gods' exile, the Cardinals remained in the lower planes where they lived

THE WORD OF PHILOKEER

This is a written excerpt made by a follower of the Aspects, who claimed to have heard the voice of Philokeer, the Cardinal of Greed, in his dreams.

The downfall of the gods was not a mere accident, foolish mortal. Who do you think brought them to their demise? These fallen whom you call Exiled, who do you think guided their minds into the pit of wickedness? It was us, of course. The Aspects.

The wretched gods you follow created themselves from the minds of mortals, and the mortals were created in our very image. Without us, you wouldn't exist. Without the Aspects, the world itself would crumble away.

You don't see? You think we are new to this plane? To this world? We were its creators. We were the ones who made it what it now is. And I was the one to start it all. I and my dear sweet kin of chaos, Veedia.

See, Zevthra, the Storm Queen, one of seven exiled gods, always wanted more than was hers. She wanted the ships and the waves and the beasts of the sea. It was so simple to whisper in her ear to take it. Veedia went for Aroth, whispering of how he was the lowest of them. The lowest god of all. How envious he must have been of them. So simple to coax him so.

After that Aukhee's work was made easy. Ialvor always was proud, always was one to seek credit for his slaughter and warmongering.

Luxuria went for beautiful Eldina, tempted her to follow the others. Gastrim promised to satisfy Uediph's undying hunger. Menith stoked the fires burning in Servito's heart. See, his beloved had abandoned him, drawn away by her need for law and order. It was a simple thing to turn the anger caused by his love into rage.

And lastly Nalune. Dear sweet Nalune... who did nothing. Who Nokhel convinced to do nothing. Who only watched as the Brightlord, Sarno himself was brought low.

And since then we have been here in the world. We are escaping, all of us. And our siblings. This world was never yours, nor the gods' who you claim to worship.

You have been told of the them. The gods. The divine beings who protect mankind and all of its homesteads from the perils of darkness, evil, and chaos. That the phantoms of fear and terror which lurk in your nightmares shall cower against their golden light.

You have been told their clerics and paladins are the bright saviors of your world. The purest and most devoted warriors, to protect you from evil and wickedness.

You have been told the Nonet came together, despite their differences. Despite their disagreements, to fight a common threat for the betterment of mankind.

Everything you have been told is a lie.

a life in splendor. However, they were not complete. They each missed their other half, as the Sovereigns were still trapped in the prison of Tartarus. Until they were freed, the Cardinals would be never be able to fully enjoy the tastes of their vile natures. Without the opposition of virtue, the satisfaction of sin would be lost.

With the combined power of the Cardinals, the Sovereigns were freed from Tartarus. They did not remain in the lower planes with their siblings, however. Instead, they sought the planes above where they could mingle with ideals closer to their own alignment.

THE VEIL AND THE AFTERLIFE

Most of the civilized races are in agreement as to what happens with the soul after death. The soul will pass through the Veil to Ossiria, the land of the dead, where it will walk along the Long Road before passing through to the afterlife by sailing one of the two World Rivers. The Long Road is a long roadway where the dead must walk before reaching their final resting place in either the grand halls of Halicon, or the prison of Tartarus. There are a few who do not want to reach this final destination and will try to break away from the road. If they are successful, they will lose themselves and their minds to the body they inhabited, and they will wander Ossiria forever as an undead husk.

Those who stay on the road will walk for an indeterminate amount of time. For some, the journey will take months or years, and for others it will only take a few moments. Regardless, at the end of their journey they enter the plane that best reflected their characteristics in life. If one was particularly pious or in tune with a god, the soul might be elevated to their highest court where they can live as a willing devotee to the deity they followed in life.

Upon going through the Veil, the soul is tired and harrowed. If it is torn or damaged by strong emotion, such as anger or sorrow, the soul might linger in this space, and can manifest itself back into the world it left behind as a specter or ghost.



DWARVEN PANTHEON

Deity	Alignment	Suggested Domains	Symbol
Arlmuron , god of mining	LN	Knowledge	Pickaxe
Datrigar , god of the forge	LG	Forge, Knowledge	Anvil and hammer
Garria , goddess of law	LG	War	Pillar
Navimer , god of treachery	CE	Trickery	Grinning face
Velrin , goddess of darkness	NE	Grave, Trickery	Black flame

ELVEN PANTHEON

Deity	Alignment	Suggested Domains	Symbol
Athia , goddess of hunting	CN	Nature, War	Bow with a rose for an arrow
Larnawyn , goddess of deceit and vengeance	CN	Knowledge, Trickery	Crossed daggers
Sylvarihn , god of forests	N	Nature	Stag head
Taniris , goddess of trees and flowers	NG	Nature	Oak tree

MONSTROUS PANTHEON

Deity	Alignment	Suggested Domains	Symbol
Bazul , Orc god of warfare	CE	War	Red banner
Kratish , Kobold god of mining	LE	Knowledge	Two support beams
Ravais , Dragon goddess of power	LE	Trickery, War	Profiled dragon head in dark, prismatic colors
Reesh , Gnoll goddess of family and packs	CE	Nature	Bloody paw

RELIGIOUS ORDERS AND INSTITUTIONS

There are many gods who are worshiped in Velea, and most people are open to worshiping multiple divine figures. Though some gods are clearly more popular than others, depending on where in Velea one resides, there is a general respect for the gods of other domains, large as well as small.

Several orders, followings, creeds, and institutions exist on the continent, and most of them have their main seat of command in Lightport, the holy capital of not only Velea, but also the rest of Noroth.

TEMPLES AND SHRINES

All major cities in Velea make it a point to have a temple for each member of the Nonet Triumphant, and often has many other places of worship to the other gods worshiped on the continent. These places are often minor shrines or monuments if the god is not wildly popular in the area, or can scale to be major sanctuaries, such as is the case with the dwarven gods, Datrigar and Garria.

RELATIONSHIPS WITH THE GODS

Paladins and clerics make it clear that there is a definitive connection between the mortals who walk the material plane, and the gods above who helped shape it. Though it is not an unknown event to be favored by a deity, any one person who is devout enough to have caught the attention of a god is a person worthy of respect. This is especially true in places such as Lightport and Stoneway, but less so the case in Teldora, where a person's individual accomplishments often outweigh the divine connection they may have to their deity.

DIVINE CHAMPIONS

Since the dawn of Noroth, the gods have chosen a few individuals throughout time to act as champions and keepers of their presence on Noroth. These champions are powerful people, some of whom have become saints to those worshiping the gods the champions served.

It is rare for even a single champion to rise in a lifetime. Since the War of Separation, only two champions have been officially documented. One being Etmere Wrenn, champion of Aettor, a human man who led a slave rebellion out of Qal'Riel in Laynarion on the continent of Uawei, and the young Delilah Fox, also called the Wall of Darnothir, who was tragically murdered in 883 A.S. in the Teldora capital, Amberton.

THE GODS OF VELEA

Among the gods worshiped in Velea, the Nonet Triumphant are universally acknowledged as being the supreme court of high power among the pantheon. Though the members of the Nonet are worshiped all over both Velea and Uawei, as well as in the country, Aurenia, the individual popularity of the members vary from region to region. The worship of the Exiled Sept, infamous as they may be, is forbidden on the Three Continents, and the newly risen Aspects are growing in power every day.

There are multiple other gods outside of the Nonet who are worthy of respect and worship, and their popularity varies from location to location on the Velean continent.

CHAPTER 2: THE UNIFIED LANDS OF VELEA

There are many settlements and civilized peoples who make their home in Velea. The following chapter aims to give context to the major townships found in the countries of Lightport, Teldora, Ethaari, and Stoneway, with added details about additional settlements found in Tinkervale. The city of Anra will also be given context, but due to the secretive tiefling society who live in Anra, information is hard to find.

The details herein merely offer a surface-level appreciation of the adventuring options found in Velea. The continent is massive, with large stretches of unexplored wilderness filling the landscape, and lost civilization hides in the dark forests of the Velea.

THE HIGH COUNCIL

The High Council of Velea has served as a means of ruling the continent since the Unification. It is a union of the different Velean nations, and though the countries involved technically have their own governments, any decisions that involves the well-being of Velea as a whole lies with the council and the decisions they make together.

The different positions within the council were meant to vary over time, but they mostly stay in place and the positions haven't moved between the nations in centuries. However, with the recent defection of Aurenia from the Council, the roles of Master of Sea and Master of Information has been given to Stoneway and Teldora, respectively. Stoneway and Teldora each have three seats on the council. Lightport has one, and the grandmaster of the Peridot Rangers is always given the seat as Master of Hunting.

The High Council has meeting locations in Amberton, Lightport, and Underforge.

MASTER OF HUNTING

The Grandmaster of the Peridot Rangers always holds the position as Master of Hunting, whose is responsible for the management of the Peridot Rangers hunting guild and to keep the monster ecology of the continent in check. The current Grandmaster is an exiled elf from Ethaari who goes by the name *Salva Doroth*.

MASTER OF ARCANA

This position has, traditionally, always been kept by the Wordian family of Lightport, who has ruled the city since its foundation. The ruler of the city is in charge of the Hallowed Citadel, the standing, divine army within the walls of Lightport with paladins and clerics from multiple religions acting as defenders against the unlawful use of magics within Velea. Currently, the position of Lord of Lightport is held by *Lord Tristan 'the True' Wordian*.

MASTER OF COMMERCE

It is the job of the Master of Commerce to work with the merchants of the continent, develop trade relations, and oversee the economy of Velea. This position has been held by the Teldorian noble family, Carioth, for years from their keep,

Dragon's Rest, near Amberton. The current Master is *Lord Warren Carioth*, the youngest son of the previous Master of Commerce, Lord Harthur Carioth. He was chosen as successor by his father, and has gained much respect on the council despite his young age at the time of joining.

MASTER OF LAW

The position of Grand Judge and Master of Law has, traditionally, always been held by the monarch of Teldora, which continues to this day. *King Daxio Montvey* serves as Master of Law and enforces the rule of the continent and serves as judge on matters relevant to the High Court of Velea.

MASTER OF SEA

It is the job of the Master of Sea to overlook the construction, maintenance, and deployment of the Velean navy onto the seas of Noroth. Since the foundation of the High Council, this seat has always been anchored by the leading member of the Aurish Circle of Captains, the elected rulers of the nation, but after the Aurish defection the title as gone to a dwarf from Hilldock; a choice which caused quite a stir among the Stonian nobility. The title is currently helmed by *Miss Vauldra Copperhearth* of the Copper & Hearth Trading Company.

MASTER OF INFORMATION

As Master of Information, one is in charge of managing diplomacy with foreign nations and peoples, often keeping threats from becoming acts of violence, and keeping a skirmish from developing into a war. In addition, the Master of Information controls a vast network of spies, infiltrators, and informants. After the Aurish defection, the title was given to a drow elf from Redhook, named *Antevrynn Ezarathin*. Currently, little is known of him or why exactly he was chosen for this position.

MASTER OF DEVELOPMENT

The position of overseeing all major construction and renovation within Velea has always been given to the dwarves of Stoneway, and their expert handling of building walls, castles, even cities have never sowed doubt in their abilities as craftsmen. The position is held by the finest artisan of Stoneway, presently the female dwarf, *Forgehammer Reyna Toprunn* of Underforge.

MASTER OF DEFENSE

The Master of Defense oversees the armies and fortifications of Velea, making sure that should an enemy fall on them that they are not defenseless. This position drifted for a while between Teldora and Stoneway, but has now settled on being the responsibility of the Stoneway ruler, *Emperor Jardur Dawnhammer*. Having sat the High Council for over half a century, he has never had to officially change his title, as the Master of Defense is required to do if war should fall upon Velea. Then Master of Defense is changed to be called Master of War.

KINGDOM OF TELDORA

While it is widely recognized that it is the monarch who holds the power, I fear people are growing accustomed to a king who does not act beyond what is expected of him. There is no urgency, no heroics to be found in a man who sits idly on a golden throne, not when heroes and adventurers are a common sight to the lowborn masses.

We, the nobility, have not accepted that our power is slowly fading away. We, the rightful rulers of this realm, have grown complacent in the castles our ancestors built, all the while the respect they gave our family names has been replaced by apathy and disinterest. We must do something to assert ourselves before we too fade into the history books to be forgotten by those whom we were supposed to govern.

— Cyric Blackraine, Lord Archivist of the Amberite Archives

Running along the eastern Rainbow Coast of Velea, the Kingdom of Teldora and its colored history continues to be a uniquely dramatic place to live. Though it prides itself on the long history of its royal houses and the power of the nobility, little actual respect is paid towards the aristocracy from the Teldoran lower classes. Individualism and overcoming great difficulties is at the core of what makes a Teldoran a Teldoran, and while the power still lies with the royal Montvey family and the higher nobility, their power has lessened in the recent decades as private guilds, such as the Peridot Rangers and the Wayfinders, become more and more popular.

With the presence of the Peridot Rangers hunting guild in Delathon, and the Wayfinder adventuring lodges based out of Lightport, Teldorans have grown up hearing the tales and stories of heroes and explorers. In comparison with the heroes from these factions, Teldora's presence in history has always been rather dull. Teldora has never had much of a standing army or navy, and as a result has had to rely heavily on diplomacy and the kind natures of its neighbors.

AMBERITE

In the underwater mines off of the Rainbow Coast, a crystal-like mineral can be found deep beneath the surface of the Jade Ocean. To the untrained eye it looks like regular amber, but upon touching its surface the endless hum of dormant, magical energy shows the true potential of the mineral.

Normal amberite is colored in orange or golden hues, and reassemble normal amber. This is by far the most common kind of amberite, and it can be found decorating many family heirlooms and fancy weaponry. The potency of stored magical energy within the amberite means that the material is extremely easy to work with when enchanting or creating magical items.

A rarer, more powerful kind of amberite exists in the form of blue amberite. Blue amberite has been mined from the very heart of the amberite vein and is the purest kind of amberite you can find. It is extremely rare and incredibly valuable, and it is rarely found in sizes larger than a palm. It is dark blue, almost black, and if you hold up to you ear, you can hear the hum of the arcane energy within.

In an attempt to stay relevant, the Montvey rulers have ordered multiple expeditions to be made into Ethaari. However, they have all failed. As communications with the elven nation was near nonexistent, multiple Teldoran rulers historically took the quiet as a way of ridicule, or interpreted it as the silence before a great storm. As a result, Teldora has attempted to assault the Ethaari wilds in a panic at what might happen if they let the elves conspire for much longer. Every time the Teldorans were beaten back behind their own lines, and more respect towards the rulers of the nation was lost. It doesn't help that the members and leaders of the Peridot Rangers often receive more respect, both at court and among the common folk. Where the commoners should show reverence to their noble rulers, they instead show their open admiration towards the privately run hunting guild.

With the exception of the Rainbow Coast, much of Teldora is unexplored wilderness. Massive treks of sprawling fields or forests stretch between the civilized townships, with the city of Delathon being the only major city that does not lie along the eastern coast. There is a simple reason for this, as the Rainbow Coast of Velea is rich with amberite ore and the underwater mines where the mineral is found run deep into the oceans off of the coast.

The mining, refining, and trading of amberite is one of the major reasons Teldora has managed to stay relevant among the other global powers, despite its other weaknesses. Amberite is a powerful mineral, capable of storing immense amounts of magical energy without being destroyed. By using amberite items and foci, a spellcaster can improve greatly upon their magical abilities, further harnessing the control they have over the Chaos that funnels all magical energy.

Teldorans also traditionally have a gift for the arcane. Teldora has been recorded as the most magically enriched place in the world, and it has been since the Age of Conflux. While their military presence is weak in comparison to some of their neighbors, Teldora's standing force of arcane casters far outweighs any other nation in the world. Their knowledge of the arcane and the planes beyond Noroth is among the most complex in the world. The existence of the Velean Academy in Blue Harbor supports the training of new magic wielders, as well as the studying of matters beyond the known boundaries of the mortal realm.

Citizens of Teldora also show a greater affinity for learning the magical arts, and some believe it is because of the Teldoran soil itself. Scholars speculate that the ground of Teldora is infused with magical energy, which manifests itself within the bodies of those who live in the country. Others simply accept that the focus of the Teldoran society has always been on the magical arts; something they have been coming close to perfecting in more recent years.

A banquet is the best thing to scower for information. To the untrained eye, it's a room full of wealthy nobles implying insults at one another, but it's so much more than that. Wars and marriages are made at these parties. Power thrives near a dance floor.

AMBERTON

The shining city that lies at the northernmost point of Teldora before the Rainbow Coast crescents into Lightport, is the capital of the Kingdom and the largest city in the world. It is the seat of the royal Montvey family, as well as several other noble houses, such as the prestigious Carioth family, who have held the title of Masters of Commerce on the High Council since its foundation, and the Blackraines, a house of equal renown, but of lesser power, their dominion being over the Amberite Archives, the second largest library in the world.

Amberton lies on the eastern shore of Velea, with most of the city playing host to a myriad of trading ships and fishing boats. The large river, the King's Tear, runs through the city from the west, making inland trade both easy and efficient. Several trams and boats make their way along the river, traveling to and from the Stoneway border to the west where they drop off both processed and unprocessed amberite ore that is to be used to make wondrous weaponry in the Stonian Amber Forges, as well as other items of trade.

Though the city is enormous, finding work is not especially hard. On the shores of Amberton, the amberite mines run deep into the underground, and every day hundreds of divers swim to the bottom of the ocean, looking to mine the precious material that has made the city famous. The mined amberite is then refined in harbor-side smithies before it is stored in warehouses to be traded away for gold and coin. Sometimes, smaller kernels of amberite can be found in the streets, either broken or shattered. If a piece of amberite is damaged, it is often turned into an amberite torch, which is then placed around the city streets to provide light come nightfall. At night, the golden glow of the arcane torches can be seen from miles away, even breaking through thick mists and fog, and guiding ships to safe harbor.

AMBER DISTRICT

The richest area of the city is home to the city's high and mighty, as well as elegant shops and merchants. Many of the nobility have homes and housing in this district in addition to any keep or castle their family might own, and many

members of the Carioth family is known to live in this district. The district also neighbors the palace grounds where the massive orange and white home of the royal family, the Amber Castle, is located.

STARSQUARE DISTRICT

Named after the massive square in its center, the Starsquare District has its focus on the worship of the gods of the Nonet Triumphant. The square itself is massive with an elaborate nine-pointed star decorating the ground. At each of the nine points is a temple to a member of the Nonet, the main group of gods worshiped in Velea.

The district's focus is on commerce, residency, and worship of the gods, and many people find themselves making a daily trek to the district, be it either to work at one of the many stores or shops in the district, or to pay their respects to one of the nine gods of the Nonet.

HIGH HARBOR

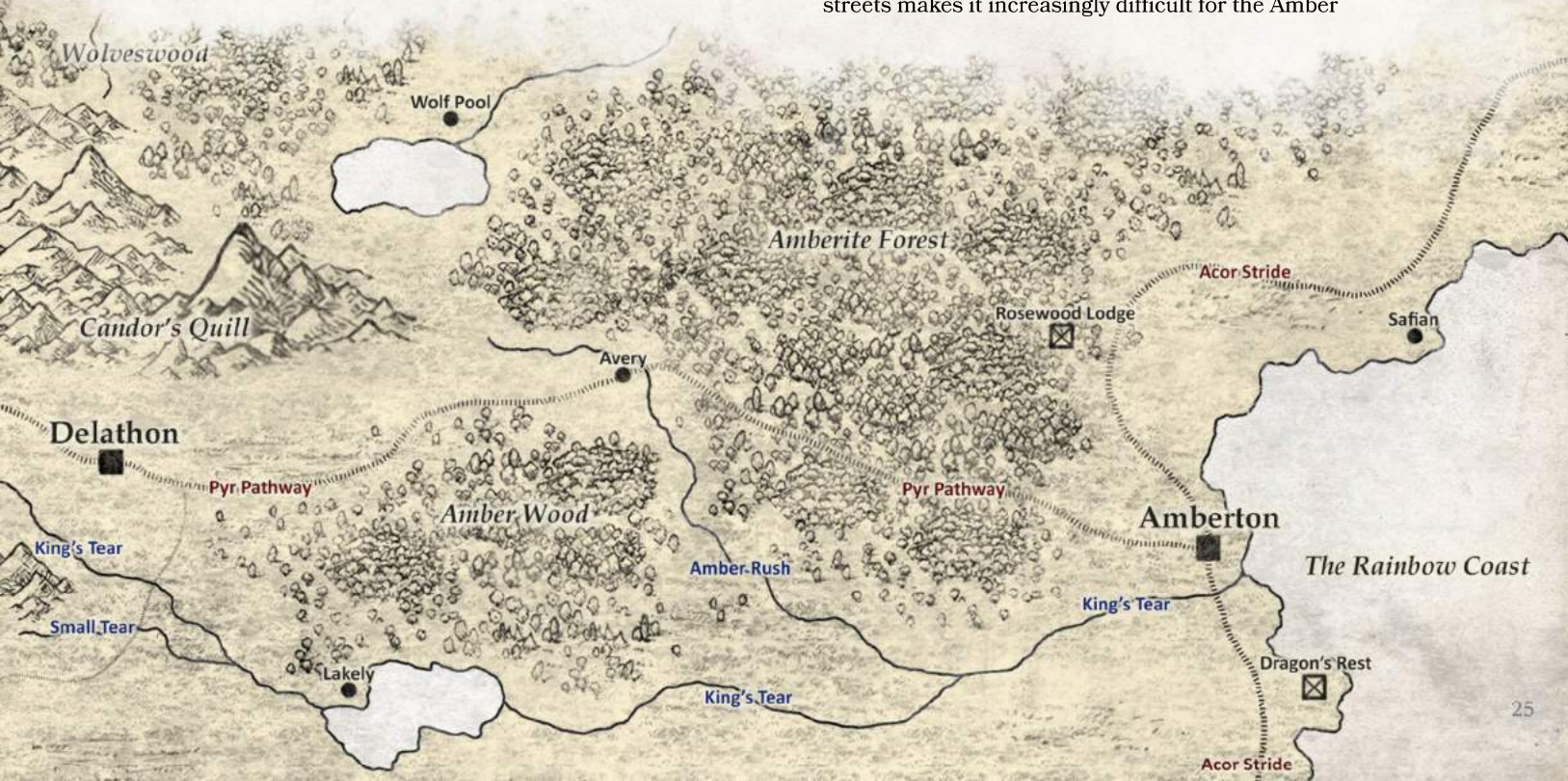
The northern harbor lies closest to the Amber District and is where the merchants carrying more valuable goods get to dock their ships. All valuable transfers of goods, including that of amberite, happens in High Harbor, and the warehouses in the district are under constant watch by the city guard - also known as the Amber Guard - to deter any thieves from stealing the precious goods.

SOUTH HARBOR

While not as glamorous as High Harbor, South Harbor is a capable district as long as you don't venture too far from the warehouse areas. There, the Amber Guard are on constant high alert, as break-ins and theft is a common occurrence. Smuggling and thieving run amok in the hidden alleys of the district, and the dingy taverns along the dockside are home to illegal gambling dens and underground fighting rings.

THE RUTS

By far the largest district in the city, the Ruts is also the poorest. Urchins and beggars are everywhere to be seen, and people rarely go there unless they have pertinent business in the district. Most houses are in great disrepair, and the narrow streets makes it increasingly difficult for the Amber



Guard to properly patrol the area and fight the crimes happening there.

It is widely assumed that the Veiled operate out of the district, finding themselves at home among the forgotten wretches of the city.

OUTER CITY

Outside the city walls, the buildings fall further apart from one another and cobbled streets give way for farmland. Multiple fields and granaries lie outside the city, and the farms that cultivate the outlying land are respected for feeding the citizens of the capital. Living in the outer city is often a better lifestyle than living in the decrepit Ruts or the crime ridden South Harbor, but the fear of sudden attacks from bandits or highwaymen means that many bigger farms employ mercenaries to protect their holds during harvest season.

THINGS TO DO: AMBERTON

These are just some of the many things an adventurer can do in the streets of Amberton.

Charter a Ship. Many ships come in and out of the Amberton harbors every day, going to and from anywhere in the known world. There are the long, lean vessels from Aurenia to the north, as well as larger trading galleons hailing from the Free Cities of Uawei. With enough coin, it would be simple to convince a captain of one of these ships to take on a few extra hands until they reach their destination.

Clear Out Mines. The underwater nature of the amberite mines means that it is hard to guard them and keep them free of monster activity. Many untapped veins of pure ore is inaccessible because of a monstrous being taking up residence near the area. The mining companies that work the underwater mines are always looking for willing adventurers who will rid the mines of whatever problematic creature has made its home there. The mining companies are in possession of small, enchanted pieces of amberite that can be worn as a necklace, with allows their divers and miners to hold their breath for much longer than is normal. These will be provided to any adventurers who takes on the task of cleaning out a mine, in addition to compensation for their trouble.

Rub Elbows with the Nobility. Many of the grander noble families of Teldora, including the royal Montvey family, have their homes in the capital. These noble families are among the most powerful people in the country, and by having the proper connections or reputation, you could score yourself an invitation to a one of the monthly gallas that are held in either the Amber Palace, home of the royal family, or in a nearby keep, such as the Carioth's family castle, Dragon's Rest, or the Blackraine estate, Blackraine Keep.

Shop for Magic Items. With amberite being easily available to the higher standing citizens of Amberton, there are a few shops who have specialized in enchanting and crafting magical items. *Pirelli's Mystic Arcanum* in the Amber District is the only well-known store to exist in the Amberton area, and the owner, Perelli Tissaun, is known for running any competition he encounters out of the city. There is an alternative for those who are willing to come into contact with more gritty folks, as *Mama M's Bakery* in the Ruts can supply you with what you need, for a price. Mama M works very closely with the Veiled, and you'll need to get approval from the guild before she'll let you look over her wares.



BLUE HARBOR

Near the entrance of the Indigo Cove, lies the colorful city of Blue Harbor, also known as the magic capital of the world. Nowhere else is the arcane as integral to a city's structure as it is in Blue Harbor, and nowhere is the topic as well studied.

The streets are rich with color and energy as vibrant displays of magic are a common sight on the city streets. Many street performers have picked up minor tricks of magic that they use to put on entertaining displays of colorful lights and similar arcane mischief.

Not much poverty exists in Blue Harbor, and most of the citizens find work either at or around the Academy. The harbor is also alive with activity as travelers from all over the world make visits to the city, wanting to bask in the arcane light of the enchanting town visage.

VELEAN ACADEMY

People from all over the world travel to Blue Harbor to attend the prestigious Velea Academy. While it is not the only one of its kind - the Pertus University in Aurenia has a respectable reputation as well - the Velea Academy is known to be the very best one can offer those seeking to be taught the arts of magic. Mostly, people join the Academy wanting to study a specific school or type of magic, but others join with the intention of finding answers to forgotten questions or search for hidden spells and powers in ancient spellbooks, hidden in the dark libraries of the Academy.

Joining the Academy is not particularly hard if you have the right connections, as those born to noble, Teldoran houses have a much easier time getting into the Academy than those who are members of the foreign nobility. All students must pay a hefty entrance deposit when first admitted, and then, depending on the amount of courses they take over the

course of the year, the prices for their semesters vary greatly. Those of common birth can join the Academy as well, but the requirements for them getting in are much harsher than that of the students who come from nobility. While all students are required to be able to read and write common and do basic mathematics, common born have additional criteria they must meet. They must be able to read and write at least two, but preferably more, languages before they are allowed to join. They also have to pay additional fees to live on Academy grounds, and if they can't afford it, they must find alternative commendations elsewhere in the city.

The Arcane Technology department of the Academy are particularly respected, as is their skill and prowess for creating magical items. Called Artech for short, these magical items are treasured and, mostly, functional. However, lately the focus of the Artech scholars has been honed on something called 'The Automaton Project.' Unlike the Peridot Rangers and the Wayfinders, who are both privately owned organizations, the Velea Academy is owned by the crown and answers to the rulings of the Teldoran monarch. It is by royal decree that the focus on creating these automatons, these humanoid, metallic creations, has taken up much of the Artech department's time and resources in the recent years.

THINGS TO DO: BLUE HARBOR

Many things can be done in the arcane capital of the world.

Attend the Academy. The Velea Academy is praised for its expert educating of those wishing to study the magical arts. They specialize in training spellcasters in the ways of the arcane, but a few casters who draw their powers from other sources, such as the divine or nature itself, have been known to join the Academy as well in hopes of bettering their abilities. The Academy is expensive, however, and just attending one semester can cost up to thousands of gold pieces, depending on the types of classes you want to take. There are also courses in the Academy that teach the history and lore of the gods or planes, as well as the nature of magic itself. However, learning how to control and use magic has always been the prime directive of the Academy.

Explore the Enchanted Forest. The Arcania Wood to the west of Blue Harbor is well known to be filled with mysticism and wonder. It is common knowledge that multiple leeways and gateways leading to Evalon, the home of the fey, exist within the forest. Exploring the woods without a guide is dangerous, as you could walk beneath a fallen tree and suddenly find yourself in a sparkling purple meadow, with no way to go back to the mortal world.

Get Information. If you are seeking knowledge of the planes or of a specific school of magic, Blue Harbor is the place to get it. When it comes to arcane history, no one knows more about it than the professors and scholars of the Velea Academy.

Supply Students with Corpses. Many mystical creatures exist in Velea and their bodies sometimes carry exceptional qualities in need of further study. The Academy is often in need of corpses, and occasionally live examples, of monsters and other creatures, and those willing to hunt down powerful creatures for the Academy's experiments are sure to receive fine compensation for their service.

ARCANIA WOOD

When leaving Blue Harbor, travelers and wanderers are advised to keep to the roads while traveling through the Arcania Wood. Most who are foreign to the area believe it is just the locals fearing that a newcomer would become lost in the strange forest, but there is a more serious reason for the local warnings.

The Arcania Wood is known to be very closely tied to Evalon, home to the Faerie Courts and the mischievous fey creatures who inhabit them. Many sights of strange, flickering lights between the trees have been reported, as has the beautiful songs and beckoning of lulling voices, asking travelers to step off the road and join them in the dark forest.

No one goes there without a guide, at least not if they have any hopes of leaving the forest again. Even with a guide, it is not uncommon that a group who entered the forest will leave it a few members light, as their companions were seemingly swallowed by the woods behind them.



DELATHON

At the opening to the Dragon's Maw Valley, nestled where the northern mountain range, called Candor's Quill, and the southern range, the Jawline, join together, lies a white walled, beautiful city. It is also known as the Shimmering Crown, as the white rock that the city is built from combined with the brass, copper, and occasional amberite rooftops makes the settlement shine like a beacon, making it visible from several miles away.

The city is founded and governed by the Adney family, the Lord or Lady of which carries the title of Protector of the Valley. Though Delathon and its charges are under rule of the Teldoran nobility and the royal Montvey family, the seclusion and harsh life of the valley means that most people native to the Dragon's Maw Valley consider themselves separate from the rest of Teldora. The Adney family does not fight this feeling, actively embracing the solitary life in the valley.

The Adney family have ruled the city since its foundation, remaining vigilant and loyal to the valley's people throughout their governance of the Delathon and its nearby villages. After the Clash of Dragons, when a great red dragon named Cyrgath engulfed the city in flames, the surviving members of the Adney family saw the need to seek protection against such monstrous enemies. By giving support to a group of travelers who had become infamous throughout the valley for their hunting and killing of dangerous creatures, a grand hunting guild was constructed in the heart of Delathon. Named after the adventurers who helped found it, the Peridot Rangers was then created.

Though the guild is a private organization, its ties to the Adney family has never been ignored. It is known that the guild and the hunters employed there would never have existed had it not been for the support from the Adneys. The Adneys are subject to great admiration in the valley, and their rule is greatly respected by the valley's citizens.

Despite this admiration, the Adneys are not known to be gentle rulers. They govern the valley by a strict code, which shows in the way the city itself is presented. Delathon is a surprisingly clean city, and is the city in Teldora which has the lowest rate of crime as any crime or vandalism discovered within the city is immediately struck down. Punishments

THE PERIDOT RANGERS

The Peridot Rangers is the largest hunting guild in the world. Though its main seat and main guildhall sits in Delathon, the guild has multiple other chapters placed around the world. This includes having sister guilds in Lightport in the northern part of Velea, in Dunin in the Free Cities of Uawei, and the Aurish capital, Serranheim.

There are multiple ranks within the guild, going through Novice, Apprentice, Warden, Master, and Grandmaster. Novices are new members to the guild, and most people are only Novices for a few months before advancing to Apprentice rank. Members stay in this rank longer, as one of the requirements for becoming a Warden is being a member of the guild for at least one year. Most members never reach a higher rank than Warden, as becoming a Master involves responsibilities unwanted by many, as the Masters run and maintain the guild, answering only to the Grandmaster. There can only ever be one Grandmaster, and it is the responsibility of the Grandmaster to lead the guild in times of trouble, as well as represent the guild and its interests on the High Council of Velea.

may vary in severity, but are much harsher if the incident in question took place within the city walls themselves, instead of in the much poorer Stacks outside of Delathon.

The city is also a common place of trade and business. It is the only major city lying along the river, the King's Tear, which runs from the dwarven empire, Stoneway, all the way to the Teldoran capital, Amberton, on the Rainbow Coast. The river itself runs beside the city, giving space to minor dockside life along the King's Tear shore.

Delathon has four major districts, referred to as Quarters. Three of these lies protected behind the city walls, these being the Palace Quarter, the Royal Quarter, and the Market Quarter. The final district refers to the tightly placed buildings outside the city defenses, a large area referred to as the Stacks.

PALACE QUARTER

The city of Delathon itself reaches up along the side of a mountain, its highest point being the Adney family castle, Ashgate. The area immediately around the massive castle is the Palace Quarter. This is where the nobility have their meetings, and those in close service to the Adney family reside. This includes the Royal Ashguards, the specially trained men and women who have sworn to defend the Adney family with their lives.

Visiting nobles who come to see the Adney family stay in Ashgate as well. It is also in the Palace Quarter that noble feasts and gatherings take place.

ROYAL QUARTER

The Royal Quarter is substantially bigger than the Palace Quarter, and houses the richer citizens of the city, as well as the main barracks for the Ashguard. The Ashguard are unlike other Teldoran guards, who are employed by and sworn to defend the crown. The Ashguard are all residents of the Dragon's Maw Valley and loyal first to the Adney family and their charges. The Adneys have held the loyalty of the valley peoples for generations, and most of the valley residents are unlike to swear fealty to a regent they have never seen.

The Montvey family has allowed the Adneys to employ their own guards, a unique decision that no other Teldoran noble has been allowed to do. Having a city's guard loyal to a Lord over their regent could be considered treason by some, but the Adneys have always been loyal to the Teldoran monarch. The Dragon's Maw Valley is also the largest fief in the Kingdom ruled by a singular Lord or Lady, and is given special privileges as a result.

MARKET QUARTER

Largest among the quarters is the Market Quarter. The city's stores and temples are mostly placed in this quarter, as is the Peridot Ranger guildhall, as well as the accompanying stables, warehouses, and workshops connected to the guild.

The Sunfire Temple to Sarno, the god of rebirth and renewal, also lies in this quarter. With the exception of the Hearthhome Temple in Lightport, the Sunfire Temple is the largest known temple to have been built to Sarno. Sarno is by far the most worshiped god in and around Delathon. His preachings of remaking oneself and letting go of past mistakes resonates with a lot of those making their living in Delathon, where the idea of hunting with the Peridot Rangers and remaking yourself in the light of adventure is a prospect chased by many.

Less people actually live in the Market Quarter, as its main focus is business and trade. The main market square is massive, and the eastern most part of the quarter is a tightly knitted gathering of warehouses, most of them filled with processed furs, various kinds of treated wood, armors, ore, and cured meats.

THE STACKS

To outsiders of the valley, the Stacks have gotten the reputation of being the "slums" of the city, as the tall buildings sometimes lie so close together that they lean into each other, blocking out the sky and creating tunnels between the buildings. The Stacks are not very well protected, unlike the other quarters that all have high, white walls protecting them from outside dangers. However, the Stacks is where most of Delathon's citizens make their home.

Those who work in the city often reside outside its walls, as the price for living inside the city is very expensive and therefore exclusive to a very small group of people. The Stacks's colored reputation is not totally unwarranted however, as the dark streets and alleyways make it prime for criminal activities. Though the Veiled are not known to have much of a presence in Delathon, they are not unknown to the local populace, and most people familiar with the area stay out of their affairs, sparse though they may be.

THINGS TO DO: DELATHON

The mountainside city has its fair share of possibilities for adventuring.

Explore the Valley. The Dragon's Maw Valley is home to all manner of monsters and creatures. Many have tried settling in the valley and fallen victim to its dangers, leaving behind skeletons of old, rotten villages and forgotten temples. Rumors say that cultists to the great dragons live in the mountains, and that powerful, magical scourges hide themselves in the shadows of the valley's wilderness.

Find Work with the Guild. The guild is always looking for members, and it can pay well if you prove capable. Hunters, trackers, and brave warriors are known to seek the guild out specifically, but others join them as well. Spellcasters, enchanters, and craftsmen also join the adventuring groups going into the valley, as the creatures slain on the given contracts can offer great loot to those who know how to properly work it.

Study Monsters. If a specific monster, creature, or being has influence over you, there is nowhere better to study its nature than in Delathon among the Masters of the Peridot Rangers. Though the Masters are not known for sharing information with just anyone, there are many ways to gain their good graces. Having a good relationship with the guild by completing contracts is one way to accomplish this. Another could be to do favors for the ruling Adney family, as their relationship with the guild and its powerful members can open doors that would otherwise be closed.

COINS OF VELEA

Before the Unification, the various countries of the world had their own coins and currencies. However, since the lands of the continent joined forces many hundreds of years ago, the different types of currency melded together.

The different kinds of coins had different names in the different nations, but those are hardly ever used. In common speech, the different coins are simply called copper, silver, and gold, as it is a universally easy way for the different countries to understand the value of the different coins.

Depending on where the coin is minted, the design of them might be different. Stonian coins, made in Stoneway, the realm of the dwarves, are often decorated with runic scripture or symbols. Coins from Teldora have the face of a historical monarch on its face, and Lightport has various symbols of the different known gods. What is universal among all these coins is that one side always has a star with nine points, the symbol for the Nonet Triumphant, the group of gods most worshiped in Velea.

REDHOOK

Among all the cities of Teldora, and also of Velea, Redhook is the one with the most notorious reputation. It is known for being a well of criminal activity, as well as the main seat of power for the Velea thieves guild, the Veiled.

Many operations and coups have been birthed in Redhook, and the reputation of people entering the city and never leaving makes the city stand out from its neighbors. Little respect is paid to authority, and the guards who patrol the city have a hard time keeping certain areas of the place under control. The two noble families who govern the city, the Sarotolva and Osmeri families, have been known to be heavily involved with the Veiled and their business. Though they are supposed to rule over the city, the two families seem more keen on making money off of the illicit business happening in the city's underbelly than governing Redhook as per the interest of the monarch they are supposed to be loyal to.

The Sarotolvas have an old bloodline, but they are still among the newer nobility. They are the only noble family to be considered full blooded Zirani, and this plays into how disliked they are by their fellow nobles, as the Zirani have a reputation for ill-doing and petty theft. The Sarotolvas have ruled over the countryside lying around Redhook along the peninsula where the city lies, called the Bloody Hook.

The Osmeri are likewise disliked by their peers. Like many residents of Redhook, they can trace parts of their lineage to the Uaweinian countries on the continent to the east of Velea. The Velea nobles have old histories, and do not care much for having someone of "lesser blood" be elevated to their social standing. The Osmeri were a Laynarian noble family who fell into disgrace a few centuries after the War of Separation, before fleeing west to Velea. Here they found

both a home and power by ruling over Redhook with a tough hand. However, this toughness is only in the face of obvious crime, and the insidious underground operations of the city is largely ignored. As long as the crime is quiet, the Osmeri are willing to turn a blind eye.

THINGS TO DO: REDHOOK

Danger runs abundant in the streets of this crime ridden city.

Assist in Smuggling. The harbors of Redhook are often referred to as Dead Man's Waters. Many problems and identities have disappeared in the shallow harbors, and illicit business thrives near the docks. If you are in possession of goods with a less than clean record, the Redhook harbors is the best place for you to get rid of it. It works the other way around as well, with Redhook offering a variety of under the table deals, not available anywhere else in Teldora.

Escape. The crews found in Redhook are fast, discreet, and don't ask many questions. If rumors or reputation has caught up to you, finding an exit in Redhook is not an unheard endeavor. A common Teldoran phrase is to say that no one leaves Redhook, for the city has its way of changing you. Some change their identity willingly, some are changed by vile sights or conflicts, and yet again others simply vanish.

Seek Out the Veiled. If you are looking for work with a thieves guild, the Veiled is the common choice for most residents of Teldora. Their reputation is outstanding, for a thieves guild, and they are often made to be the boogeyman in tales and stories. Though the heart of their operation is in Redhook, their influence reaches all over Velea, and is even known to have bled into the wild woods of Ethaari.



ETHAARI WILDS

People like asking me what it was like growing up in the magical land of the elves. But if you hadn't noticed, my ears are a bit too short to be considered properly elven. Though they are a novelty out here, outside the oh-so-enchanted forests of Ethaari and I've received multiple compliments for them, that is not as much the case in the Tarkhin woodlands. There, the stubbornness of your ears is enough of a reason to be considered barely two steps above living filth.

— Kyre Osprey, half-elf archivist

Unlike the other nations in Velea, Ethaari's geography and history is not well known to the common person. This is not because of a lack of trying, as the High Council has been offering Ethaari a place on the council since the council was founded. Each time the elven people of the Ethaari wilds has refused the offer.

The country itself is a wild mess of thick forests and wide, open fields. These are protected by the elven citizens, who pride themselves on being the guardians of the Ethaari wilderness. As a result, very little actual construction has taken place and there only exists one proper city, the elven capital called Erashin, meaning *the Emerald Grove* in common. Other settlements exist, of course, but they vary greatly in size and none of them grow any bigger than a few hundred members.

The elves of Ethaari have taken on the characteristics of the nature they have sworn to protect. There are elves who are born to guard the seas and waters, whereas others live to protect the forests and fields. An exception is those born and raised in the capital, Erashin, something only few can boast of. Those who make their home in Erashin are also called faeblooded, as these are the elves who have the purest connection to the eladrin elves of the Evalon faerie courts.

Other elves have to experience this faerie connection in other ways. Where the high elves of Erashin can tap into their

*Scorching heat and sand is fine.
Mountains and snow is also fine.
Elves with bows hiding behind
seemingly every single tree with
nothing but murder and maiming
on the agenda? Not fine.*

more potent faerie blood, other elves embrace the natural powers around them, hoping to encounter forces who find their home among the many otherworldly courts of the Evalon fey creatures. This sworn connection means elves take great pride in their people and their homes. Elves name themselves after the settlement they were born in, ending it with either the word 'Lievrahn', the elvish word for settled tribe, or 'Sorahn', the elvish word for nomadic tribe. An example of an elven name could be 'Aranee an Tinauni Lievrahn,' meaning Aranee of the settled Tinauni tribe.

The elves of Erashin are an exception to this rule. They keep the family names passed down to them for generations, as this is proof of their connection to the faeries of Evalon who exist beyond the material plane.

It is the high elves who technically govern the nation, but the different elven peoples do not have many reasons to contact one another. One exception is during times of war, as the elves are fiercely protective of their borders and will defend them to the death. They see this as an obvious reaction to threats against their lands, as they believe the Ethaari woods and fields to be intrinsically connected to the courts of Evalon. As a result, any outside force who attempt to encroach on their territory is met with immediate, brutal, and often bloody retaliation.

The only other people the elves have any real relation to are the gnomes of Tinkervale. Gnomes, like elves, have a connection to the powers of Evalon. As a result, elves are more open to negotiating with the gnomish people, as well as engaging in trade and collaborative efforts in invention and historical investigation.



ERASHIN

The Emerald Grove is known in song and verse as one of the most beautiful places in the world. Flowers, groves, and natural springs are all part of the design of the city, and the tall, defensive walls are lit with ancient, elvish runes that glow with protective energies.

Unfortunately, most people will never see this beautiful place, and the only way to experience it is through artistic renditions on canvas or by verses. Non-elves are prohibited within the city, with half-elves only barely being allowed to walk the streets of Erashin. The few times a human expedition, or just a party with a non-elf in the group, have made it to the city, they have always been turned away. If the travelers became insistent on entering the city, the guards of Erashin would respond with violent and often lethal force.

The city itself is governed by an elected council of patriarchs and matriarch of the various high elf families who live in the city. Each major household chooses one representative to speak for them on the council, where they make decisions based on what would be best for the family.

THINGS TO DO: ERASHIN

Should you make your way into the city, there are plenty of sights for you to take in.

Explore Beauty and Art. Erashin is known for its beautiful renditions of the dreamlike Evalon landscapes, and the plays and stories that come out of the elven city are among the greatest in the world. If you are able to get into the city, seeing the beautiful spaces that has inspired so much wonderful art should be a high priority.

Go Gatehopping. Rumors exist of secret gates and doorways hidden away in the various parks of the Emerald Grove. The city's strong connection to Evalon and the faerie

courts that reside there means that occasionally emissaries from the otherworldly plane will enter into Erashin. Sometimes the gate doesn't close fully, leaving open small passages leading into the heart of the glamorous courts of Evalon.

TINKERVALE

Never trust a fellow from Rockvale! He'll trick you and then his mother, no doubt about it. Same goes for those damned fools of the Little Glades. And don't even get me started on the cretins who live near Riverslope. No, Sunvale, my friend. That's the only place where gnomes use effort when it comes to their craft.

— Kannen Sunvale, village elder

Nestled between the Jawline mountains to the north and the jagged peaks of Rakhaia's Line to the south lies a small, but safe little country made up of peaceful woodlands and calm, bending streams. The valley, which has been given the name of Tinkervale by its citizens, is an area always bustling with activity. The gnomes who reside there are known for their hard and pristine work ethics, and hardly a day goes by where the sound of clamoring can't be heard echo through the valley.

Tinkervale is split into four sections, each governed by the family whom the section is named after. The largest is Sunvale, named after the family whose descendants have looked after the area for generations. The area is sparsely



wooded, and more plains than forest, but that doesn't stop the gnomes living there from being inventive when it comes to building their settlements. They grow and cultivate great oak trees, treating their growth with enhanced fertilizer which makes the trees sprout into giants. There, the gnomes of Sunvale make their homes, in elevated tree houses hidden in the crowns of great trees.

The second largest area is known as the Little Glades, and it is run by multiple gnomish families. The Starglades, Flowerglades, Hollowglades, and many other small families have joined together to watch over the thick woods of the Little Glades. It is the only area in Tinkervale that can be described as being dangerous and it is mostly avoided by the neighboring gnomes as a result. The gnomes who live in the Little Glades have grown up around the area and know how to treat it with the respect it deserves. The danger found in the Glades is not truly dangerous, unless you decide to act foolishly.

Rockvale is, as the name would suggest, more rocky than the other sections. The area is infested with cliffs and sharp stones sprouting from the earth. Finding little cover from surrounding woods and forests, the gnomes of Rockvale sought below ground instead, making underground settlements that carve deep into the mountain rock.

Running through all of Tinkervale is a large river called the Trickster's Road, and it has multiple purposes. Firstly, it is the twists and turns of the river that make up the borders of the different sections of Tinkervale, and it is also the river that makes it possible for the citizens of the different areas to visit one another and exchange pleasantries. The river is tended and tamed by the gnomes of Riverslope, a lineage of brave gnomes who spend more of their lives on the deck of a riverboat than on the solid ground. The gnomes of Riverslope run the Barges, a series of specially constructed rafts and boats sailing all over Tinkervale, transporting people up and down the Trickster's Road.

TUCKER'S FORK

There is only one proper city in Tinkervale. Lying where the Trickster's Road joins the Hopper Creek is Tucker's Fork, named after Tucker Trickervale, the only gnomish god who is still being worshiped. The gnomes lost much of their culture after the War of Separation, and Tucker is the only god from their pantheon who has maintained his popularity.

Tucker's Fork is a marvelous mess. The city is a wild mix of tall, crooked buildings leaning against one another like rickety scaffolding, but somehow never falling, and several wooden platforms tied together to float on the calm streams of the Trickster's Road. Many gnomes live and work in Tucker's Fork, it being the place in Tinkervale with the best workshops and workstations. Several mills are built along the river's shore, turning out energy day and night, and assisting the resident gnomes in the creation of various inventions.

The city is also one of the only places in Velea that deals consistently with black powder. There is little use for the stuff in other regions of the world, outside of mining, but the gnomes of Tucker's Fork use it for all manner of things. Explosives for mining in Rockvale, experimental firearms and ammunition for them, and also their pride and joy; fireworks.

At night, Tucker's Fork can be seen from miles away, as the flat landscape of Tinkervale offers a great view of the exploding lights appearing over the city, cascading sparks of light down over the waters of the river.

THINGS TO DO: TUCKER'S FORK

The city is always alive and willing to offer chances of merriment.

Party. There are many taverns and inns in Tucker's Fork, each one offering their own signature house ale or wine. Rumors have it some of the drinks are even spiked with a tiny bit of black powder, making the liquor burn even deeper than usual.

Peruse Strange Inventions. Experiments are conducted daily in Tucker's Fork. Some of them are even successful. Some are not. And some of them *almost* work, but not quite. With a critical eye and some patience, you may be able to find treasure amongst the discarded junk found in the various stores of Tucker's Fork.



LIGHTPORT COMMONWEALTH

As is the word of our Gods above, as is the word of your founders. Now they shall be spoken again, as these oaths are taken in view of our sacred home.

These are our holy warriors, and they serve to give themselves to the city. They were our children, now to be forged to steel in the bloody furnaces of battle. No plague shall touch their breath. No disease shall brand their skin.

They are the force the wicked will fear. They are the defenders of our city. They are our Hallowed Citadel. They shall know no fear, for their souls have claimed a seat in the eternal halls that exist beyond the borders of our mortal world, to forever protect us from unholy threats.

— Vow of the Hallowed Citadel, as recited at their joining

The nature of Lightport's foundation is a fascinating tale. Before the War of Separation, the northern part of the Velean continent was governed by the Wordian family. The Wordians were a noble line with strong ties to the Naleeran bloodline, the Naleerans being the royal family before the Montveys and acting regents of Teldora during the War of Separation. At the time of this war, the Wordians were a massive powerhouse in comparison with other equally influential families in the Kingdom of Teldora, but the war had its toll on the house. Many prominent Wordians traveled to Uawei to fight. Only few returned, and those that did were forever changed from their experiences there.

Young Dameon 'the Dear' Wordian was one of those who returned home after the war was over. He was a strong, young man, and a sworn defender to Sarno, the god of rebirth and renewal. After the War of Separation, Dameon struggled with his faith, finding it hard to accept the discourse that was tearing the people of the world apart. The loss of seven major gods made the people uneasy, and an intense fear of the gods and their divine power meant that a hateful mindset had fallen over Teldora.

So Dameon decided to do something. He traveled to the easternmost point of his lands, where the sun would first touch his shores, and there he built a grand temple to his god. He proclaimed that the horrid gods may be dead, but as was the strife that they had caused. Now, the faith could be reborn under the laws of Nonet Triumphant. Seeing the positive response to the religious neutrality found in the newly named city of Lightport, the Teldoran monarch decided to let

Dameon's project go unhindered, freeing him and his followers to expand on Lightport's influence. This continued with the generations that came after Dameon, and within a century Lightport had grown to be the third-largest city on the continent, after Amberton and Underforge. People flocked to the lands, finding security in the assurance that they would not be judged for their religious beliefs, as long as they abided by the laws of the land. Worship of the Exiled Sept was still forbidden, however, and the remaining followers of those gods mostly disappeared after the War of Separation.

In Lightport, one can find a temple to nearly every known god found in the Three Continents, with the center square, the Plaza of the Nine Paths, having a major temple to each member of the Nonet Triumphant. As the city grew in power, it was eventually removed from the Kingdom of Teldora and made into its own nation, specifically named the Lightport Commonwealth. The city itself, as well as the surrounding lands, are still governed by the Wordian family who have remained in power ever since the city's foundation.

Though the nation is technically without an official army, it is not defenseless. The Hallowed Citadel, a large group of devout clerics and paladins sworn to their gods first and to Lightport second, protect Lightport and its lands. They patrol the streets of Lightport, protect the nearby villages, and aim to strike down any threat that might loom near their holy city. As a rule, the Hallowed Citadel act with violence only when they have to and death is to be avoided if possible. However, the practice of necromancy when concerning the creation of the undead is forbidden. That, along with the communion with devils and demons, are the only offenses warrant of a death sentence.

Lightport's intense focus on the battle against undead is not unwarranted. To the east of the city lies the Crying Isles, a

People are always so surprised when they hear how many thieves and criminals reside within the holiest city in the world. They forget that Dail, our lord of thieving and stealing, is a god like any other. He has a temple too. And he has followers as well. They do his bidding, regardless of law or location.



number of islands infamous for the ghouls and specters that roam them. The fort, the Frint, placed on the largest island, is useful for members of the Hallowed Citadel to hole up in while they investigate the islands. The focus on fiends is likewise necessary, as the tiefling city, Anra, lies to the west of Lightport, well within its lands.

ANRA

The homestead of the tiefling people was constructed many years before the War of Separation caused the dislike of the race to flare into hatred. Many tieflings were worshipers of the Exiled Sept and tiefling society was much more prominent in Fennkaz than it was on any of the other continents. As a result, this - their close ties to forbidden gods and the alien nature of their origin - was enough of a reason to seek away from the public eye. Tieflings generally don't leave their protected city, knowing that in doing so they are subjecting themselves to the dangers of an outside world that despises them just for how they look and act.

The city is built inside the massive Mount Orobas, a grand peak believed to be directly connected to the Hellish Court, Equinox, where the servants and slaves of the Hells reside. The city is sturdily constructed in multiple lairs, though it lacks the proper maintenance that is found in the neighboring nation of Stoneway. As a result, collapses are a common occurrence within the mountain, and injuries and even deaths as a result of this is an unfortunate common occurrence within Anra. Some of the buildings are carved into the rocky walls of the mountain. These are among the oldest construction in the city and are believed to have been built by the dwarves, which is why they are still standing and are considered the least likely to collapse. The buildings that break down are mostly the more modern buildings that are not as well constructed.

Anra is ruled by a cabal of powerful elected members of the tiefling community called the Inferni Council of Elders. These Elders make decisions regarding the construction and repair of the city's defenses, as well as the training of soldiers and artisans, and allocation of resources among the people. The city itself is known to be heavily involved with criminal activity, though the reason for this is not as sinister as many believe. The Veiled have many connections within the city, as the lack of proper trade between the city and its neighbors makes the involvement of less-than-amiably sources a necessary evil for Anra to survive. The nearby nations of Stoneway have historically been unwilling to step into business relations with the city, and Lightport, the seat supposed to govern over Anra, watches them with a suspicious eye. Though they supply the city with its basic needs, any luxurious wares, such as spices and proper tools, are rare and must be gotten through more dubious means.

The city is home to two different kinds of tieflings; those finding their ancestry with the infernal devils of the Hellish Courts below and others instead tracing their lineage to the demons residing in the Abyssal Reaches beyond the known underbelly of the multiverse. The infernal tieflings are most common in the city, and it is mostly them who have final say on political and governing issues. The abyssal tieflings are less likely to be found in positions of political power. The demon blood flowing in their veins tends to give them short tempers, making them ill-suited as community leaders.

Instead, they make great warriors, unafraid to stand up for themselves and others, and for this they are highly respected.

In more recent years, Anra has shut itself off from its neighbors. After the appearance of the Hellgate and the demonic spawn that emerged from it, the city has been silent and unresponsive. As of now, it is unknown if the Hellgate was a twisted attack constructed by the tieflings of Anra as a response to the ill treatment they have received throughout the years, or if their voluntary isolation was a defensive decision, shielding themselves from the blame they knew would be pointed their way.

THINGS TO DO: ANRA

Though entrance to the city is limited, there is still information to be found within Mount Orobas.

Experience Tiefling Society. The tiefling society of Velea is a great minority, and one that is subjected to both hate and violence, but it can be fascinating to explore. Tieflings have endured the hatred of their fellows for centuries, and have remained non-violent throughout. The logical reason for this would be that entering into any sort of violent interaction with another race would mean the immediate extinction of their own people and culture. Tieflings are a rare sight in the Three Continents, and though Velea sees more tieflings than both Keefe and Uawei, they are an uncommon sight. To experience and connect with this people, so detested by everyone, could give unique opportunities for adventuring. There is also the case of tieflings having an impressive account of the history of the Planes Below and their expertise and knowledge within this area is undisputed.

THE FRINT

Unlike the other cityscapes of the continent, the old fort called the Frint was built as a fortress to defend against attacks from an unknown enemy. Its style is unique for a Velean construction, as it carries many of the characteristics of Aurish architecture. The name, Frint, can be traced to the Aurish word for 'friend' or 'ally'. The fort is assumed to have been built and inhabited by Aurish settlers many centuries ago, but when the castle grounds were discovered they were abandoned and no logs of travelers or settlers could be found. The name is the only thing that has survived through whispers heard by the inhabitants of the island.

The Frint is the only major construction in the area of the Crying Isles, a group of four islands lying largely abandoned to the east of Lightport. When scouts from Lightport arrived at the largest island where the Frint is located, they found it uninhabited by anything living, but completely crawling with the spirits and specters of undead entities. Over time, minor communication has been conducted with the spirits on the island, and it was from them the name 'Frint' was found, as that was what they called the standing fort. Apparently, the crew of an Aurish galleon came ashore on the island and found shelter in the fort while they would attempt to repair their ship. They never made it off the island, falling victim to ill-minded spirits who attacked the sailors and killed them. The name of their ship is the only thing that survived as whispers from the dead men who now wander the area around the Frint as undead spirits, somehow unable to pass through the Veil to find their eternal rest. Not even the names of the crew members have been recovered.

*Ever heard those stories?
About people who've fled
some terrible evil by hiding
in the shadowmists? Don't
believe those stories. Chances
are it was a Zirani who told
you, and they aren't the most
trustworthy bunch when it
comes to these things.
They're most likely luring
you into the mists so they
can more easily pick your
pockets when you go insane.
Speaking from experience
here.*

The fort was rebuilt to its current stature by deployed members of the Hallowed Citadel who are permanently settled on the island. Their objective is to observe and learn of the undead scourges that plague the isles so that they might use their knowledge to repel the beings elsewhere in Velea. Holy warriors from many other countries will travel to the islands in hopes of improving their own knowledge to better fight against the plague of undeath. It is a harsh life, and a hefty staff of healers always remain at the Frint to offer aid to any forces coming to clear out old catacombs and tombs of its undead denizens.

The Crying Isles themselves are as bleak as one could imagine them to be. The islands are soggy with water dragging in to soak the ground into mud. There are constant, white mists that lay over the islands. The specters can be seen wandering in these mists, crying and howling their pain for no one to hear or respond to. The mists cannot be dispersed for long, coming back thick and fast wherever it is forced away, and it has been reported that people who spend too much time in the mist begin hallucinating and suffer from terrible nightmares. These mists are believed to come from the ground itself, and it has been discovered that the soil is littered with old corpses, partially mummified by saltwater. Many of these are believed to have been killed in battle, as they are wearing armor and hold rusty weapons in their hands, buried by nature where they fell. There are also proper catacombs that span all over the island. Who or what constructed them is unknown, and only a fraction of them has been properly explored.

DM NOTES: SHADOWMISTS

There are places in Noroth where the boundary between the world of the living and the world of the dead become eerily thin. This Veil can occasionally rupture, letting through beings that have no natural reason to exist on the material plane. When these ruptures occur a white mist will follow it, escaping from its home in Ossiria, the plane of the dead. The mist is mostly harmless to the living, provided that they do not spend too much time in its presence.

After 4 hours of travel through an area afflicted with Shadowmists, any humanoid creatures (with the exception of Zirani) must make a DC 10 Wisdom saving throw. If they succeed, they are unaffected by the effects of the mists. If they fail, they will start to see vaguely humanoid shapes and shadows moving in the mists, appearing to come closer and closer. This effect lasts until they leave the mist's presence for at least 1 hour. If after an additional 4 hours another saving throw is failed, the shadowy creatures will begin to "attack" the humanoid. These attacks do no damage, but they feel physical and painful and will drive the humanoid to madness. Roll on the long-term madness table to see which affliction the humanoid will suffer.

Once out of the shadowmists, any creature that failed 1 or more Wisdom saving throws against the mist will suffer from terrible nightmares. They are unable to sleep for 1 day. If they failed more than one saving throw, they are unable to sleep for 1d3+1 days.

The Zirani are the only people who are completely unaffected by these mists, and can walk through them without issue, automatically succeeding on the saving throw. As a result, a Zirani fleeing justice will seek out areas infected with the mists to hide, as they know they cannot be followed.

THINGS TO DO: FRINT

Help is always needed on the Crying Isles, and the rugged people stationed at the Frint will gladly accept any help offered.

Clear out Ancient Tombs. The deployed members of the Hallowed Citadel of Lightport who are stationed by the Frint to study the undead inhabitants of the islands are always in need of assistance. The ancient graves and tombs are filled with unclaimed bodies who have not been lain to rest. These tombs hold many questions lost to time, as well as treasures forgotten by history.

Hunt for Ghosts. Should you be in need of a specific type of undead creature, you are likely to find its kind on one of the Crying Isles. Powerful undead, such as vampires, have never been seen on the islands, but both ghouls, animated skeletons, and other half-rotten once humanoid creatures can be found on the isles, shambling around the muddy grounds of the islands.

LIGHTPORT

The city of Lightport, the holy capital of the world, is a grand and magnificent place. The city is alive with merry and wonder, with followers of the world's various gods being able to follow their faith without fearing the consequences of doing so. The city is historically governed and ruled by the head of the Wordian family, the family who founded the city and built it into the nation it is today. Leadership is important in Lightport, as many different religions converge on one spot. This means that many different ways of life have to coexist, as well as accept the differences of their neighbors.

The general laws of the land are followed. Crime is punished, just as it is in any other place on the continent, which can make it hard for some of the city's citizens to accept the prefaced "freedom" of faith. Followers of the thieving god, Vail, are often arrested for petty crime, while they claim to be simply following the words of their god. There are also those who use it as an excuse, having never set foot in a temple to the wicked god and who are merely looking to lessen their sentence. This can make ruling difficult, which is why the word of the acting Lord of Lightport is held in high esteem.

Though the priests of the Nonet Triumphant are the individuals who have most influence in the city - after the Lord - they can rarely agree on how to solve a specific problem. Where a follower of Sarno might suggest forgiveness and generosity, a follower of Torl will traditionally ask for a harsher sentence. To maintain control over the city and to keep it from falling into anarchy, the Lord and his selected council have final say in matters regarding the city. The leaders of the different temples are given plenty of opportunity to give their influence to the city as well, and each member of the Nonet Triumphant have a massive temple constructed to them on a plaza in the center of the city. The spires and frames of these buildings dot the skyline of Lightport, raising from the ground like a many-fingered hand. The one building that can rival the Nonet Triumphant temples regarding splendor is the Wordian palace, the Suntowers. It rests on the easternmost point of the city, almost leaning into the sea. At one point, it was the famed temple to Sarno built by Dameon 'the Dear' Wordian, but through the years the temple evolved into a fortified castle, capable of withstanding any threat that might spring on the city from the Jade Ocean to the east.

PLAZA OF THE NINE PATHS

In the center of the city lies a grand square, well-maintained and kept clean by the citizens who walk it every day. In its center is a massive park, overgrown with trees and flowers, with many paths leading through its dense garden landscape. Around it lies nine fantastical temples, one for each of the members of the Nonet Triumphant, the gods who rose victorious after the War of Separation.

These nine temples are an awe-striking sight, and many followers of the Nonet have made pilgrimages to Lightport just to see the Plaza of the Nine Paths and the temples that are built there. Though, technically, there are ten temples, as the park in the center of the plaza is a place of worship to the goddess Neyleerah, the goddess of agriculture.

Information about the nine temples, as well as a description of them and their relevancy to the city, has been listed in alphabetical order. The temples to the Nonet often have more than one purpose. They are all built with the intention

THE WAYFINDER ADVENTURING GUILD

Lying just a day's travel from Lightport is the Grand Lodge of the Wayfinders, the headquarters of the massive adventuring guild. Though it is based out of Lightport, the guild answers to no one. It rules itself and is under no obligation to divulge the happenings occurring within the guild to anyone outside its walls.

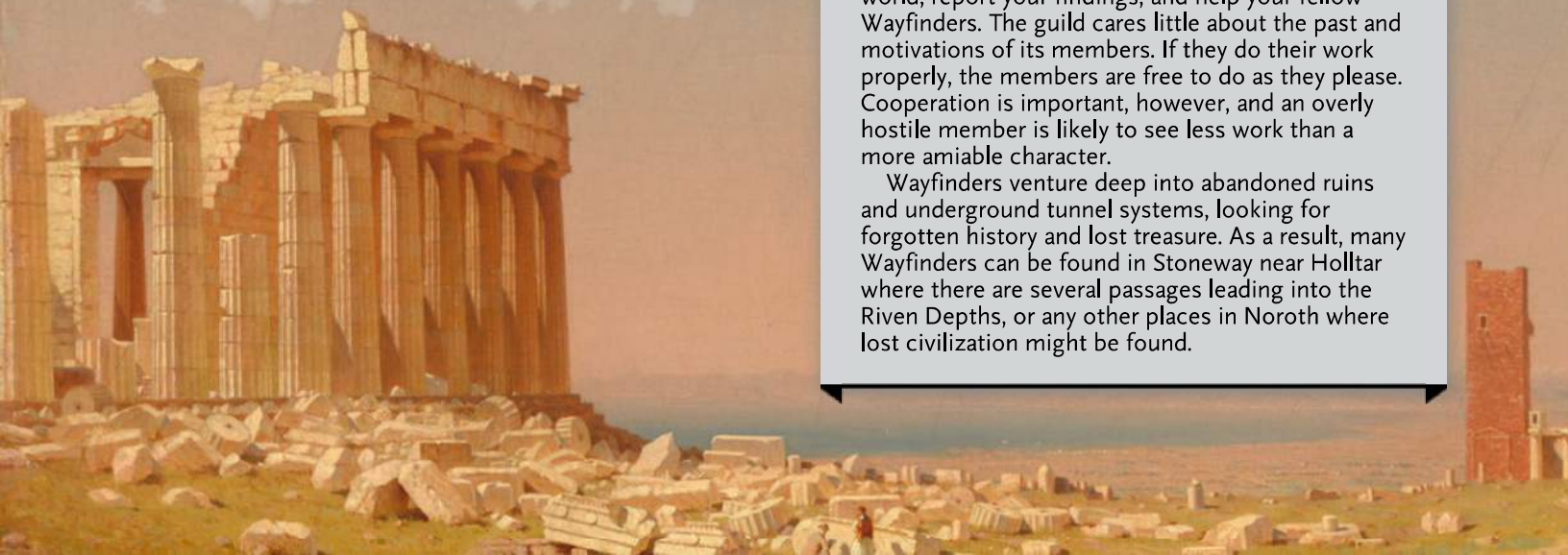
Becoming a Wayfinder is a simple, but tasking feat. Simple because you do not need money or connections to become a member. You simply need to show up at the gates of the Grand Lodge where the three masters who control the Lodge will see you through a series of tests. These tests are not terribly difficult, and once you have passed you are made an Initiate of the Wayfinders.

The training that follows is the hard part and where most tend to leave the guild. Training takes a minimum of three years. During this time you are not allowed to leave the Grand Lodge while you live and work within the protective walls of the Lodge.

Once your training is done, you are made a Wayfinder. You are equal to all other members with the exceptions of the Masters of the various lodges the guild has around the world. Some of the more famous lodges include the Rosewood Lodge lying just outside of Amberton and the Woodsedge Hollow lying on the outskirts of Ethaari.

The job of a Wayfinder is simple: explore the world, report your findings, and help your fellow Wayfinders. The guild cares little about the past and motivations of its members. If they do their work properly, the members are free to do as they please. Cooperation is important, however, and an overly hostile member is likely to see less work than a more amiable character.

Wayfinders venture deep into abandoned ruins and underground tunnel systems, looking for forgotten history and lost treasure. As a result, many Wayfinders can be found in Stoneway near Holitar where there are several passages leading into the Riven Depths, or any other places in Noroth where lost civilization might be found.



of being a place of worship to the god in question, but the temples are open to people of other faiths who will have other reasons to find themselves within the walls of a temple to a member of the Nonet Triumphant.

Alabastorium (Llyr Ravenna). A grand building made out of white rock and marble stone stands solemnly on the plaza. The visitors of this temple are rarely there for joyful reasons, and the priests of the temple do their best to offer council and aid to those coming to pray for mercy from the goddess of death. Most visitors come to the temple to connect with a loved one who has passed beyond the Veil, or to beg Llyr Ravenna that she will be merciful and allow a sickly family member to stay in the realm of the living.

Dreamscape Lyceum (Candor). The lyceum is a large, circular building with a dome-shaped roof. Inside, several floors are stacked on top of one another, acting as the largest known library in Noroth. The hazards of fire near the many pieces of parchment has prohibited the use of candles and other similar light sources while in the building. Instead, the Dreamscape Lyceum has small lantern dragonettes employed to shine light on the many hallways of knowledge within the library. These dragonettes act as guardians, offering light to the visitors of the library, as well as watching that they do not venture onto floors where they are not allowed, such as the mysterious Prison of Lore that supposedly lies hidden beneath the temple.

Ebony Arena (Torl). The oval, black arena has nine spiked towers rising from its walls, offering great views of the dusty battlegrounds below. Around the arena are benches for more onlookers so the citizens of Lightport can be seated while watching the fighting occurring below. All official duels and battles conducted in Lightport are held in the arena, as well as public executions. Battle and warfare training also takes place in the arena, and the warriors of the different religions often meet there to spar and train.

Garden of Sun and Corn (Neyleerah). In the center of the plaza lies the lush garden of Neyleerah, the goddess of agriculture. Unlike the temples around it, the Garden has no structures or buildings. All the paths running through the park have been created by people walking them for years, and every plant has been carefully placed to sprout without aid. The park is a wild, but beautiful place, and quite safe to wander. The only danger is that one is likely to get lost among the thickness of the trees, but even then finding the way back out is quite easy.

Hearthhome (Sarno). One of the less impressive temples is, ironically, to the most popular god on the continent. Hearthhome is constructed from dark wood and solid, gray stone, giving off a warm and inviting exterior. Inside, several wooden pews are placed in a half-circle around a gigantic oak tree curling upwards to grasp at the light being let in by a huge window facing east. The temple is most beautiful during the day when several small windows and cleverly placed mirrors illuminate the entire temple with warm, radiant light. It is a place of healing and care, and people in need of help are always welcome at the temple of Sarno.

House of Coins (Rakhaia). Various pieces of cloth, all in different colors and fabrics, wave from the roof of this flat building. It is plain in its design, but has been colorized with gifts from its patrons, be these by way of pieces of fine cloth or simple strings from their garments that have been put on its walls. Inside, several round tables are placed, giving of the look of a gambling den. It is an apt description, for that is



exactly what the House of Coins is, a place for one to test and try one's luck. In the center of the room is a large, round bowl with a hole in the bottom. It is a usual show of faith and good fortune to throw a coin into the bowl. After a moment, either nothing will happen and you will have lost the coin, or the bowl will throw the coin back out, letting it land on the ground for you to pick it back up.

Pendulum Tower (Eeya). The high tower built to honor the goddess of time is the tallest building in Velea when not counting the Suntowers castle itself, and even that is highly disputed as the Suntowers' higher elevation makes an exact measurement hard to conduct. The temple, when not considering its height, is rather small in comparison to those around it and it houses only a few priests and little staff. Near the top of the tower, a round clock has been placed, announcing the arrival of each hour with a ring of a massive bell hanging inside the tower.

Platinum Palace (Darnothir). Built more like a fortress than a temple, the high, white walls of the temple to Darnothir mark a decisively defensive position within the city. If the city was to ever be subject to an attack or siege, the Platinum Palace is designed to house and protect hundreds of people for several weeks. Though worship of the Risen Dragon is not as common in Velea as it is in Uawei, the temple to Darnothir remains an impressive building whose construction and defensive walls can rival any castle on the continent.

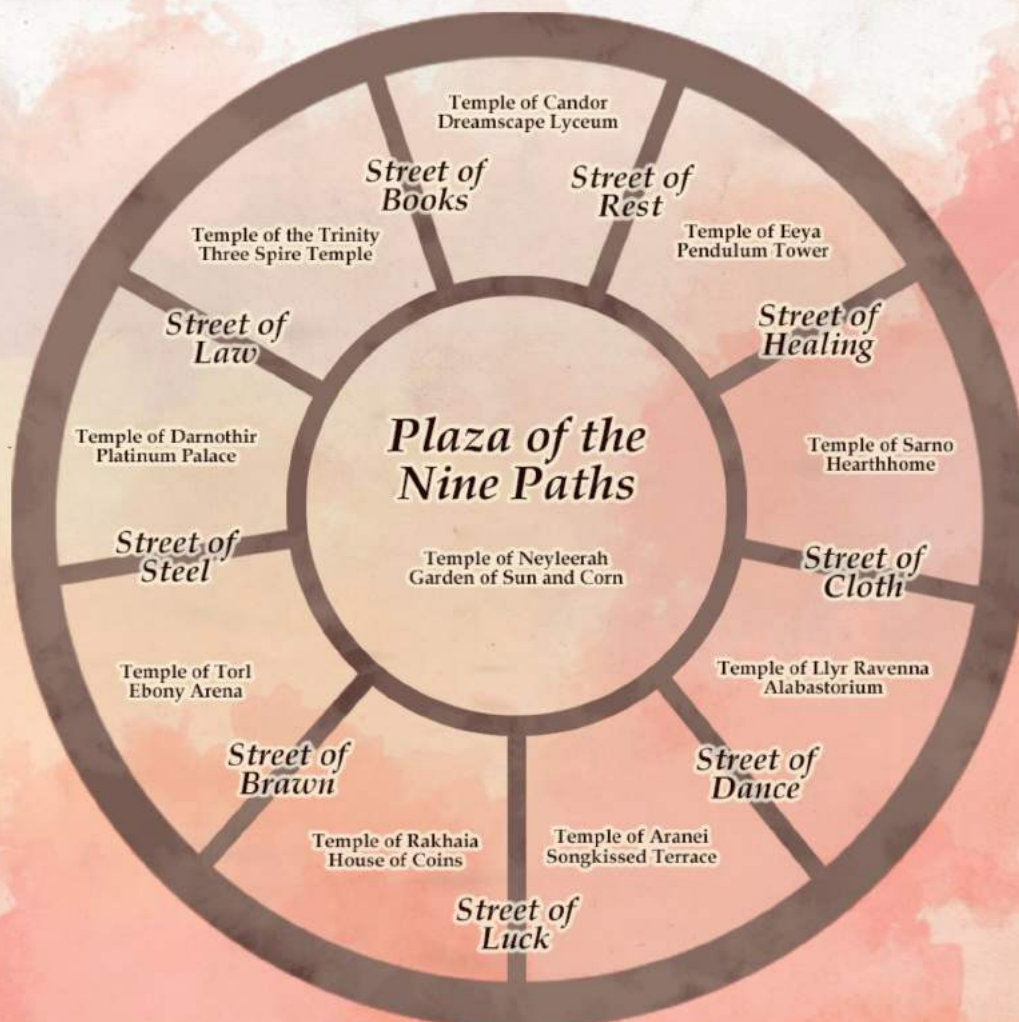
Songkissed Terrace (Aranei). The Terrace is a massive open space, capable of housing a huge amount of people

within the confines of its walls. Though, calling them walls is not an accurate description, as the building is very open and spacious, allowing people to mill in and out easily. This is highly practical, as the Terrace is the biggest theater stage in the city. A performance of some sort is held nearly every evening, both by the actors and followers of Aranei who reside in the temple, but also by amateur actors and artists who are given a chance to perform on the grand stage in front of hundreds of people. The only parts of the temple that is closed off for visitors is the area behind the stage where the actors are able to change in and out of costumes, the archives where the plays and sheets of music are kept, and the living quarters for the temple residents.

Three Spire Temple (The Trinity). Unlike the other temples on the plaza, the Three Spires house not one, but instead three gods. The brothers, Aettor, Baral, and Dovin, are worshiped in the Spires, each having one tall tower built in their honor, giving the name to the temple. Each tower is connected to the others with hallways and in the center lies the Joining, a dusty arena built as a training area for the acolytes of the Trinity. Which brother the acolyte follows matters not during their training, as they practice, sleep, and eat together, just as the brothers of the Trinity did.

MAIN STREETS OF LIGHTPORT

The nine paths that lead away from the plaza are all major streets made from cobblestone and well-worn from thousands of people walking them every day. Each street has a specific purpose, housing different kinds of stores and buildings





of interest in accordance to its name and position in regards to the nearby temples surrounding the streets.

Street of Books. Renowned for its well of bookstores and shops focusing on the arcane. A good place to go looking for spell components, as well as books and maps.

Street of Brawn. It is the street most heavily guarded at night, as the citizens walking it tend to get the most rowdy. Several fighting rings are known to lie on this street, legitimate as well as underground enterprises.

Street of Cloth. Several young women flock to this street looking for fine garments and accessories. Here one can find any number of tailors specializing in all manner of clothing, as well as gemcutters and jewelers

Street of Dance. Music can always be heard when walking down this passage, especially during the evening. Several taverns and brothels can be found here.

Street of Healing. The healers and practitioners of medicine can be found making their living here. It is the home of various healers and doctors, as well as shops making their living off of selling herbs, ointments, and even poisons.

Street of Law. Less populated than the others, this street focuses on keeping up the law of Lightport. The barracks, jails, and courthouses all lie on this street, and it is infamous for being nearly devoid of crime.

Street of Luck. People who wish to test their luck will most likely find themselves on this street at some point during their visit in Lightport. Gambling houses and more suspect societies hold up along this street.

Street of Rest. Travelers are often pointed towards this path upon first arriving. The best, and some of the worst, inns found in the city are built here, and it is common to seek out a place of rest along this specific street, sometimes even for weeks at a time. By following this street, you will eventually reach the entrance of the Suntowers.

Street of Steel. If you are in need of a sword or a suit of armor, the smiths and artisans working here can offer some

of the finest wares available for purchase north of Underforge. Tanners, armorers, blacksmiths, and several other workers find their work along this street, and are always willing to provide their services to a paying customer.

THINGS TO DO: LIGHTPORT

The holy capital of the world is a wonderful and beautiful place, well worth the time of exploration.

Find Faith. It is not unknown for a traveler to have settled down in Lightport after having experienced the grandness of the constructed temples there. Some join to find a purpose or to merely seek support from other like-minded people, but others answer the call of battle, joining the Hallowed Citadel to protect the holy city until the end of their days.

Join the Wayfinders. Outside of Lightport lies the Grand Lodge of the Wayfinders, a reputable adventuring guild famous for their published works chronicling the stories of their members. They are always looking for new people to join them, but the admission process can be grueling and requires training inside of the Grand Lodge for at least three years.

Tourist the Temples. It is a known fact that the temples to the Nonet Triumphant are among the most impressive pieces of architecture in the world. People will travel from far away, just to see the beautiful buildings constructed to the powerful gods. To not pay a visit to the plaza would be a great loss to anyone visiting the city.

I always make an effort to look for people at the Wayfinders. Sure, some of them are overly concerned with living the hero life, but no one knows how to circumvent a trap like an adventurer. It's like an extra sense that they have.

EMPIRE OF STONEWAY

Nothing is as beautiful as the soul of the Mountain. Listen to it. It is moving around you. Hear it? The heartbeat, created by a thousand hammers striking steel. The breathing of the bellows blowing fire to our forges. The shifting and shattering of the growing mines.

The mountain is the body of our people. It is the birth and death of us, and as long as it remains standing so shall we.

— Forgehammer Reyna Toprunn, to her newest apprentices

No other country, in Velea or the rest of Noroth, has a history as well documented as that of Stoneway. The empire was founded many thousands of years ago, marking the beginning of the Age of Conflux where the races and peoples of Noroth engaged in few diplomatic relations with their neighbors. Stoneway, at the time named as the Forges, was no exception, and though their history is detailed, it is only so about what occurred within their own borders.

The Forges, in dwarven called *Rahldor*, have laid settled beneath the Divine Mountains for millennia. The empire expanded onto the peninsula to the south, now called the Half-Way, and the Dwarmoor marshes to the west of the Divine Mountains. It is a massive empire, ruled and governed by the Dawnhammer imperial lineage. During the first few millennia of the Age of Conflux, the Forges were ruled by a different family, named in the history books as the Forgehammers. After the last Forgehammer emperor, named as Karvo Forgehammer, died without any trueborn children, the throne was passed to his bastard son, Mordan Dawnhammer, a warrior to the dwarven god of the forge, Datrigar. Though his blood was described as being “tainted” from being mixed with that of the commoners, his strong connection to the most revered dwarven god meant that his ascension to emperor met little resistance. Paying respect to his father, Mordan deemed that the best among their craftsmen and artisans be given the title of Forgehammer, so that Karvo’s memory would forever be honored. Mordan ruled well during his lifetime, and his line has ruled over the empire ever since.

The name of Stoneway, called *Deurolan* by the dwarves, was picked by Emperor Kirdon Dawnhammer after the Planar Crossways had been constructed. The Stoneway, the road that runs through the dwarven empire, was such a marvel of

construction that Kirdon was overwhelmed at its creation and decided to name his empire after the magnificent road his people had constructed.

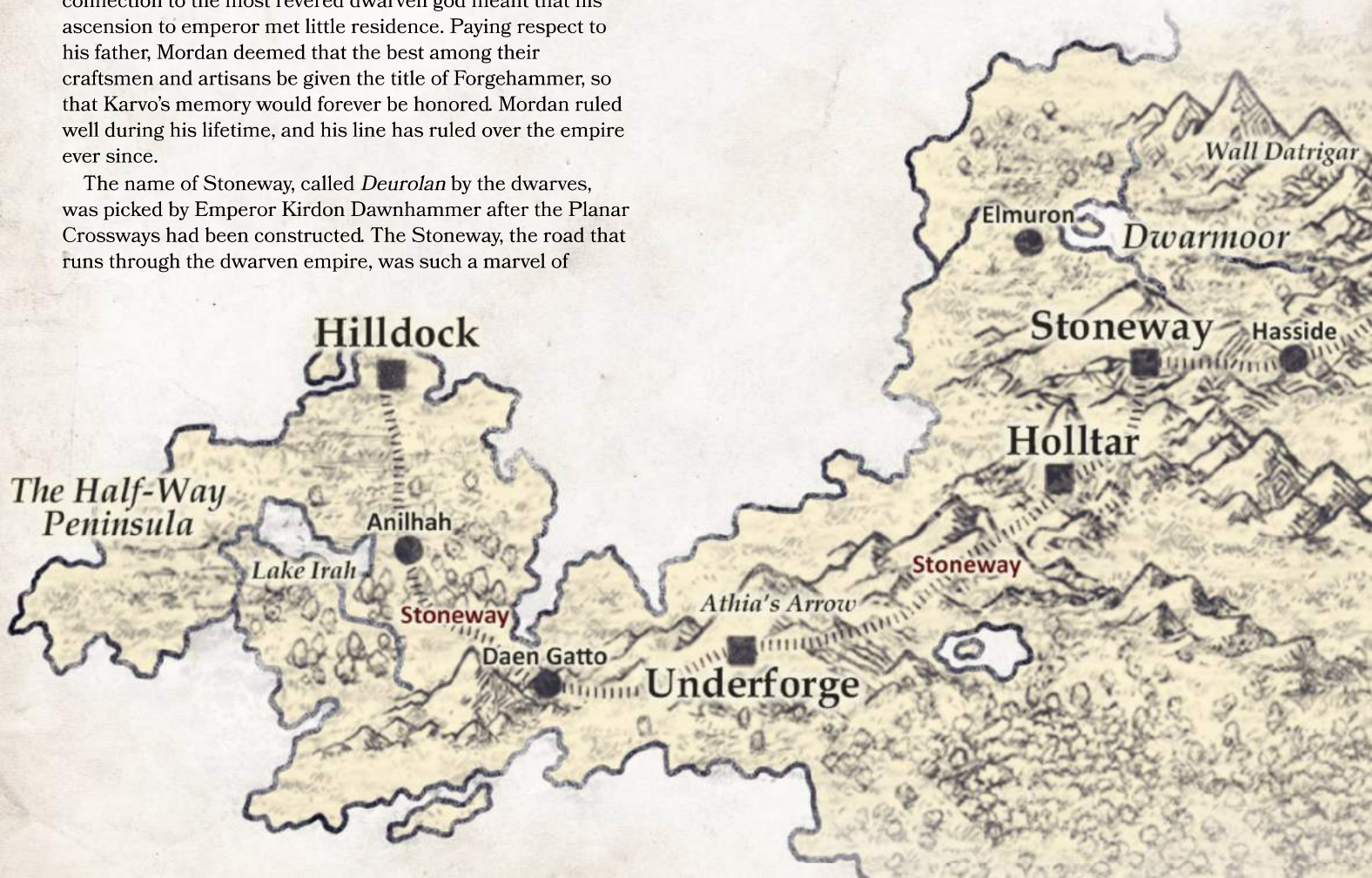
The road changed everything for the dwarven empire. Trade was now not only possible, but also extremely easy to conduct. Every year, hundreds of caravans travel along the Stoneway, bringing wares all across Velea. The fact that the Stoneway is built below the mountains provides the traveling merchants with additional safety against robbers and bandits, making traversing the road with valuable wares that much easier.

This road means that Stoneway is one of the most powerful nations on the continent, which allows them more leeway when it comes to their lifestyle and culture. Unlike the other Velean countries, Ethaari being an exception, the dwarves have their own pantheon outside of the gods usually worshiped in Velea. The dwarves still pay their respects to the Nonet Triumphant, having a temple to the group in every major city, but they still mainly worship their own gods.

However, Stoneway’s major presence on the continent has meant that most of the empire’s cities are referred to in common. Only dwarves will call the cities their original dwarven names. Hilldock is an exception, as it does not have an official dwarven name. It’s literal dwarven translation, *Hahndurch*, is occasionally used by dwarves, but it is not usual.

HILLDOCK

The only major city in Stoneway to lie outside of the mountains is the home of the surface-dwelling dwarves. The harbor city of Hilldock is considered by many dwarves to be a lesser place of residence, as they don’t hold the sunkissed dwarves in particularly high esteem. To others, especially the



peoples of Teldora and the Free Cities of Uawei, the city is a marvelous center of trade, bustling with activity and commerce.

The dwarves who live and work in the city are known for being diligent and thorough when it comes to their trade, and they are ruthless businessmen in addition. The enormous docks are always alive with activity, as sailors and merchants mill to and from the harborside, bearing news of deals gone wrong or rumors of possible new trade relations to be found within the city. The harbors themselves could very well be considered as a marvel of construction, stretching more than a mile out from the coast and being home to the many docked ships and boats who bring trade to the city. An advanced carting system brings wares to and from the waiting vessels where dozens of workers stand ready to load the galleons with their ordered goods.

In the city center lies the Stockade, Hilldock's main center of trade. It is infamous for its rowdy auctions and wild deals, and many merchants will travel a long way just to participate in the dealings that go on there. According to the accounting logs of the Stockade, some previous unusual wares that were sold have included 100 fresh kobold eggs, 5000 pounds of green dragon hide, and one pouch of seeds from a Gulthias tree. While the items that have been sold is a matter of public record when the deal takes place in the Stockade, both the buyer and the seller are kept anonymous. Not all dealings require the participants to be anonymous, but at those few dealings where the wares in question are highly sought after, code names and even masks are utilized to assure anonymity to those participating in the auction.

MARBLE DOCKS

The long harbors that stretch out from the city are referred to as the Marble Docks for obvious reasons. Though the docks are not made entirely out of marble, they are built with a special white stone that has been stained over time by the mucky seawater that splashes against its sides and the people who walk it every day. It is here ships will dock when loading their wares or emptying their hull of goods. Hundreds of ships can be docked at any one time, and the wide Marble Docks allow for the crews of the many ships to walk easily from their ship to the city center.

There are five stretches in all, the longest being nearly two miles long. Each stretch is named by number, called the First Dock, Second Dock, and so on, and each dock has designated guards to patrol its length. This is to protect the ships from being robbed, but also to protect the city from rowdy sailors who come to Hilldock looking to start some trouble after many weeks at sea.

Some of the docks, specifically the First, Second, and Third Docks, are wide enough to have buildings constructed along their centers. These buildings are tall and narrow, and offer both lively entertainment and a place for sailors to rest their heads for the night before taking off on the Noroth seas once again.

THE BONES

The only area of Hilldock that does not carry the pleasing white aesthetic found along the Marble Docks are the shallow shores immediately north of the city. Though it technically lies outside of the city itself, a large enough amount of people

reside there for it to be considered an unofficial residential district.

Jagged cliffs and rocks jut from the ocean, showing skeletons of impaled waterborne vessels and smaller fishing boats that met their end out at sea before washing up along the shore. The waters north of Hilldock are treacherous to traverse. The Void Expanse to the east remains wild and unexplored, and rumors of great underwater monsters keep all but the most experienced sailors from sailing its waters. When a ship sinks out on the Void Expanse, the currents carry it south where it finds its final rest along the Hilldock northern shores. Many thousands of ships have found their final resting place here, the butchered frames of the vessels now serving as homes for the poorest of Hilldock's citizens.

The area is called the Bones because of the many broken masts poking out of the sea's surface, standing like broken branches against the horizon.

THINGS TO DO: HILLDOCK

The harbor town offer many possibilities for an adventuring party of travelers.

Search for Sunken Vessels. The Bones are riddled with sunken ships and boats. Though many have been picked clean by the people living in the Bones, there are still vessels left untouched. Rumors tell of large trading galleons not washing close to shore and lying undisturbed beneath the waves. Others tell of ships much closer to the coast, but have been left untouched because of dangerous creatures lurking around the sunken vessels.

Trade at the Stockade. There are many different kinds of trading going on at the Stockade. It can be something as innocent as the trading of ore or textiles, or it can be business of a stranger kind. Most of these auctions that offer to sell either the strange or the mysterious requires an invitation and for the buyer to wear a mask so that they may remain anonymous when they enter the Stockade.

HOLLTAR

Though Holltar is the smallest of the major dwarven cities, it is the one of the most importance. Holltar's underground runnels reach the deep into the earth, reaching all the way into the labyrinthian tunnels of the Riven Depths. The Riven Depths is a dark, dangerous place, and Holltar has grown to reflect the dangers looming below. The gray duergar dwarves make constant attacks against the city, forcing it to retaliate in force.

There are many layers to the city, as it digs further and further down into the stone below. In fact, Holltar's presence on the Stoneway itself is small enough that you can walk through it in less than half an hour. The sections below the "ground" level at the Stoneway are much larger, offering residences and places of respite for the city's citizens and soldiers, as well as shops and stores.

The constant dangers from the tunnels below mean that the city must always be prepared for a potential assault. Holltar is constructed much like a fortress, having several barricades and fortifications that can be closed off if the enemy were to advance too close to the city. Holltar cannot fall, as it would leave the roads to both Underforge and Settlestone open for invaders to walk as they please.

RIVEN DEPTHS

Below the Divine Mountains, the large mountain range that runs down the length of the Veleen continent, are the Riven Depths, a twisted and horrifying mirror of the holy mountains above.

Tunnels and chasms twist and turn beneath the earth, making a home for all kinds of mystical creatures. There are beings who consume on the intellect the living, as well as otherworldly creatures that appear nowhere else in Noroth.

Some people, such as the deep gnomes, dark elves, and gray dwarves, have learned to live in these hostile areas, striking up tenuous alliances with the creatures residing in the Depths.

THINGS TO DO: HOLLTAR

The dangers waiting below Holltar offer ripe opportunity for moments of glory.

Look for Lost History. Several lower levels of the city have been lost in raids and attacks from the duergar forces below. This means that several buildings and structures have been left to deteriorate beneath the city as its defenders were forced to fall back from the area. This leaves many buildings standing with forgotten and lost treasure inside, as well as historical logs and battle plans made by the city's earlier commanders.

Protect the City. Stoneway's most powerful and capable military are stationed in Holltar. Though they are not too inviting of outsiders, a good word from the right people could allow a group of adventures the possibilities of joining a band of defenders, or maybe even make their own, so they might help defend the city against attacks and earn some renown among the Stonian people at the same time.

Venture into the Riven Depths. Though most live to avoid the horrors living in the dark below, occasionally the creatures of the Riven Depths are the reason for someone to have traveled to the city. Magic users and artisans might wish for special components and ingredients only available from the denizens of the Riven Depths, and payment for retrieving such an item can be substantial, depending on the quality.

SETTLESTONE

After Underforge grew too small to sustain its many citizens and craftsman, the project of building Settlestone was begun. Called *Arvolar* in dwarven, the city is meant to be a place of residence more so than anything else. It is the city in Stoneway with the largest population, even including Underforge, but the city is renowned for little else than its massive amounts of residents.

It is very well protected, both by guards patrolling the streets and districts, and also by solid walls and fortifications keeping out any threat that might descend upon the city. With Holltar to the south and the newly discovered Hellgate to the north, the city lies between two dangerous places, and it is within the empire's interest to keep the city safe at all times. As a result, Settlestone has been described as the safest place in the world, a title it has maintained since its foundation, as it has never come under attack by any force, outside or otherwise.

THINGS TO DO: SETTLESTONE

The city offers little in the ways of adventure, but can instead grant a moment of calm to an otherwise chaotic lifestyle.

Settle Down. Settlestone offer plenty of ways to settle down after a long and trying life. Many dwarves spend their elder years in Settlestone, enjoying the simple life behind the safe walls of the city. This means that little ever happens in the city, and foreign visitors are always regarded with a little suspicion.

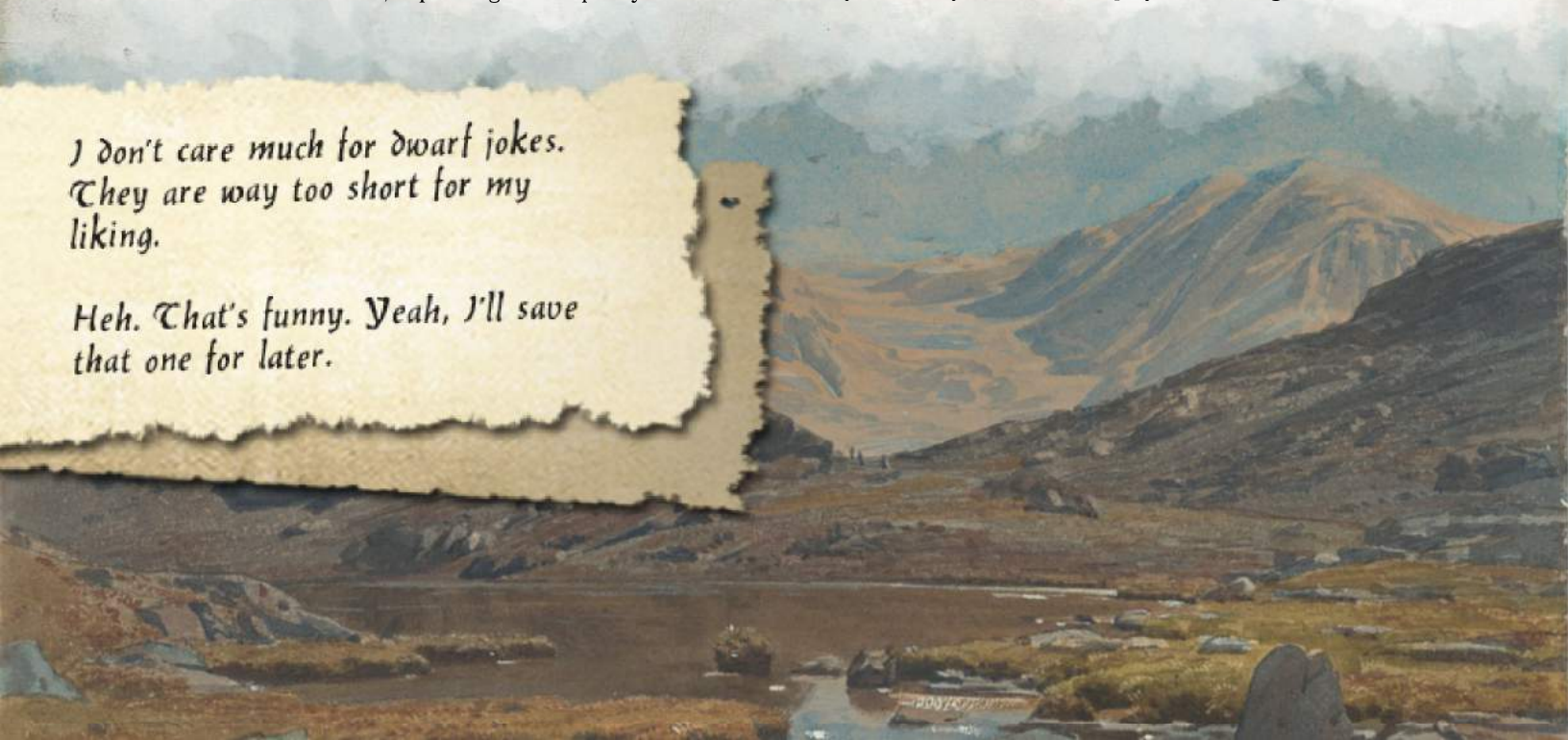
UNDERFORGE

The capital of Stoneway lies within a massive mountain near the end of the Divine Mountains. The mountain, called the Anvil in common and *oen Narlur* in dwarven, houses the massive city and the many forges of creation that are kept within it. The Anvil is also called the Hollow Mountain, as it has been mined so thoroughly that many believe it a miracle that it still stands.

To the artisans living in Underforge, called *Farndelir* in dwarven, the mountain is their home and their soul. Many thousands of workers make their living in the mines below the city, and many others find employment among the various

*I don't care much for dwarf jokes.
They are way too short for my
liking.*

*Heh. That's funny. Yeah, I'll save
that one for later.*



CRAFTSMEN OF STONEWAY

Becoming a certified artisan in Stoneway is no easy thing. The requirements for mastering a craft are high and the time spent as an apprentice is long.

Artisans who wish to work the Amber Forges, the most prestigious workstations in Stoneway, and arguably the world, must have achieved mastery rank in their specific craft before they are allowed to enter the Amber Forges. To apprentice there, they must be approved by the residing Forgehammer and accept their tutelage as law.

A famous saying about the Amber Forges is that you may be a master outside of its confines, but inside you are nothing but an apprentice. It is an apt saying, as the difference in capability between a master of the outside and a master of the Amber Forges is massive.

forges, smithies, and craftsmen that reside higher up the city levels.

Underforge is also the home of Emperor Jardur Dawnhammer and his family, as well as his council and the commanders of his armies. It is also the home of the Forgehammers, the elite craftsmen who are considered the greatest artisans of the generation. There is rarely more than a few alive at any given time and reaching the level of excellence required to be given the title is worthy of eternal praise, both to the individual who claimed the title and to those who assisted in their training and upbringing. The Forgehammers are given positions of high power, overseeing expansions and constructions of various buildings, and maintaining a dutiful eye over the weapons and armors constructed in the Underforge smithies. There is also a Forgehammer residing in both Holttar and Settlestone so they can make sure the city remains both strong and impregnable.

AMBER FORGES

It is the dream of any dwarf to be granted a tool or weapon forged in the Amber Forges of Underforge. These forges are manned by only the most highly qualified craftsmen, and you cannot begin to helm one of the Amber Forges until you have received proper training to do so. This training is led by a residing Forgehammer who oversees all prospecting artisans and judges whether they are worthy to work an Amber Forge.

The Amber Forges is a small area in the city, but it carries the highest importance. Legendary artifacts have originated from the fires of the Amber Forges, and both kings and queens have met their end at the tip of an Amber blade.

The secrets of the Amber Forges are unknown by outsiders, as it is only very few who are even allowed to approach them, much less interact with them. Anyone who works the Forges are sworn to silence, and should they ever disclose any of the Forges' secrets it is ground for immediate exile from their respective trade and potentially the city as well. If the disclosed information was of high enough importance, there have been historical accounts of executions occurring as a result of the secret being told. These accounts act as assurances that the secrets of the Amber Forges will remain known to only those worthy to work in them.

BLUE DISTRICT

The highborn people of Underforge live and work within the Blue District. It is also where the Dawning Keep, the home of the Dawnhammer imperial family, lies, and it is an area rife with beautiful stone carvings, grand structures and buildings, as well as magnificent artisan stores and workshops. Though the quality of work cannot be compared to that of the Amber Forges, it is still among some of the best in Velea and to refuse a weapon forged in the Blue District of Underforge would be a foolish thing to do.

The district is highly respected and admired for the hard work that happens in it. Though many of the people living in the Blue District are wealthy and needn't work as hard as they do, most dwarves pursue a craft anyway. To them, it is a way of honoring both their gods, their history, and the mountains they have made their home.

GRAY TUNNELS

The largest and most expansive part of Underforge are the Gray Tunnels, the large area sprawling around both the Blue District and the Amber Forges. Though the Gray Tunnels are neither tunnels nor really gray in color, the name harkens back to the early days of the city where most of it was simple tunnels running tightly next to one another.

The only parts of the district that are actually tunnels are the at the very outskirts of the city, where the poorer citizens have dug their way deep into the mountainsides, as well as downwards into the ground below. Most of the city's population live here, nestled tightly into close knitted spaces and buildings. Many workers and craftsmen make their living in the Gray Tunnels, trading and processing ore from all over the world. Amberite ore, imported from the Teldoran coasts, is treated in the Underforge forges and then molded into powerful items and weapons by artisans in either the Blue District or in the Amber Forges.

THINGS TO DO: UNDERFORGE

The forges of the city and the people who work them can offer grand opportunity to those looking for something special.

Become an Artisan. Many people travel to Underforge to pick up a craft or to start apprenticing for a worker in the dwarven capital. When it comes to working with ore and stone, none are as respected for their craft as the dwarves, and receiving tutelage from a master dwarven craftsman is someone most can only dream of.

Find Amberite Equipment. A lot of amberite is sold on to Stoneway where it is processed and handled, before being sent back to Teldora where it will be magically enhanced. However, there are also some enchanters who have set up shop in Underforge, dealing with enhancing and infusing amberite equipment with magical energy. Outside of Teldora, this is the place where one is most likely to find quality items made out of the rare mineral.

Purchase Gems and Ore. No other place is richer than Underforge. That is the saying, as the mines below the city are rich with gold, silver, and precious gemstones. Buying various kinds of gems and ore, both raw and precisely treated, is much easier in the dwarven capital than it would be in any other city in Velea.

FREE NATION OF AURENIA

My people were murdered in their sleep by ravenous men taking the shapes of beasts. I don't care what reasons they may bring before the court, I don't care for their excuses. Bring me twenty pelts taken off the backs of the rotten werewolf scum that curse our cities, and we will avenge our fallen people.

— Commander Freya Antler of Rathanna

Though Aurenia has defected from Velea, the country's presence can still be felt, however faintly. The only Aurish city that lay on Velean soil was Caister, a sister city to the Aurish capital, Serranheim, that lay just on the other side of the Tideway, the ocean divide that separates Keefe and Velea from one another. Caister lies far away from other cities in Velea, the closest major settlement being Anra, the closed-off home of the tieflings.

In addition, the forest lying to the south of Caister is overgrown and riddled with dangers. The locals call it the Forest of Lost Brothers, and it is a name well-earned. Though the Venti Crossings run through the forest, it is still a very dangerous place to venture into. Legends say that anyone who wanders too far from the beaten path is forever lost to the wilderness of the woods. Strange creatures are known to prowl between the trees, and growling can be heard at night.

The Forest of Lost Brothers is part of the reason Aurenia feels separated from the rest of the nations of Velea. The dangerous woodland area kept travelers at bay, meaning very few ever made the travel to Aurenia by means other than ship.

Aurenia is also a very different nation to those of Velea, given that it is a meritocracy, believing that the best and most capable should have the right of rule. The Aurish members of the High Council often clashed with the emissaries of Stoneway, Lightport, and Teldora, because they carried little respect for the hereditary trail of power ruling the separate nations. This didn't earn them much goodwill, and when time came for Aurenia to ask for aid, no one responded.

Aurenia has always had problems with the ferocity of the wilderness around it. Giants and savages roam the Froststeppes to the north and are constantly conducting raids on northern Aurish settlements. Lycanthropes are more

LEGEND OF THE LOST BROTHERS

The Forest of Lost Brothers got its name from a legend told to warn people of the dangers lurking in the forest. Many years ago, a young boy was playing on the edge of the woods. The boy was the youngest of seven brothers, all strong and capable young men. As he played, he was watched by an older brother who was tending to a rowdy filly. He took his eyes off the boy for barely a moment, and when he looked back the boy had vanished.

As days passed and the young boy did not return home, the brother who had watched over him grew mad with shame. In his grief, he was kept in his room under constant guard, but one night he escaped and ran into the woods to look for his younger brother. He didn't return home.

The third brother armed himself with bow and arrow to go look for his brothers, but was lost among the trees. The fourth brother saddled a horse and rode into the forest, but he too disappeared. The fifth and sixth went together, swearing they would return with their lost family, but like those who went before them they were never seen again.

Then remained the seventh brother, the eldest and wisest of them. He understood that the forest was a hungry place, a monster of ancient time who had grown large and hungry throughout the years of its existence. He swore that once his own sons grew to be tall and strong, as his brothers had been, he too would wander into the darkness nestled between the trees so he might join his lost brothers who now rested in the forest.

common in Aurenia than anywhere else, and the Aurish people have come to despise shapeshifters as a result, further growing animosity between them and the Velean countries, as they do not consider shapeshifting to be much of a concern.

The history and nature of Aurenia is too long and varied to be properly described in this tome. It should be given proper attention in its own work exploring the vastness of the northern continent, Keefe.



PART 2

Character Options



CHAPTER 3: RACES OF VELEA

Velea is home to people from all over the multiverse, having come there either through divine intervention or by passing through portals leading to other planes of existence. Some have been there for eons, living in the time where chaos shaped the world and was able to witness Noroth form into the world it is now. Foreigners from other planes tend to be offered little patience by the settlers of Velea, since they serve as a reminder that the paths that connect Noroth to the planes beyond are far from closed. Since the War of Separation, Velea has been fortunate in its visitors. A common fear among the leaders of Velea is that an invasion of powerful entities might be underway, as was the case in the ancient times of Noroth's creation when chaos and darkness ruled over the world. Fortunately, Velea has played host to only very few great creatures, and none yet powerful enough to be a proper threat to the world.

DWARVES

There's really nothing to it, lad. You just have to raise and drop, raise and drop. See? Easy. Now you try. Remember, just raise and— no, not like that, you'll crack the sodding thing! Datrigar's beard, you're more useless than a surfer.

— Barkhos Garronfist, smith of the Amber Forge

The empire of Stoneway, in dwarven known as *Deurolan*, has the best documented, if not the longest, history of all the countries on the Velea continent. Their histories and legacies reach all the way back to the beginning of the Age of Conflux, and they are said to have been among the first races to be placed into Noroth, created by their gods to mold and shape the mountains of the world. Because of this, most dwarves believe it a holy purpose to work within the mines and forges of their underground cities below the Divine Mountains. They are a people proud of their heritage, and consider themselves the masters of the mountains - or servants to them, according to certain dwarvish ideologies. None can rival their mastery of mining, and only few can with a good conscience ridicule dwarven craftsmanship. As allies they are loyal, as enemies they are ruthless.

Being known as the Forges, or *Rahldor*, before the construction of the Planar Crossways, Stoneway is a nation of workers and artisans. Becoming an expert at a craft is considered an accomplishment worthy of the highest praise, especially if the craft in question will stand the test of time. Masons and smiths are highly respected and those who truly excel in their field are granted the title of Forgehammer. This title is given only to those truly deserving and to have more

than five Forgehammers at any given time is unheard of. Not because any law forbids the existence of more than that, but because the level of excellence required to be granted the title occurs so rarely.

ROYAL DWARVES

The dwarves who live and settle beneath the Divine mountains in the cities of Underforge, Holttar, and Settlestone are referred to as royal dwarves, because of their close connection and proximity to the mountains they so revere. Any respectable dwarf born below the Divine Mountains is expected to spend a large part of their youth apprenticing for an artisan. Even if they grow up to become priests or soldiers, being raised without the knowledge of a tool or skill is considered a grave fault of character.

Royal dwarves show admiration only when they believe people to have earned it, and they are rarely awed except by acts requiring extreme skill or talent. They are respectful of most other races, however, knowing that there is much to learn from the other peoples of the world. Some of the most legendary artisans who have been titled Forgehammers spent years traveling the world and studying crafting methods in faraway lands, before returning to Stoneway to share their findings.

Surface and dark dwarves are an exception to this respect. The dark dwarves, also known as *duergar*, seek to destroy the nation of Stoneway, stealing their knowledge and histories to keep for themselves. Their attacks on the city, Holttar, proves this, as their assaults have been a constant nuisance to the garrison posted there, fondly referred to as the Wall Guard, referencing Wall Datrigar to the north, a mountain range believed to have been molded by Datrigar himself to protect Stoneway from oncoming forces.

As for surface dwarves, the focus on craft and artistry below the Divine Mountains has caused the mountain dwarves who live along the Stoneway to see themselves as better than their hill dwarf brethren. Most dwarves connect success and respect directly to one's ability with a weapon, hammer or other tool. Hill dwarves, who have spent most if not all their lives on the surface, are considered lesser by most mountain dwarves, who believe that a real dwarf is bred by the sweat of the forges, and not by the light of the sun or the taste of saltwater.

Royal dwarves use the mountain dwarf stats found in the PHB.

SURFACE DWARVES

In the southernmost part of Velea lies the Half-Way, a large peninsula stretching west into the Void Expanse and housing only few notable townships and cities. It is a dreary place, home to dwarvish outcasts who have nowhere else to turn. The one exception to the blandness of the peninsula is Hilldock, a large harbor city that has earned a modicum of respect from the royal dwarves for the citizens' excellence at trade and exporting goods through their impressive fleet of trading ships.

The royal dwarves of the Divine Mountains treat the dwarves of the Half-Way as lower class citizens, and most dwarves, including surface dwarves, believe this dislike to be

Dwarves are an odd lot. Arrogant and proud, but annoyingly capable. It's very frustrating to converse with someone who won't hesitate to admit that they are better than you. Especially when they are right.

justified. According to dwarvish legend, it is bad luck to be born or to die outside the mountains, and to do so means your spirit would wander forever in the Veil, searching for the mountains they were meant to protect. Surface dwarves accept the lack of respect they get from their mountain cousins, believing instead that the frothing tips of the ocean waves and the roiling of field grass will serve as a fine guide once they eventually join the lands beyond.

Surface dwarves use the hill dwarf stats found in the PHB.

MARSH DWARVES

Unlike other surface dwarves, the dwarves living in Dwarmoor, a wet marshland void of any big settlements, are treated with a weary respect out of fear of the mystical powers they are said to possess. Believed to be favored by the destructive god, Narvimer, the marsh dwarves are a strange people, hell-bent on disrupting permanent structures. They despise cities and settlements, preferring the life on a rickety tram. It is said that some marsh dwarves have never set foot on solid ground, having lived their entire lives on floating townships made of boats tied together with hefty rope.

They also carry an innate fear of heights and seek to avoid them at all costs. This includes staying far away from the Divine Mountains, as well as Wall Datrigar lying in the north of Dwarmoor. An old dwarvish legend tells of the consequences felt if one should try to reach too high towards the sky, as the close proximity to the gods will turn those who attempt the climb to stone if they are deemed unworthy. The peaks of the mountains of Wall Datrigar are believed to be foolish dwarves who tried to approach divinity by climbing the holy mountains, and the gods punished them for doing so. Believed to have once aided Narvimer, the marsh dwarves know themselves to be unworthy by birth and will not risk even approaching a mountain on fear of death.

These dwarves rarely interact with other races outside of the marshes. As a result, they tend to make allies with unsavory sorts, such as goblinoids and orcs, who also reside within Dwarmoor.

Regardless of their strangeness, their fellow dwarves carry a certain respect for them as their abilities are believed to be granted to them by a god. Though the god might be evil, he is still a god and should be respected for his powers.

MARSH DWARF SUBRACE TRAITS

The marsh dwarf subrace has the following traits in addition to those granted to every dwarf.

Ability Score Increase. Your Charisma score increases by 1.

Sea Legs. You are proficient in the Acrobatics skill.

Strange Whispers. You know the *message* cantrip. Charisma is your spellcasting ability for it.

Fear of Heights. Whenever you are within 30 feet of a drop that is 30 feet or higher from the ground, you become extremely scared. This can include high walls, roofs, or mountain sides. While scared, you have disadvantage on Strength and Dexterity saving throws and Dexterity checks, and your movement speed is halved. This lasts until you are no longer within 30 feet of the drop or you can no longer see it.

ELVES

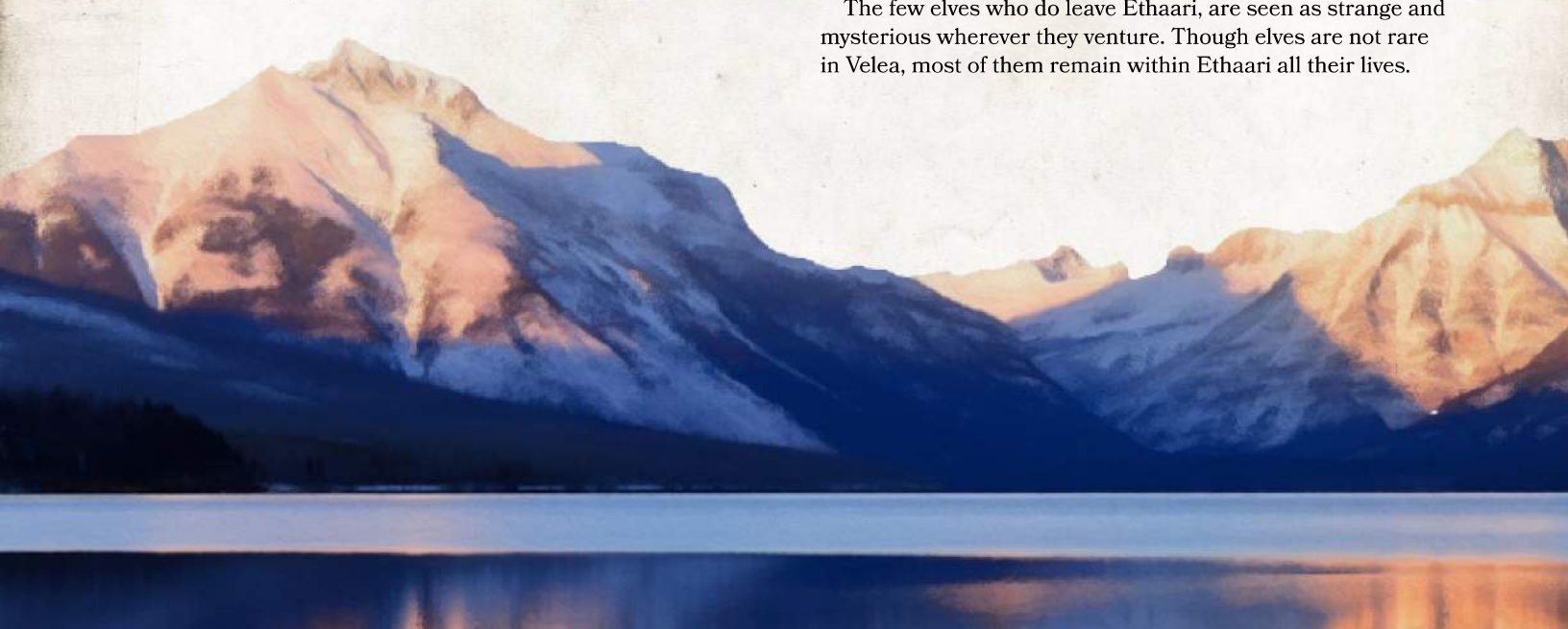
You talk to trees? I haven't heard that one before. I mean, I've heard of elves who do magic stuff and of elves who can swim very well, but talking to trees just seems like a very lonely and very strange thing to do.

— Nelvie Harbor, traveling cartographer

Ever since the Age of Discord, the elves of Ethaari has kept to themselves within their own borders. Communication with its neighboring countries, Teldora and Stoneway, is close to non-existent, despite both nations making frequent attempts at getting the elves involved in their diplomacy talks. The elves have shown no interest in cooperating with their neighbors, but they have shown no interest in starting hostilities with them either. The few clashes that have been has been between elven insurgents reacting to people settling too close to their borders, or against Teldoran forces encroaching on their land.

The few times in history where Ethaari has actively engaged in warfare, they have been ruthless and efficient, fighting back only until reaching their own borders, after which fighting would immediately cease. Over the years, the relationship between the countries has fallen into a stalemate. Ethaari ignores most calls for diplomacy or assistance made by its neighbors, apparently comfortable with living a peaceful life within their own borders. People rarely visit their lands, and if they do, the visit is always brief. Only a few non-elves have seen their capital, Erashin, and lived to tell of it.

The few elves who do leave Ethaari, are seen as strange and mysterious wherever they venture. Though elves are not rare in Velea, most of them remain within Ethaari all their lives.



Most who leave Ethaari do so because they are either fleeing or they were exiled. This fact does not change that most elves feel far superior to other races, even after being exiled from their home nation. Their innate beauty, as well as their general sense of entitlement, can cause further animosity between them and other races they encounter.

HIGH ELVES

Erashin, the elven capital, is the only largescale city in Ethaari and is home to the light skinned high elves. These elves look different from their fellows because of their tendencies towards lighter skin tones, as well as blond or silver hair.

The high elves of Erashin are considered haughty and arrogant by even their fellow elves, but this disdain is kept quiet. The high elves pride themselves on their faerie blood, being able to trace their ancestry back to the eladrin elves of Evalon. They are well aware of the politics of the realms beyond, especially the stirring battles of power currently taking place between the fey courts. This is enough to have earned them a reluctant respect in the eyes of their fellow elves, a respect the high elves consider entirely justified.

High elves have family names they can trace back to when their blood was mingled with the eladrin elves of Evalon and they take great pride in ensuring the name's continuous existence.

WOOD ELVES

The wood elves are settled in primitive townships and camps all over Ethaari. They settle down near places that have grown powerful from natural energies, drawing on the power found in the wild nature around them. Their towns takes their names from the surrounding environment, such as the Sadani wood elves, who are settled near great natural formations of ancient sandstone, Sadani being the elven word for sandstone.

A wood elf takes great pride in the area they were raised in, taking the title of their settlement into their own name. An elf from the Sadani settlement would have a last name of *an Sadani Lievrahn*, meaning of the settled Sandstone Tribe in common.

SEA ELVES

Though not as common a sight in Velea, the sea elves are not unheard of. They are settled on and around the Aen Cossia Islands west of the Bloody Hook. Here they live in smaller families along the coast, protecting the waters around the islands. The largest settlement they have is the Itheera tribe, which houses annual gatherings for the sea elves of the area.

DARK ELVES (DROW)

The drow are not welcome in Ethaari and are considered a blot on the elven people for merely existing. They were turned from the wonders found in the natural magics of Evalon, instead seeking to serve powerful denizens from the Planes Below.

Drow elves do not reside in Ethaari, and any drow who is discovered within the country's borders will most likely be killed on sight. The few drow who are known to exist live in

Once there was a beautiful girl who was walking through a field of flowers, picking the prettiest she could find and tying them into a fine crown. She walked, and plucked, and walked, and plucked, until the afternoon turned dusky and the sun hung low in the sky. And just then, when she aimed to return home to her waiting mother, the tones of music caught her ears. Carrying the crown on her head, she followed the sound until she found a satyr standing on the edge of the forest. His fingers were long and elegant, dancing a waltz over a wooden flute which played soft songs that sounded like rustling leaves and rainfalls.

The girl looked at the satyr and asked who he was. He said he was a prince of the forest, and he was looking to wed a queen who had flowers in her hair. The girl thought of the crown she had just made. She said she was a princess and the flowers were her crown. She told the satyr that he played so lovely and she would gladly be his queen if he would just play more music for her. The satyr smiled at this and presented an arm to the girl. "Follow me," he said. "I'll show you my kingdom. There I will play my songs and you'll dance forever in my sunny glades."

And the girl followed the satyr who had played tunes of magic and they walked into the forest. Dusk turned to night and summer turned to winter, and the girl did not return to her home.

- Elvish tale

tunnels and cave systems beneath the Divine Mountains, shying away from their elven cousins. They also hail from their main seat, Zatherihn, a black city carved into mountain rock beneath the mountains where the Divine Mountains and Candor's Quill meet. They hardly ever reach out to other races, with the exception of occasionally making trading deals with their dwarven neighbors.

WILD ELVES (WYLD)

Wyld elves tend to look down on their fellow elves. Since wood elves claim to be in tune with nature, the wyld elves see their tendency for permanent settlements as an insult against the nature they are supposedly praising. Wyld elves wander the Ethaari wilds nomadically, never settling in any one spot for more than a few weeks before moving on. Their tribal lifestyle can cause problems to arise, and much infighting is present among the wyld elves, where one group will attack and attempt to submit another. The more civilized elves of Ethaari ignore these conflicts, as they do not affect life in any of the settled tribes around Ethaari, or life in the capital, Erashin. Wyld elves are broader of build than the traditional elf, and has tanner skin, as well as golden hair and eyes.

Wyld elves ecorate themselves with elaborate tattoos of various natural phenomena that has helped shape their life. Wyld elves are broader of build than the traditional elf, and tends towards tanner skin, as well as golden hair and eyes.

WILD ELF SUBRACE TRAITS

As a wyld elf, you gain the following benefits in addition to the traits found in all elves.

Ability Score Increase. Your Constitution score increases by 1.

Grovespeaker. Your teaching in regards to the life of the wilderness means you are able to communicate with animals and plants. You know the *druidcraft* cantrip. Starting at 3rd level, you can use this trait to speak with beasts that are of medium size or smaller as if casting the *speak with animals* spell. When you reach 5th level, you can use this trait to communicate with trees as well as beasts, as if using the *speak with plants* spell. Once you've made use of this trait, your connection with nature leaves you feeling a bit strange. You have disadvantage on the next Charisma based roll you make, be it check, attack roll, or saving throw, before you finish your next long rest. This effect does not stack. Once you have used this trait to speak with either a beast or a tree, you can't use it again until you finish a short or a long rest.

Mask of the Beast. You have advantage on Stealth checks when hiding among groups of animals, such as a herd of deer or cattle.

Wyld Weapon Training. You have proficiency with the spear, quarterstaff, shortbow, and longbow.

HALFLINGS

I see your cup has run dry. Let me fix that for you.

— Hassel Winger, innkeeper

Though not as common as humans, halflings are not an unknown sight in most major settlements or townships on the Veleen continent. There was a time when halflings had their own cities and societies, as well as their own ways of life, but since the beginning of the Age of Separation their culture has withered away to be near non-existent. The remaining halflings fused with the human populace so much that they have become a natural part of the scenery in most places. If humans are there, so are halflings, though their numbers are nowhere near as prominent. They are not looked upon with awe or mistrust, or with fear and animosity. They are simply treated as a normal part of the cityscape.

Most halflings pray to the goddess Rakhaia, or at least take care to give thanks to her whenever possible. Halflings are believed to be favorites of Rakhaia, and their innate luck goes well with this theory. In spite of this, not many chooses to follow the goddess in the ways clerics and paladins do. The goddess is fickle, and can just as easily turn on you as she can extend a helping hand, and many halflings believe that though they are supposedly "favorites" to the goddess of fortune, testing their luck would be unwise.

ELVEN TIME OF BIRTH

Elves are convinced that the time of your birth is integral to who you will become later in life. Among most elves, the path a child will take later in life is determined by looking at when their birth took place. These don't always come completely true, and it is considered an unfortunate loss of potential if the ideals of an elf's birth does not coincide with their character as they grow up.

Dawnborn. You were born in the early hours of the morning, seeing the sun cresting over the horizon. Dawnborn are thought to be highly charismatic and charming. They are empathetic as well, making excellent diplomats and negotiators.

Lightborn. By the light of the high sun, you were brought into the world. Lightborn are believed to be brash, headstrong, and fiercely protective of what they deem worthy of their devotion, be it another person or a specific place. They are the warriors of the various tribes, as well as hunters and travelers, having trouble sitting still for long periods of time.

Duskborn. More careful and calculating are those born in the twilight hours. These elves study old tomes and are fascinated by the nature of the world around them. A problem doesn't exist that a duskborn will not attempt to solve, and they tend to make powerful spellcasters.

Nightborn. You were born in the darkness, seeing only stars and blackness around you in the first hours of your life. Keeping secrets and sensitive information is second nature to a nightborn, and they are extremely independent. They can mingle with shadows as if they were people, and they do not mind spending long hours alone. They make excellent scouts and spies, and some become fearful assassins.



Halfings were a minor race during the Age of Discord and they grew to be more common during the Age of Conflux, but that is where the expansion of their society stopped. After the Separation, the fortune that had followed them seemed to disappear, and the race has been steadily dwindling in numbers since the dawn of the new age.

LIGHTFOOT

A wandering spirit is present in most lightfoot halfings. As is obvious by their name, these halfings live for the unknown and are often found wandering the roads of Noroth in great bands to entertain and awe peoples from all over the world.

Few halfings entertainers ever rise to earn great fortunes, but to them it is not about the fame. It is about discovering and exploring the untold stories taking place all around them.

Most lightfoot halfings are smiling and inviting by nature. They often have curly or unruly hair in light colors. Halfling males rarely grow facial hair, and if they do they can't muster no more than a short beard, and they are generally slimmer than their stout cousins.

STOUT

Halfings are natural entertainers, easily providing a good tune or a well told tale. Those who do not do that instead provide the mead and ale.

Stout halfings are infamous for their breweries and wineries, as well as their undeniable talent for cooking and managing festivities. Though stern when it comes to presenting their craft, they are warm as a hearth concerning most other matters of interest.

Stout halfings are thicker of build and darker of hair than lightfoots, but they are just as jovial. They are more grounded as well, and tend to be comfortable staying in the same place for longer periods of time.

HUMANS

When you're building a house, you want a Stonian to lay the groundwork, you want a Light to bless its halls, and you want a Teldoran to ward it from dangers. What about the Aurishman? You want him to come over once it's done so he can share a drink with you.

— Einar Levarn, Aurish sailor

Humans are, by far, the most numerous race present in Noroth, and Velea is no exception. A large majority of the population in both Lightport, Teldora, and Aurenia are human, and a large amount of human residents has settled down on Stonian soil on the Half-Way as well. Humans have adapted to different ways of life since the dawn of time. They were put on Noroth to bridge the gap between the warring races, and were given the ability to survive in any climate, succumbing to their will and adapting to nearly any circumstance.

What separates the humans from one another are their looks as well as their ideologies. Humans have waged war on each other for eons, intent on fighting for their beliefs. As a result, human nations are wary of their neighbors, always remembering that they were enemies not too long ago.

HUMAN ETHNICITIES IN VELEA

The following ethnicities are the most widespread and common in Velea, taking up a majority of the continent. With the exception of the Zirani, there are no significant minorities on the continent among the humans.

AURISH

Though Aurenia has recently withdrawn from Velea, much of its influence can still be felt. In northern Velea, many Aurish people have settled down to live in peace on the continent. The Aurish tend to be tall and slender with pale skin and hair the color of straw. Their eyes are as pale as their skin, and are often blue or gray.

Aurish Names: (Female) Agatha, Fenna, Sigyn, Tora, Ula; (male) Arne, Fenrick, Johan, Kai, Wilgrin; (surnames) Fjell, Lind, Norden, Solling, Vatne

LIGHT

Those who settle in Lightport have rarely lived there for more than a few generations. Many people seeking spirituality come to Lightport, and as a result, the commonwealth sees all kinds of strange folks. There are few common denominators that connect the citizens of the nation, but they tend to be fair of skin. It is, however, not unusual to find the darker skin tones most commonly seen in Uawei among the Light humans.

TELDORAN

Teldorans tend to be of average height with hair varying between dark black and bright blond, and with light skin. As they mostly live in harbor cities, relying on trade and often accepting people from other nations who come to Teldora to study the magical arts, their heritage is naturally mixed. Teldorans care little about where you come from and care more about what you are able to do with your life. They are dreamers and highly ambitious once they set their minds to something.

Teldoran Names: (Female) Dara, Eveline, Nanette, Nina, Rosalyn; (male) Cole, Flynn, Jace, Orion, Tarren; (surnames) Carder, Goodhart, Harmon, Mayfield, Stowe

STONIAN

The humans who live in Stoneway are shorter and stouter than most other humans are, though still much taller than the dwarves they live among. They have darker hair and eyes, and tan skin. They have adopted a calm outlook on life, and are known for their mild tempers.

Stonian Names: (Female) Agnes, Esa, Isobell, Marion, Nichola; (male) Duncan, Ewan, Gavan, Ninian, Ranald; (surnames) Cairns, Calder, Doone, Ransay, Yarrow

ZIRANI

The Zirani travel the roads of Teldora and Uawei in caravans, performing and entertaining wherever they come. Most civilized people, who consider the Zirani to be thieves and strangers, dislike them heavily. The Zirani stay clear of most settled areas, keeping their caravans moving and traveling across Velea's fine roads.

DRAGONBORN

I don't deal in lives, despite what you might have heard of my people. But what you may have heard of our fiery tempers and knack for breaking noses is very true. Allow me to give you a demonstration.

— Ezeerah, first mate to Captain Drakk of the Hawkkiller

While nearly non-existent in Velea, the dragonborn are not unknown to the continent. While their home is in Laynarian in Uawei, where they live under the regime of the Laynarian imperial court, some have made across the Jade Ocean to settle in Velea.

Due to their close connection with the Laynarian slave trade, many Veleans regard the dragonborn with clear mistrust and occasional violence. Velea despises slavery and relations between the Velean continent and the nations of Uawei can become tense as a result. The dragonborn's scaly exterior and dragon-like features does not help in making them more likeable, as much of Velean history, especially in Teldora, has tasted the fury of dragon fire.

Among dragonborn clear racism is found, as those of the metallic sheen despise their chromatic cousins, and the feeling is mutual. Often, an attack against a dragonborn might be the result of a human or dwarf feeling uneasy, but should a metallic and chromatic dragonborn meet, some sort of violent clash between them is very likely to occur.

Despite this, dragonborn are occasionally seen in Velea, especially in the harbor cities where they have sailed in on a trading vessel.

GNOMES

Just one more twist, and it should be all done. There! Oh no. Oh, that's not good. I think I may have broken it.

— Talder Hollowhand, inventor

Following the War of Separation, the gnomish race neared extinction around the dawning of the Age of Separation. Through luck and good fortune, the gnomes prevailed, and though their numbers are nowhere near what they were, they are far from uncommon in Velea.

Most gnomes hail from their home country, Tinkervale, lying next to Ethaari, the home of the elves. The gnomes is the one race that is somewhat tolerated by the elves, and the one race they are willing to extent a helping hand to. Gnomes, like elves, have ties to the faerie courts of Evalon, though connection is no way near as strong as that of the elves. This connection is not of great importance to most gnomes, who dwell more on the specifics of invention and creation.

Gnomes build their homes in small, close-knitted communities of a few hundred people at most. Their townships lie close to one another to make travel between the different settlements easier. Gnomish families stretch far out across Tinkervale, with many gnomes having family in dozens of forest villages and mountain conclaves within the vale. Oftentimes, gnomes will settle down somewhere far away from their home, but there is always that need to go back and share the stories of their travels, resulting in the frequent spotting of gnomish travelers along the Planar Crossways.

FOREST GNOMES

Generally thought to be the most friendly and forthcoming of the gnomes are the forest gnomes. They live along the Trickster's Road, the river which runs through the length of Tinkervale and they are often the ones who deal with outsiders, as well as any visiting elven emissaries coming to procure some of their recent inventions.

They have a unique kinship with the elves, as both races share a love and respect for nature, greatly helping when the two peoples engage in diplomatic relations.

ROCK GNOMES

Living further into Tinkervale in small, stone conclaves chipped into mountainsides, these gnomes deal more with their dwarven neighbors and do dealings with them. The rock gnomes are incessant in their crafting, always spouting ideas at one another or working on some sort of wacky project. It is not unusual to have a rock gnome disappear for days at the time as they engross themselves in a new project.

DEEP GNOMES

Unlike their surface kin, deep gnomes are not given the same immediate hospitality - mostly because they are a rare occurrence outside of their underground homesteads.

Svirfneblin, as they are also known as, are more stoic and less flamboyant than their surface-dwelling cousins, and it is mostly them who make sure the distance between the subraces is being kept. They prefer their privacy, staying neutral in most situations and taking care to keep themselves away from the focus of the surface realms.

HALF-ELVES

Sometimes I wish I was normal. That people wouldn't look at me the way that they do. Like I was some sort of freak, or blessed by a god, or something third entirely.

— Lillia Vereah, barmaid

Being as isolated from the rest of the world as the elves are, the joining of a human and an elf is a very rare affair. This means that half-elves are somewhat of a rarity in Velea, and are treated to some attention wherever they go.

As they take on the elegant beauty of their elven parent, they often cause a stir when they appear. Many half-elves stick together as a result, trying to feel more normal than they are and rarely succeeding. Their role in the civilized world is rarely that of a background character, since they will almost always stand out in a crowd, especially in Stoneway and Teldora. Lightport see a larger share of half-elves, but even there they are an uncommon sight.

Always hire a dragonborn if you have the chance. They are big, they are strong, and they are sure to leave an impression. Very practical qualities for most jobs, as long as they know how to follow orders.

A BLESSING AND A CURSE

Should the mother be elvish, it is unlikely the child would ever be born, since the shame of bearing a half-human child is too much for many elves to handle. In some elven conclaves, an elven woman would be made an outcast if it was discovered she was pregnant with a human's child, as many more traditional elves would consider the human blood to have tainted the elven heritage.

Should the mother be human, however, she is free to have the baby should she wish, though the child she will raise will be the cause of many looks and stares as they grow up. Even with their human features, their ethereal beauty and pointy ears will always be cause for attention.

HALF-ORCS

Unlike the brutes found among my father's people, you can't fool me easily. The payment was set to 100 gold pieces to be paid when the job was done. It's done. And I want my coin.

— Thark, mercenary

The unfortunate spawn of the joining between humans and orcs rarely receive anything but open disgust wherever they go, mostly because of the nature of their creation. They are often born from a human female being captured by an orc warband and then dragged back to their encampment as a trophy. Should the half-orc baby be born to a group of humans, it is not unusual that the baby is viewed as a disgusting, vile creature. The corpses of dead half-orc children have occasionally been found in the wilderness where their human parent left them to die.

MOCKING THE MONSTER

The love they lack from their human side is not given on the orc side either. Orcs see half-orcs as weak creatures who will serve as a laughing stock to the other orcs in the band due to their smaller size. This treatment tends to turn them cruel and calculating. The orc tribes with a half-orc at the helm are often more dangerous and ruthless than those consisting only of orcs, since they have been raised to be cold and ruthless.

In the very few cases where a half-orc is raised among humans, they tend to be seen as brutish or oafish due to their orc heritage and are mocked because of it. Their strength, though lesser than an orc's, is still much greater than a human's and people take care to keep their distance while they tease a half-orc adolescent, as they might not yet be able to control their strength. These half-orcs often make excellent mercenaries or soldiers, and rarely stay long among civilized folk before venturing on.

HALF-ELF AND TIEFLING VARIANTS

The race variant options for half-elves and tieflings made available in the *Sword Coast Adventurer's Guide* are also an option for Noroth characters, as are the tiefling subraces found in *Mordenkainen's Tome of Foes*.

In addition, if you are a tiefling you may change the damage resistance granted by your Hellish Resistance trait depending on your color. You may pick from acid, poison, cold, and fire.

TIEFLINGS

You best think twice before you walk out that gate. There's nothing for you out there but pain and suffering.

— Varkhas Nevarro, Anra gate watch

Before the War of Separation, tieflings were a more common sight among the peoples of Noroth, though they never had much of a foothold in Velea. Most of their culture was found in Fennkaz, with the abyssal and infernal tieflings living tensely among another.

Following the events of the War of Separation, the outlook on tieflings changed completely. They had always been regarded with a fair amount of caution because of the nature of their existence, but this mistrust grew into hate following the War. Many tieflings followed and worshiped the members of the Exiled Sept, and since most of the race resided on Fennkaz, the tiefling population was removed at the same time the continent was.

What few remained in either Keefe, Velea, or Uawei were seen as traitors to the gods. In the chaos after the War of Separation, many tieflings were victims to hateful beatings and killings. Those that survived gathered in small groups, but this did not protect them. Fearing that they might be preparing to strike at the worshipers of the Nonet Triumphant, these tiefling groups were dispersed with deadly force.

CITIZENS OF ANRA

The only place tieflings are considered safe is in Anra, a city carved on the inside of Mount Orobas, which lies near the western border of Lightport. Here, both abyssal and infernal tieflings live side by side, something that was unheard of in the times prior to the War of Separation. Most tieflings live and die in Anra, as the open hostility against them keeps them isolated inside their mountain city. Their affiliation with the Exiled Sept has led many to see them as dangerous at best and pests in need of extermination at worst. This open hostility leads many tieflings into a life of isolation from the outside world and tieflings, as a result, rarely have much world experience.

Should they emerge from Anra, they would be universally hated. Believed to be the physical embodiment of devil and demonkind, they tend to become the scapegoat for any ailments that might befall the towns and cities in which they reside. They, as a people, are hounded and despised, and no one has shown any interest in remedying their social standing.

NEW RACES

The races found in such materials as VGtM are also known to exist in Noroth, but they exist in much smaller numbers. Aasimar and tritons are not a usual sight and will be treated as oddities should they be encountered.

Monstrous races, such as goblins and orcs, are disliked by most civilized settlements, and are rarely allowed entry into townships and cities. Someone playing a monstrous race should have another member of the party with them to gain entry to cities and shops. One exception to this is gnolls. Due to the historical clashes between Velea and the wild gnolls, anyone is within their legal right to kill a gnoll on sight. As a result, gnolls are not playable in the Velea setting.

In addition to this, the new races listed in this chapter are occasionally seen in Noroth in addition to those found in the PHB and VGtM. These races are Bearfolk, Burrowing, Dhampir, Vupine, and Zirani.

BEARFOLK

We raided their camp, as instructed, but found that we were wildly unprepared for the assault. These were not the mindless beasts we were told of, driven mad by bloodlust. When Scout Yda and Scout Wilgrin went to set the camp aflame, they were struck down by the creatures. One of them cleaved Wilgrin right in two. A retreat was ordered, as I did not wish to lose more people in this attack. I will not make a mistake like this again.

— Field-Captain Eska Vastwood in a report to Fort Nylan

The hulking bearfolk make up an intimidating visage. Brutish and powerful, they combine features of a bipedal humanoid with the raw strength of a mighty bear. Their heads appear to be entirely ursine, and their muscled bodies are covered in thick fur. They are most often seen in Keefe, but can also be found in northern Velea.

PASSIONATE EXTREMES

Bearfolk are not known for their calm natures. They are boisterous and loud, their minds unable to fathom nuanced emotions. They act extremely when faced with choices and can be hard, if not impossible, to convince once they have made up their minds. Their celebrations are filled with explosive passion, and their wrath is as raging as a forest fire. These extreme reactions often lead to fighting, even amongst themselves. Luckily, bearfolk are a hardy people and consider scars to be an honorary reminder of a battle successfully fought, and it is not unusual to see two bearfolk get into a bloody scuffle, only to share a cask of ale moments later.

FOLLOWERS OF THE MOUNTAIN KING

The faerie courts of Evalon have their share of followers, and the court of the Mountain King is no exception. Though considered one of the smaller courts, his loyal following of bearfolk means he is a force to be reckoned with. Though most bearfolk have never seen this court that they supposedly serve, they live knowing of the stories of the Mountain King and his mighty halls that reach deep into the Evalon underworld. To participate in a feast of the King's making is a dream shared by many bearfolk, and any celebration with a bearfolk at the helm makes sure to pay due to the King's honor.

NEARLY WIPED OUT

Bearfolk used to roam far and wide across the continent of Keefe, even settling as far south as the Tideway. These settlements only remained for a short while, due to the residents of Aurenia taking up collected arms against the bearfolk and their intrusion into their lands. Any bearfolk sighted south of Fort Nylan was killed or chased away, believed to have been a feral werebear. The Aurish have an ingrained hatred for lycanthropes and shapeshifters, and even though bearfolk are neither by nature, the Aurish soldiers hunted them regardless. Now, the bearfolk live in smaller tribes in the Froststeppes, licking their wounds and



telling stories of the time when they were known as the great explorers of Keefe's wilderness. The few who made it past the Tideway settled in northern Velea, hiding in the thick forests of the continent.

BEARFOLK NAMES

Bearfolk pay a lot of respect to their history and their ancestry, as well as any heroic deeds they might have accomplished in their lifetime. They choose their parentnames upon reaching maturity, wherein they choose to be named after either their father or their mother. If the bearfolk later in life should accomplish a great task and earn a nickname as a result, this name is considered their surname in place of their parentname.

Female bearfolk use the suffix -tir at the end of the parentname, drawn from the giant word for 'daughter,' whereas male bearfolk use the suffix -sorn, drawn from the giant word for 'son.'

Female Bearfolk Names: Adis, Arnfri, Freena, Hallfri, Hrefna, Joru, Magna, Mjoll, Tora, Vardis, Yrra

Male Bearfolk Names: Arn, Brok, Grummir, Jorund, Kolls, Marr, Ragar, Onund, Svanar, Thorinn, Vifil

Parentnames: Anntir, Dagfrisorn, Eimltir, Hildrsorn, Skortir, Steinsorn, Tannisorn, Vigfutir

Nicknames: Angelhammer, Blood Eagle, Magebreaker, Ropekiller, Trollsbane

BEARFOLK TRAITS

As a bearfolk, you have the following traits.

Ability Score Increase. Your Constitution score increases by 2.

Age. Bearfolk reach maturity by age 11 and live for around 70 years.

Alignment. Their prowess and rashness in battle makes bearfolk lean towards a chaotic alignment.

Size. Bearfolk grow to be about 7 feet tall when they reach adulthood. They are massive and hulking in form, weighing around 400 to 500 pounds. Your size is Medium.

Speed Your base walking speed is 30 feet.

Keen Smell You have advantage on Wisdom (Perception) checks that rely on smell.

Bearfolk Weapon Training. You have had to defend your home from invaders and hunters. You have proficiency with the battleaxe, greatclub, and warhammer.

Bite. Your mighty jaws are packed with sharp teeth. You can make a melee attack with them, biting a creature within 5 feet of you. On a hit you deal 1d6 piercing damage + your Strength modifier. You are proficient in these attacks.

Powerful Build You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages. You can speak, read and write Common and Giant.

Subrace. You choose your bearfolk subrace depending on where your bearfolk character was raised. You can choose either Arctic Bearfolk or Cave Bearfolk.

ARCTIC BEARFOLK

You grew up in the northernmost cold of the Froststeppes among a nomadic, traveling people. You have white fur and an acute sense of the wilderness around you.

Ability Score Increase. Your Wisdom score increases by 1.

Tracker. You have proficiency in the Survival skill.

White Fur. You have advantage on Stealth checks made to hide in snowy terrain.

CAVE BEARFOLK

Your people lived in settled tribes based out of immense cave systems. You have a great understanding for the mountains you call home and your fur is brown or dark gray.

Ability Score Increase. Your Strength score increases by 1.

Darkvision. Your time below ground means you see well, even in low light. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fearless. You have advantage on saving throws against being frightened.

BURROWLING

While their nature is inherently kind, one can't help but wonder what terrible deed they must have done to be hated by the Summer Queen as much as they are. Who knows? Maybe they ruined her garden, and she's holding a terrible grudge.

— Elbin Aikros, Chronicler of the Dreamscape Lyceum

These light-brown, furry creatures reassembling prairie dogs inquisitively survey their surroundings as they peak out of their burrows. They seem rodent-like, both in appearance and mannerisms, jittering at loud noises and burrowing into the ground if they are spooked.

FAMILY CONCLAVES

Burrowlings live together in large family groups, helping each other with every odd task that might be needed within the underground burrows that make out their homes. They do everything together, including building and digging their tunnels, foraging for food, as well as looking after and raising their young. They can even make up small farmsteads where they grow fruit and vegetables, but these are a rare sight. Burrowlings seek to protect themselves and each other, and building structures on the surface can reveal their position, potentially endangering the group.

This reliance on their family can become a detriment to a burrowing. Should a burrowing become separated from its family, it will become panicked and begin to cry out for help. Without the companionship felt by a family, a burrowing cannot survive and usually dies of loneliness within a few weeks of becoming lost. In this panic, a burrowing might have stumbled onto a group of adventurers and bonded with them out of desperation. After living with a group of people for at least six months, the burrowing will begin to become more relaxed, as it has found a new family to call its own.

HUNTED BY THE FEY

Legends say that the burrowlings were once fey creatures who lived and prospered in Evalon along with the Wyldfae. However, at some point they were exiled from the plane by the Summer Queen Tiana. Forced into Noroth, they have lived in peaceful happiness ever since. Whether they know of the reason for their exile, or they are merely unwilling to share it, is unknown. A certain thing is that some beings, especially those also disliked by the more noble of the fey, have a grave fascination with the furry creatures. This includes hags especially, who are always on the lookout for burrowlings.

BURROWLING NAMES

Burrowlings usually get a short first name when they are born, and they keep it throughout their lifetime. To a burrowling, the entire burrow is their family, so their family name is just as important to them as their first name.

The family name often reflects the nature of the surrounding burrow, or gives a description of the attitude of the burrowlings living there.

First Names: Ash, Brun, Dusty, Gip, Hally, Lint, Merry, Rile, Sun, Tickle, Weed, Wrinkle

Family Names: Applehollow, Goodhill, Littleling, Marigold, Smiling, Toughrock, Talltree

BURROWLING TRAITS

As a burrowling, you have the following traits

Ability Score Increase. Your Constitution score increases by 2 and your Charisma score increases by 1.

Age. Burrowlings reach adulthood at the end of their first year of life and live up to 20 years.

Alignment. The structured society that shapes their existence makes it so burrowlings are very loyal creatures. They tend towards being kind and good, especially towards those they consider family.

Size. Burrowlings stand around 3 feet tall, and weigh between 20 and 40 pounds. Your size is small.

Speed Your base walking speed is 30 feet.

Darkvision. Used to digging in tunnels, you can see in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Burrowing. You have a burrow speed of 5 feet.

Hardy. You have resistance against poison and advantage on saving throws against poison.

High Alert. You get advantage on Wisdom (Perception)

checks that rely on sight if you are within 10 feet of someone you consider family.

Family Tactics. You have advantage on attack rolls when your target is adjacent to at least one other creature you consider family.

Nimble. You can move through the space of any creature that is of a size larger than yours.

Languages. You can speak, read, and write Common and Squeak Speech.

DHAMPIR

Don't cry. Just... please don't. Understand, I don't want to do this, but... the hunger. You don't understand how much it hurts. It will just be a little bite. Just a little bit of blood, is that so bad? I told you to stop crying!

— Unknown man, as reported by his victim

Though they look like humans, talk like humans, and move like humans, dhampirs are something else entirely. They are the offspring of a human and a vampire, often with the human being the seduced woman of a male vampire's charms. Dhampirs are attractive beings, taking on the natural allure of their vampire parent, but their complexion is paler than a human's. Dhampirs have inherited their vampire parent's sensitivity towards sunlight and tend to keep themselves indoors as a result.

I wish I could say that these things are annoying as nettlerash, but who am I kidding? Just look at them. The bloody things are cuter than puppies, and I hate myself for admitting that.



There are too many damn romance novels about these things. (Don't get me wrong, I see the appeal. Handsome, dark, and mysterious. It's a trifecta of clichés, making it extremely useful as a narrative device. But the ugly truth is that dhampirs are a bit like drunks who are desperately trying to stay sober, because having even one drink means potentially killing someone. Yes. Very romantic.

DHAMPIR PERSONALITY

Dhampir act very differently depending on their social background. Most dhampir who were raised by a human will try to act inconspicuously and do their best to not draw attention to themselves. Dhampirs raised by vampires are the other way around, reveling in the awe that their beauty wakes in others and stalk lone wanderers to drink from in the night. Either way, dhampirs try to follow a code, set either by their vampire masters or by their worried human parent.

DHAMPIR NAMES

Dhampirs are raised either among or near humans, and take on human names as a result. Occasionally, if the dhampir is raised entirely by their vampiric parent, they will get a name that fits the original racial background of the vampire instead.

DHAMPIR TRAITS

As a dhampir, you have the following traits.

Ability Score Increase. Your Charisma score increases by 2.

Age. Dhampirs reach maturity around their second decade, same as humans, but once they become adult, they can live centuries longer than humans. The longest recorded lifespan of a dhampir is 500 years.

Alignment. Dhampirs are almost always lawful, bowing to the higher authority that is either the world they are trying to mingle with or the vampire they are serving. Depending on the background, they can be either good or evil.

Size. Dhampirs have the same height and built as humans, but they tend to have more attractive features. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sunlight Sensitivity. Your eyes are extremely sensitive, but you are fortunately not damaged by the sunlight. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Necrotic Resistance. You have resistance to necrotic damage.

Fangs. Your fangs are considered a melee weapon and you are proficient when you attack with them. You can only attack a creature with your fangs if they are willing, grappled, restrained, or incapacitated. On a successful hit, the creature takes piercing damage equal to 1d6 + your Strength modifier.

DAYWALKERS

Many vampires neglect or even despise any dhampir offspring they may have sired, considering them weak imitations of true vampiric power. However, some vampires can see the potential in dhampirs, as the half-humans can walk in sunlight and suffer no ill effects from doing so. Whereas vampires require blood on a daily basis, most dhampirs can go without it for a while, allowing them to mingle in human settlements and cities. To the vampires, this is a grand opportunity for espionage, as the dhampirs can move among the people and remain undetected. To most dhampirs, this excursion into civilization offers them two options: the option to escape their vampire masters, or the option to hunt the humans they so freely mingle with.

CONFLICTED CREATURES

Some dhampirs try to go against the evil nature imbued in them through their bloodline. It is a hard feat, as the temptation of fresh blood is always present to drive them away from the path of goodness. Though a dhampir doesn't need to drink blood, they take the same pleasure in it as vampires do. If a dhampir indulges in this want, chances are it will turn from a craving to an addiction which can be nearly impossible to break away from.

Worked with a vulpine once. I think he was actively trying to make me hate him, and he was doing a damn fine job at it too. Never felt the crew as tense as when he was around.

I would have kicked him out, had he not had a frightening talent for getting into places he shouldn't be. Never knew someone could move so quietly. He was a good thief. At times, I find myself missing his stupid insults.

If the creature is humanoid, it has to make a Constitution saving throw. The DC equals 8 + your Charisma modifier + your proficiency bonus. On a failed save, the creature takes necrotic damage equal to 1d6 + your character level as you begin to drink their blood. On a successful save, the creature takes half damage. You also heal yourself an amount of hit points equal to the necrotic damage dealt. Each point of necrotic damage dealt equals 1 ounce of consumed blood.

Languages. You can speak, read, and write Common and one additional language of your choice.

Subrace. Depending on if you were raised by humans or raised by vampires, you are granted different abilities. You can choose to be either Light Touched or Night Touched.

LIGHT TOUCHED

You were raised by your human parent, learning how to exist in conjunction with the world. You are more human than vampire.

Ability Score Increase. Your Wisdom score increases by 1.

Sheep's Clothing. You have become a master at hiding your true heritage. You have proficiency with the Deception skill. In addition, you add double your proficiency bonus to any Charisma check you make to pass as a human or to hide your vampiric bloodline.

NIGHT TOUCHED

You were raised by your vampiric parent, learning about the dangers of the world from their perspective, and have taken on more vampiric tendencies.

Ability Score Increase. Your Constitution score increases by 1.

Blood Addiction. Every day, you must consume at least 20 ounces of humanoid blood. If you don't, your body will start to wither away, eventually decaying into dust. You can go without blood a number of days equal to your Constitution modifier (minimum of 1). After that, you suffer 1 level of exhaustion for each day you go without blood. This exhaustion can only be removed by consuming at least 20 ounces of blood.

Blood Magic. You know the *friends* cantrip. Once you reach 3rd level, you can cast the *sleep* spell once per long rest. When you reach 5th level, you can also cast the *suggestion* spell once per long rest. Charisma is your spellcasting ability for these spells.

VULPINE

You are annoyingly insistent on being friends with me. Fine then! We're friends. Are you happy now?

— Riley the Red, vulpine thief

Standing straight and with a look of mild disdain in their eyes, the fox-looking vulpines are not the most welcoming of people. Native to Ethaari and the western part of Uawei, they have been hunted for centuries by various peoples and have come to be distrusting of most who offer them aid.

EXTREMELY SECRETIVE

The vulpine culture is one that is not widely known, mostly because of the near annihilation the race experienced at the hands of both the elves of Ethaari and the slavers of Uawei. Due to this, much of their history has been lost, and the vulpines are not ready to forgive those who took their culture away from them. They have a great distaste towards elves, especially, but are unlikely to actively start trouble because of it. Vulpines are haughty, not stupid, and they know better than to start a fight if they think there is a chance of them losing.

As a result, they prefer to keep everyone at arm's length. This includes coming up with a fake name that they use in the presence of non-vulpine races. This distance to other people means it is much easier to continue to be angry with them.

SUSPICIOUS AND UNWANTED

Vulpines are generally disliked company in major cities, due to their notorious sour mood and nasty personality. They are likely to start trouble by simply staring daggers at some half-elf on the other side of the tavern bar, and then disappearing without a trace when the person in question has had enough. They also usually make their living as spies and thieves, giving them yet another reason to be disliked. Vulpines seem to have embraced this expectation of their race, and have made it a point to take up undesirable work habits.

VULPINE PERSONALITY

Though they are arrogant, vulpines are also extremely loyal. They are very clever creatures, and they rarely bond with anyone, even other vulpines. When they do connect to another person, vulpines are often reluctant to admit it, believing that the sense of familiarity they feel portrays weakness. They attempt to hide their true feelings behind sarcasm or insults, whichever comes more natural to the vulpine, but once they have bonded with someone they would do anything to protect them. Even if they don't say it.

VULPINE NAMES

Vulpines are very secretive by nature and it is rare that they will tell anyone their real name. Instead, they pick a common name to use when among other races, and often present this

common name in a very sarcastic manner when asked to introduce themselves, almost as if they are mocking people for wanting to speak to them.

Their real names are often long and melodic, not unlike elven names.

Vulpine Female Names: Aylenthia, Eleshia, Isilyan, Miraris, Penelorie, Soranah

Vulpine Male Names: Ailmor, Eilanvohr, Leothern, Ruvyan, Vailyon, Zyllarihn

Common Names: Anna, Davie, Collin, Jack, Eva, Katherine, Linda, Mary, Tom, William

VULPINE TRAITS

As a vulpine, you have the following traits.

Ability Score Increase. Your Intelligence score increases by 2 and your Charisma score increases by 1.

Age. Vulpines are considered adult by age 15 and live a little longer than a century.

Alignment. Being intent on self-preservation, most vulpines tend towards chaotic alignments.

Size. Vulpines stand between 5 and 6 feet tall, and weigh between 100 and 150 pounds. Your size is Medium.

Speed Your base walking speed is 30 feet.

Devious. Having been disliked most of your life, you have become apt at hiding your emotions and reading the emotions of others. You are proficient in either the Deception or the Insight skill.

Keen Ears. You have advantage on Wisdom (Perception) checks that rely on hearing.

Sharp Claws. Your claws are natural weapons. When you make an unarmed strike with your claws and hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Fox's Cunning. You have a knack for recalling relevant information or finding kinks in the design of a hidden trap. You can give yourself advantage one Intelligence check. Once you've used this trait, you can't use it again until you finish a short or long rest.

Languages. You can speak, read, and write Common, Vulpine, and one other language of your choice.

ZIRANI

Turn your back on a scorpion, but never a Zirana.

— Uaweinian proverb

Looking much like humans, one could be forgiven for confusing a human with a Zirana. The Zirani are different enough, however, that they are considered a separate race from humans. They have a slightly darker skin tone than the average human, and has a tendency for dark hair and eyes. They are charismatic by nature, having a quick tongue that can easily land them in trouble with the local populace, and equally quick fingers that can get them in trouble with the law as well.



WANDERING CARAVANS

When you have no place to call home, you make the roads on which you travel your home. That is the mindset of the Zirani people, a nomadic folk who wander the roads of Uawei and southern Velea. Only staying in one place for a short while at a time, they settle down for a few days before moving on to a new place. This is partially because of the general cold reception they receive from any settlements who happen to be near their caravans. Their wagons are painted in colorful patterns and each member of the caravan seems to have some sort of entertaining performance to show off, meaning that many people are lured in by the lights of a Zirani caravan. Here, a person can have their fortune told, witness a series of illusory card tricks, or marvel at the artistry of the Zirani's musical abilities.

KNACK FOR TROUBLE

A Zirana is expected to help out around the caravan from a very young age. Whether this means learning how to paint decorations on the wagons or learn how to cut a deck of cards well enough to do it in their sleep, a Zirana often has a unique talent, and sometimes it develops into what is called a 'knack'. Having nothing to do with skill or knowledge, a knack is a supernatural talent, usually involving luck or chance. This skill defies probability and is often largely unexplainable. It could be something along the lines of being able always hit the bullseye when throwing a dagger, or always drawing aces when playing cards.

These abilities, as well as the Zirani sense of showmanship, are what fascinates people from outside the caravan. It is also this that grants them a lot of ill will wherever they go. Several stories exist of Zirani kidnapping children, putting curses on people whom they dislike, and picking any pocket that comes within range of their musician fingers. These stories are more often than not based in rumor with no evidence supporting the claims of possible criminal activity, and are stories made up to vilify or otherwise target the Zirani nomads. A large group of Zirani can cause fear in some communities because of these stories, and can keep people from pressing accusations against a Zirana out of fear of being cursed by their magic, even if the Zirana was definitely at fault. However, a lone Zirana, cut off from the encampment, could easily be accused, imprisoned, and left behind when the caravan moves on.

MYSTERIOUS ORIGINS

No one knows for certain where the Zirani come from, but most theories seem to point at Ossiria as a potential origin for the people. Their blood is tied to the energy of that plane, explaining how they come about the innate magic some of them possess. It would also explain the Zirani's uncanny

Their magical abilities aren't truly understood as of yet. The mystery of it is rather impressive, given that the Teldorans are desperately trying to figure out how the 'knacks' they have occur and how they work. I am curious as well, but I some ideas of how I can figure it out.

ability to be unaffected by shadowmists, the thick mists that crawl over the ground when the Veil that separates Noroth and Ossiria becomes dangerously thin.

ZIRANI NAMES

Much like other humans, Zirani have a first name and a surname. However, most Zirani names sound strange to humans, especially those living in Velea and Keefe. In Uawei, where the Zirani are more common, less brows are raised at the mention of their names.

Female Names: Anelka, Bayana, Cini, Drina, Katarina, Kuna, Mica, Morana, Persi, Rosina, Savina, Sonya, Tekla, Tereina, Zolfina, Zuzanna

Male Names: Alexandre, Andries, Caspar, Corin, Fero, Miquel, Marko, Milosh, Nicolaus, Otti, Piram, Tomas, Vanyev, Vedel

Surnames: Anako, Carvalho, Costa, de Ashka, de Tinga, Lovell, Rasz, Yayal, Zatari

ZIRANI TRAITS

Zirani generally have slightly darker skin than white, along with dark hair and eyes, but otherwise look entirely indistinguishable from humans. They also share these following characteristics:

Ability Score Increase. Your Charisma score increases by 2, and another ability score of your choice increases by 1, or your Charisma score increases by 1, and another ability score of your choice increases by 2.

Age. Zirani, like humans, reach adulthood in their late teens, but they live slightly longer than a century.

Alignment. Given their free roaming nature and ability for thievery, Zirani tend towards chaos, and depending on the nature of their caravan, can be both good and evil.

Size. Zirani vary as widely in height and width as other humans, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Zirani Blood. You can pass through shadowmists without suffering any ill effects.

Languages. You can speak, read, and write Common, thieves' cant, and one extra language of your choice. Zirani typically learn exotic languages that allow them to appear more mystical and enchanting to those visiting their caravans.

Subrace. Depending on your role within Zirani culture, you gain different benefits.

ARTISTE

You enjoy being at the center of the festivities and can always entertain with a good song or a wonderfully tall tale.

Talented. You gain proficiency with one musical instrument of your choice.

Mummer's Grin. You know the friends cantrip. Once you reach 3rd level, you can cast the *charm person* spell once per long rest. When you reach 5th level, you can also cast the *enthrall* spell once per long rest. Charisma is your spellcasting ability for these spells.



NOMAD

Being raised as a Zirana you have learned a couple of useful things traveling the road.

Fast Fingers. You gain proficiency with thieves' tools or one type of gaming set of your choice.

Evil Eye. You know the *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *hex* spell once per long rest. When you reach 5th level, you can also cast the *bestow curse* spell once per long rest. When you cast *bestow curse* with this trait, you immediately gain 1 level of exhaustion. Charisma is your spellcasting ability for these spells.

OUTCAST

You were banished from your people and forced to live in exile.

Handy. You gain proficiency with one set of artisan's tools of your choice.

Outcast. You know the *mending* cantrip. Once you reach 3rd level, you can cast the *snare* spell once per day at its lowest level. When you reach 5th level, you can also cast the *gentle repose* spell once per long rest. Charisma is your spellcasting ability for these spells.

OPTIONAL TRAIT: ZIRANI KNACKS

If you choose, you may pick a knack for your Zirani character. This ability is minor and extremely specific, and is not meant to be overly powerful. Nevertheless, consult your DM before using any of these knacks or talk to your DM about creating a unique knack.

Roll a d10 to determine which knack your Zirana has from the list below.

d10	Knack
1	You can tell if a beast is sick or injured by touching it
2	When you roll dice in a dice game, you always roll 1s
3	By looking at a tree, you know how high quality the wood is
4	You always know when it is going to rain
5	When playing a working stringed instrument, it is always tuned
6	When you cough or sneeze, it doesn't make any noise
7	If a coin falls from your hand, you always catch it before it hits the ground
8	You don't sweat, and you don't suffer any ill effects because of it
9	The wheels of a wagon you are riding in don't break
10	Your footprints are lighter than they should be

CHAPTER 4: CLASSES

Noroth is home to a variety of peoples, some more common and civilized than others. Different cultures develop in different ways, use tools and weapons in methods thought impossible, and advance in ways that can make a well-known race feel entirely alien at times. The following subclasses are available to a traveler of the world of Noroth and the continents therein. In some areas, a subclass choice would be considered an oddity, as that specific type of training is uncommon among the local populace.

The Ranger Bonecarver archetype, for instance, is more common in the tribal societies found on the continent of Keefe than it is on the more civilized continent of Velea. However, all these subclasses are valid to play anywhere, but occasionally their choice might carry consequences. In a monotheistic nation, as is occasionally found in Noroth, a Paladin who has taken the Oath of the Pantheon would be considered a traitor and heretic by some.

Regardless, all these subclasses are available to a player, regardless of which setting a campaign might take place. There are subclasses that uses wording and phrases unique to Noroth, but they can be changed to fit any setting.

SUBCLASSES

Class	Subclass	Level Available	Description
Barbarian	Path of the Dragon	3rd	Finds strength in one of the most powerful creatures ever seen
Barbarian	Path of the War Singer	3rd	Uses tales of ancient heroes to turn the tide of battle
Bard	College of Masks	3rd	Wears unique masks that grant special, magical benefits
Bard	College of Stars	3rd	Travels the roads of the world, searching for adventure
Cleric	Luck Domain	1st	Believes in fate, uncertainty, and divine luck
Cleric	Passion Domain	1st	Serves their god through art and affection
Druid	Circle of the City	2nd	Excels and survives amongst civilized settlements
Druid	Circle of the Sky	2nd	Finds kinship and allegiances amongst the creatures of the skies
Fighter	Holy Heart	3rd	Religious warrior driven by their faith and their belief in goodness
Fighter	Thug	3rd	Bruiser who learned their skills in rough streets and dark alleyways
Monk	Way of the Divine	3rd	Seeks tranquility through devotion and worship of the gods
Monk	Way of the Navigator	3rd	Draws on the power of the multiverse by opening planar gates
Paladin	Oath of Beauty	3rd	Protects true beauty and seeks to vanquish the monstrous
Paladin	Oath of the Pantheon	3rd	Follows multiple gods and defends the people's right to follow their faith
Ranger	Bonecarver	3rd	Reads and draws magical powers from pieces of bone
Ranger	Sniper	3rd	Strikes from afar and with stunning precision
Rogue	Dancer	3rd	Charms their way through life with entertainment and dance
Rogue	Harlequin	3rd	Wakes the ire and distaste of their foes using cutting remarks
Sorcerer	Cardinal Origin	1st	Embodies the ideals of the founding Cardinal Aspects
Sorcerer	Sovereign Origin	1st	Finds embodiment in the virtuous founding Sovereign Aspects
Warlock	The Beloved	1st	Calls upon the assistance of a loved one from beyond the Veil
Warlock	The Great Wyrn	1st	Uses the force and temptation granted by a lithe serpent of the void
Wizard	School of Chronomancy	2nd	Manipulates time through arcane means

It's extremely unnerving to fight someone whose only reason for fighting is that they like it.

BARBARIAN

They can fly? What kind of a report is that? They are savages wearing loincloths, how can they possibly be flying?

— Johan Evir, Commander of Fort Westerfell

There are those who find their strength and ferocity not in the training received by a tutor or the discipline gained from long shifts of guard duty. Instead, their power is found in the cold of the snowcovered Froststeppes, in the biting winds skipping over the sandy dunes of Uawei, or in the salty taste of biting ocean storms. Barbarians have learned ruthlessness from the nature they have spent time in, and are often shaped by their natural connection to the world around them. The control and construction found in great cities tend to provoke often violent reactions from these brutal people, as the savageness they have found necessary in the wilderness doesn't always meld well with the civilized world.

PRIMAL PATH

At 3rd level, a barbarian gains the Primal Path feature. The following additional options are available to a barbarian: Path of the Dragon and Path of the War Singer.

PATH OF THE DRAGON

When wandering the wilds, there are dozens of untold dangers a barbarian can stumble upon, but to stumble upon a dragon is something only few will live to tell about. Those who follow the Path of the Dragon knows and connects with the ferocity found in members of dragonkind. By using ancient rituals and rites, these barbarians are able to survive the fierce magic that surges in dragon's blood, utilizing the wrath of the creatures through their own, powerful rage.

PATH OF THE DRAGON FEATURES

Barbarian Level	Feature
3rd	Draconic Spirit, Lore of the Drake
6th	Dragon Physique
10th	Hoard Keeper
14th	Ruler of the Skies

DRACONIC SPIRIT

Starting at 3rd level, you complete a ritual connecting you to the spirit of a mighty dragon.

Choose a dragon type from Draconic Spirit table. While you're raging, the spirit of the dragon comes alive in your body, granting you the breath weapon of the chosen dragon type.

DRACONIC SPIRIT

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex Save)
Brass	Fire	5 by 30 ft. line (Dex Save)
Bronze	Lightning	5 by 30 ft. line (Dex Save)
Copper	Acid	5 by 30 ft. line (Dex Save)
Gold	Fire	15 ft. cone (Dex Save)
Green	Poison	15 ft. cone (Con Save)
Red	Fire	15 ft. cone (Dex Save)
Silver	Cold	15 ft. cone (Con Save)
White	Cold	15 ft. cone (Con Save)

You use an action when using your spirit breath weapon and this counts as an attack for purposes of maintaining your rage. When you use your spirit breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by the draconic spirit you are attuned to. The DC for the saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d10 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d10 at 6th level, 4d10 at 10th level, and 5d10 at 14th level.

You can use your spirit breath weapon once per rage.

LORE OF THE DRAKE

Also at 3rd level, you gain an insight into the mindset of dragons. You can speak, read, and write Draconic, and you have advantage on Intelligence checks you make to recall information about dragons.

DRAGON PHYSIQUE

Beginning at 6th level, you take on the appearance of a dragon when you are raging. Your skin becomes scaly, and your eyes take on a sheen of power in accordance with your draconic spirit. For the duration of your rage, you gain resistance to the damage type of your draconic spirit, and you gain darkvision out to a range of 60 feet. If you already have darkvision, the range of your darkvision is increased by 60 feet.

HOARD KEEPER

Beginning at 10th level, you take on some of the hoarding tendencies of a dragon. If you spend 1 minute inspecting a gemstone, art piece, or other valuable item, such as a golden goblet or a ceremonial dagger, you can determine the selling value of the item. If it is a gemstone, you learn what kind of gemstone it is, and if it is an art piece, you learn how old it is. In addition, you can cast the *identify* spell, but only as a ritual, and you don't require material components for the spell when you cast it this way.

RULER OF THE SKIES

At 14th level, the dragon blood in your veins has melded with your body to the point where you are part dragon. This connection to the dragons of old makes a pair of scaly wings spring from your back while you are raging. While you are not wearing heavy armor and you are raging, you have a flying speed equal to half your movement speed.

Your wings can't appear while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when they manifest.

PATH OF THE WAR SINGER

Few tell a tale as grand as the nomadic skjalds. Though most do it through song or reenactments, there are some warriors who take the stories of their ancestors from the campfire and bring them into battle. These songs speak of fury and glory, and they can sway the course of a fight, frightening or rallying those there to bear witness to the glory of a raging War Singer.

PATH OF THE WAR SINGER FEATURES

Barbarian Level	Feature
3rd	Battlecry
6th	Tale of the Warrior
10th	Bane of Silence
14th	Commanding Boom

BATTLECRY

When choosing this path at 3rd level, your voice soars over the chaos of battle, piercing into the minds of your enemies or rallying your allies to fight harder. You learn two war songs upon picking this path. The available war songs are detailed at the end of this subclass, and you learn additional war songs as you level, learning one additional war song at 6th, 10th, and 14th level. Each time you learn a new war song, you can also replace a war song you know with a different one.

Using a war song requires the use of a *battlecry*, which can only be used while you are raging. You have three battlecries, which are expended when you use them and you regain all of your expended battlecries when you finish a long rest. You gain another battlecry at 6th level and one more at 14th level. A battlecry can be expended as a bonus action, and the use of a battlecry counts as an attack for the purposes of maintaining your rage. Ongoing war song effects, such as the effect of Spellcaster's Whisper, cease when your rage ends.

Occasionally, the power of your war songs will require a saving throw to resist its effects. The saving throw DC is calculated as follows:

$$\text{War Song DC} = 8 + \text{your proficiency bonus} + \text{your Constitution modifier.}$$

TALE OF THE WARRIOR

Beginning at 6th level, the resonance of your voice carries over to your attacks. After using a war song, all melee weapon attacks you make before the end of your turn deals an extra 1d4 thunder damage. In addition, when you finish a short rest, you regain one expended battlecry.

BANE OF SILENCE

Starting at 10th level, your voice becomes impossible to quench. Magically induced silence has no effect on your war songs, deafened creatures are still effected by them, and you ignore enemy resistances to thunder damage. In addition, you also have resistance to thunder damage.

COMMANDING BOOM

Starting at 14th level, your voice can be heard across the far reaches of the battlefield. The range of your war songs is doubled, and you may use a battlecry when you first enter a rage (no action required).



I have a lot of respect for the northmen and their history. Their sagas of warfare, grand hunts, and glorious battles are marvelous to see performed. Of course, the circumstances for the performance I was able to witness could have been better. It's sort of hard to follow the story when you're hanging upside down with your hands tied behind your back.

WAR SONGS

The war songs are presented in alphabetical order.

Bearkiller's Roar. You steel yourself against oncoming attacks. You have resistance to all damage until the beginning of your next turn.

Caw of the Thunderbird You target one creature within 15 feet of you that you can see and force them to make a Constitution saving throw. The creature takes 1d8 thunder damage on a failed save, or half as much damage on a successful one. This damage increases when you reach certain levels in this class, increasing to 2d8 at 6th level, 3d8 at 10th level, and 4d8 at 14th level.

Cheer from the Skjald. Choose a number of creatures that can see or hear you up to your Charisma modifier within 15 feet of you. These creatures have advantage on the next weapon attack they make before the beginning of your next turn, or on the next saving throw they make before the beginning of your next turn, whichever comes first.

Mountainmen's Rally. You let out a shout, making your companions stand stalwart against their foes. Friendly creatures within 10 feet of you that can see or hear you have advantage on saving throws made to end an effect on themselves, such as the effects of the *hold person* or

confusion spells, until the beginning of your next turn. This effect does not apply to you, only your allies.

Hero's Knowledge. When you hit a creature with a weapon attack, you can draw on the power of the heroes present in your tales to get past their defenses. If a creature has resistance to a damage type and that resistance is triggered on your attack, you can choose to ignore that resistance for that attack. You can only ignore one resistance in this manner, so if a creature has resistance to multiple damage types, you only choose one resistance to ignore.

Song of the Temptress. Your tale disorients a nearby creature that you can see, making them unable to strike at you. The creature must make a Wisdom saving throw. On a failed save, the creature is charmed by you until the end of your next turn.

Sonic Defender. A wave of force booms out from you. All large or smaller creature within 5 feet of you must succeed on a Strength saving throw or be pushed back 10 feet and knocked prone.

Spelldancer's Whisper. You are able to ready yourself against an oncoming magical effect. You have advantage on the next Strength, Dexterity, or Constitution saving throw you make that originates from a spell.

Tale of the Blood Eagle. Your battlecry brings ferocity to your allies. Allied creatures within 5 feet of you that can hear you gain a bonus to melee weapon damage equal to your proficiency bonus until the beginning of your next turn. This bonus to damage does not extend to you, only to your allies.

Trembling Taunt. When you hit a creature with a weapon attack, you can attempt to goad the creature into targeting you instead of your allies. The creature must make a Wisdom saving throw, and on a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Trickster's Shout. Your war song confuses nearby enemies. Choose a number of creatures up to your Charisma modifier within 30 feet of you. The chosen creatures must succeed on a Wisdom saving throw, or lose their reactions until the beginning of your next turn.

Warming Chant. A deep, warm song trembles out from you, soothing your nearby allies. All allies within 5 feet of you gain a number of temporary hit points equal to half your barbarian level + your Constitution modifier.





BARD

I once met a historian who said his knowledge of the northmen was far from comprehensive. As such, he stated, he saw no reason to further improve upon it. For a man claiming to be learned, he seemed strangely pleased with maintaining his ignorance.

— Roswyn Shanks, member of the College of Stars

Among bards, there exist a universal respect for the craft and art they practice. Be it storytelling, performing, singing, or playing musical instruments, bards aim to hone their craft to perfection. They are not afraid to show off this great skill they have procured over years of practice and studying, and most are more than willing to share with others their stories and knowledge, as well as to boast of the accomplishments they themselves have done. Though most have a wandering spirit strengthened by their desire for more knowledge, they form loose associations with other like-minded people. These are referred to as Colleges, and serve as a means to protect their secrets and traditions, as well as give unity to a folk who are focused on forever wandering the world.

BARD COLLEGES

At 3rd level, a bard gains the Bard College feature. The following additional options are available to a bard: the College of Masks and the College of Stars.

COLLEGE OF MASKS

Through acts of great performance and with the utilization of their magical disguises, members of the College of Masks have learned to draw on the powers of the creatures they portray. The masks they carry with them represent the faces of various persons and creatures one might encounter in the world, and portraying them is everything to these bards. They perform these creatures so well that they are able to take on part of their characteristics when portraying them, giving the bard some of their abilities to use for themselves.

COLLEGE OF MASKS FEATURES

Bard Level	Feature
3rd	Bonus Proficiencies, A Role to Play
6th	Intangible Guise
14th	Always in Character

BONUS PROFICIENCIES

When you join the College of Masks at 3rd level, you gain proficiency with the disguise kit and the Deception skill.

A ROLE TO PLAY

Also at 3rd level, your training and expertise with performing has elevated you to being an actor of the highest esteem, and you enjoy being the center of attention. When you roll initiative, you may add your proficiency bonus to the roll.

In addition, you can use your training as a performer to embody the personality of certain characters and creatures by taking on a Role, giving yourself unique benefits. You can only embody one Role at any given time, and if you choose to embody a new Role while still under the effects of another one, the benefits from the first Role are replaced with the new one.

- **The Dragon.** As a bonus action, you can expend one use of your Bardic Inspiration to gain an amount of temporary hit points. The amount of temporary hit points equals the number you roll on your Bardic Inspiration die. Additionally, you may choose one damage type from acid, lightning, poison, fire, and cold. You become resistant to the chosen type for the next minute.
- **The Fool.** As a bonus action, you can expend one use of your Bardic Inspiration to gain an amount of temporary hit points. The amount of temporary hit points equals the number you roll on your Bardic Inspiration die. Additionally, for the next minute you can use your Charisma when attacking and determining the damage with a weapon.
- **The Priest.** As a bonus action, you can expend one use of your Bardic Inspiration to gain an amount of temporary hit points. The amount of temporary hit points equals the number you roll on your Bardic Inspiration die. You also have advantage on Wisdom checks for the next minute, and you are considered proficient in the Medicine and Religion skills, if you aren't proficient already.
- **The Thief.** As a bonus action, you can expend one use of your Bardic Inspiration to gain an amount of temporary hit points. The amount of temporary hit points equals the number you roll on your Bardic Inspiration die. You also have advantage on any Dexterity saving throws and Acrobatics checks you make within the next minute.

INTANGIBLE GUISE

Starting at 6th level, you can play any part to perfection, allowing you to change your face and features. You can cast the spell *disguise self* at will, without expending a spell slot.

ALWAYS IN CHARACTER

At 14th level, it can be hard to tell when you are acting opposed to when you are not. Your embodied Roles last for one hour instead of one minute.

COLLEGE OF STARS FEATURES

Bard Level	Feature
3rd	Fleet of Foot, Familiar Roads
6th	Stargazer
14th	Starry Eyed

COLLEGE OF STARS

To some, wandering the roads of the world is enough to live a full and thoroughly satisfying life. Traveling from one place to the other, hearing the tales and stories of hundreds of different people can easily transition from a means to an end to a way of life. Those who join the College of Stars follow this mindset, as they don't like staying in one place for too long, preferring instead to explore forgotten places and wander along the hidden paths carving their way through mountains and wild forests.

FLEET OF FOOT

Upon joining this college at 3rd level, your quickness and wit learned from a life on the road can extend to those around you. You can target one creature that you can see within 60 feet of you and control their speed. When a creature moves at least 5 feet on its turn, you can use your reaction and expend one of your uses of Bardic Inspiration to manipulate the creature's movement until the end of its current turn. You can choose to either increase or decrease the creature's walking speed by an amount of feet equal to the number you rolled on your Bardic Inspiration die multiplied by 3.

FAMILIAR ROADS

Also at 3rd level, you have the ability to discern your precise geographical location. As long as you can see the sky above, you know your current position in relation to major landmarks and cities. If you are searching for an area unfamiliar to you, such as a bandit camp or a hidden temple, you may expend one use of your Bardic Inspiration to have a faint trail of light appear on the ground. This trail will show the most direct, undisrupted route to the location and is visible only to you.

To make the trail, you must know the name of the location or have a general description of the area you're looking for. The trail itself will lead to the main entrance of the specified location, assuming it has one, but it will not lead to specific items, people, or areas, only to general locations. The trail remains for a number of hours before it fades away, and the number of hours equals the number you roll on your Bardic Inspiration die.

STARGAZER

At 6th level, you can read the stars and the stories they tell as if they were a book. They can even give you small hints about what the future may hold. Once per long rest, you may cast *augury* without expending a spell slot and without requiring material components.

In addition, your eyes become better at discerning details while in the dark. You have darkvision out to a range of 60 feet. If you already have darkvision, your darkvision extends by an additional 60 feet.

STARRY EYED

Starting at 14th level, you can make your eyes glow with the light of the stars. You activate this feature as an action, and in doing so, you grant yourself the ability to discern falsehoods and perceive weaknesses in the people around you. For 1 minute, you have truesight out to a range of 10 feet and blindsight out to a range of 60 feet. You also have advantage on Wisdom checks, and you gain a bonus to your initiative, weapon damage rolls, and saving throws equal to your Charisma modifier. When you hit a creature with an attack while this feature is active, the creature takes extra damage equal to your Charisma modifier. This extra damage is either force or radiant, and you decide which when you hit with the attack.

Once you've used this feature, you can't use it again until you finished a long rest.





CLERIC

Mothers three she had, our lucky lady of seers. A fate of mirth, a fate of splendor, and a fate who gave good cheers.

— Nursery rhyme

Divine magic surges through those selected few who are deemed worthy in their faith to hold a small portion of a god's power. This power is granted only to those who are capable of acting as conduits for the immense energy found in supernatural power. Sometimes it is granted against the person's will and control, sometimes it is bestowed upon a faithful follower after years of praying and meditating on the nature of the deity. However, there are those selected few who can draw divine magic from the world itself. There are stories of people who have given themselves so wholly to a domain that the magic of the idea itself has manifested within their very soul. Such volatile power can be frightening and potentially dooming for those not ready or capable of accepting it, and the responsibility that follows such a gift.

DIVINE DOMAINS

At 3rd level, a cleric gains the Divine Domain feature. The following additional options are available to a cleric: the Luck Domain and the Passion Domain.

LUCK DOMAIN

Some see luck as a thing you should try to make for yourself. Others, instead, try to tame this fateful creation. Clerics of the luck domain are usually servants to the goddess Rakhaia, and follow her mindset of freedom and adaptability. Those who follow the luck domain believe in fate, as well as the twisting of it, and in the chaos that follows those touched by fortune's hand.

LUCK DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Bonus Cantrip, Uncanny Luck
2nd	Channel Divinity: Favor the Bold
6th	Channel Divinity: Magnetic Misfortune
8th	Astonishing Luck
17th	Second Chance

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Luck Domain Spells table. See the Divine Domain class feature for how domain spells work.

LUCK DOMAIN SPELLS

Cleric Level Spell

1st	<i>chaos bolt, bless</i>
3rd	<i>augury, enhance ability</i>
5th	<i>clairvoyance, protection from energy</i>
7th	<i>arcane eye, freedom of movement</i>
9th	<i>skill empowerment, mislead</i>

BONUS CANTRIP

When you choose this domain at 1st level, you learn the *guidance* cantrip if you don't know it already.

UNCANNY LUCK

Also at 1st level, luck seems to follow you wherever you venture. When making an attack roll, saving throw, or ability check, you can call upon the favor of your deity. When you do, the DM rolls two d20s, keeping the rolls secret. You can then choose to replace the roll you made with the highest of two rolls made by the DM. Once you've used this feature, you can't use it again until you've finished a long rest.

CHANNEL DIVINITY: FAVOR THE BOLD

Starting at 2nd level, you can imbue people with a spark of fortune. As an action, you target a creature and speak a prayer imbuing them with good luck. The targeted creature is granted one Fate die, which lasts for 10 minutes. At any point within those 10 minutes, the creature may expend the Fate die to give themselves advantage on an attack roll, ability check, or saving throw. If the die has not been expended by the end of the hour, the Fate die disappears and you roll a d100. On a roll of 90 or higher, you regain your expended use of your Channel Divinity. You may target yourself with this feature.

CHANNEL DIVINITY: MAGNETIC MISFORTUNE

At 6th level, your enemies become curiously clumsy when they are around you. When a creature moves within 15 feet of you, you may use your reaction and your Channel Divinity to

Here's an important note to self. Don't ever play cards against a follower of Rakhaia. I know they aren't cheating, but they might as well be.

Lucky bastards.

cause the creature to become unfortunately uncoordinated. The creature must make on a Dexterity saving throw against your cleric spell save DC. If it fails, it falls prone and drops whatever it is holding, sending it scattering out 10 feet from where it fell in a random direction. It also has disadvantage on all attacks it makes until the beginning of its next turn, regardless of if it failed the saving throw or not.

ASTONISHING LUCK

Beginning at 8th level, you can now use your uncanny luck feature once per short or long rest.

SECOND CHANCE

Beginning at 17th level, you can disway the call of death itself. When you or a friendly creature within 60 feet of you falls unconscious as a result of dropping to 0 hit points, you can use your reaction to grant the fallen a second chance at life. Roll a d100. If the roll is equal to or higher than 50, the creature drops to 1 hit point instead. If the roll is equal to or higher than 90, its hit points equal your cleric level + your Wisdom modifier. If the roll is equal to 100, its hit points equal half the current maximum hit points of the creature.

Once you've used this feature, you can't use it again until you finish a long rest.

PASSION DOMAIN

Those gods who promote the ideals of love, arts, and celebration fall under the passion domain. Many bards, as well as minstrels and entertainers, worship gods of passion, smiling at their ardor for the creation of beauty and art. Clerics of these gods celebrate life and love through acts of passionate festivity, believing the joy they receive from their worship should be shared with everyone around them.

PASSION DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiencies, All Eyes on Me
2nd	Channel Divinity: Influx of Inspiration
6th	Channel Divinity: Captivating Presence
8th	Potent Spellcasting
17th	Light Up the Room

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Passion Domain Spells table. See the Divine Domain class feature for how domain spells work.

PASSION DOMAIN SPELLS

Cleric Level	Spell
1st	<i>color spray, heroism</i>
3rd	<i>calm emotions, blur</i>
5th	<i>beacon of hope, hypnotic pattern</i>
7th	<i>aura of life, confusion</i>
9th	<i>animate objects, wall of light</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with one musical instrument and one set of tools of your choice. You also gain proficiency with the Charisma (Performance) skill.

ALL EYES ON ME

Also at 1st level, your confidence springs you into action. You may add your Wisdom modifier to the roll whenever you roll initiative.

CHANNEL DIVINITY: INFLUX OF INSPIRATION

At 2nd level, your gods shine through your presence. You can use your Channel Divinity feature to choose a number of creatures that you can see equal to your Wisdom modifier. The selected creatures may add 1d6 to any attack roll, ability check, or saving throw they make until the beginning of your next turn.

CHANNEL DIVINITY: CAPTIVATING PRESENCE

Beginning at 6th level, you can use your Channel Divinity to enchant a nearby creature. As an action, you can choose one creature within 5 feet of you and force them to make a Wisdom saving throw. On a failed save, the creature has disadvantage on any attacks it would make against you, as well as disadvantage on Intelligence, Wisdom, and Charisma saving throws. This effect lasts for 1 minute. A creature under this effect can repeat the saving throw at the end of each of its turns, ending the effect early on a success. The saving throws it makes to end this effect are not made at disadvantage.

POTENT SPELLCASTING

Starting at 8th level, you can add your Wisdom modifier to the damage you deal with any cleric cantrip.

LIGHT UP THE ROOM

At 17th level, your presence becomes illuminating and a faint glow seems to cling to you wherever you go. As an action, you can shed bright light in a 15-foot radius centered on you and dim light for an additional 15 feet. This effect lasts for 10 minutes. Any ally that is standing within the 15 feet of bright light you shed has advantage on initiative rolls, Charisma checks, and Wisdom saving throws. Whenever an allied creature rolls a die to regain hit points, they may reroll any 1s rolled and must take the second result. Any hostile creature that makes an attack roll against you while they are standing in the bright light, must make a Wisdom saving throw or become charmed by you until this feature ends. Once you've used this feature, you can't use it again until you have finished a long rest.

The celebrations held in honor of gods such as Aranei or Morpheus are always the loudest and wildest. Makes for excellent cover when breaking into vaults and the like.



DRUID

I don't understand what the big deal is. It's just flying. It's throwing yourself at the ground and missing, that's all. It's not like I'm doing something scary, like turning into a rock monster or something weird like that.

— Villa Heron, Circle of the Sky druid

Nature is everything to a druid. It is either from the wilderness they draw their power of beastshaping and magical spellcasting, or it is granted to them by a nature deity. This transcendent union with nature grant the druids a mystical spirituality with nature itself, but the way this spirituality is achieved is different depending on how the druid uses the magic they draw from the wilderness around them. Some draw from the wild ferocity found in wolf packs and dire beasts. Others find faith among the trees and grasses of nature, worshiping the earth as others would the gods. No matter how they attune themselves to nature, druids understand that nature is a wild thing that should be respected. The study of this is highly apparent in Ethaari, more so than in other regions. In Ethaari the word druid is sufficient to describe those who've gained kinship with nature, but it might not be so in other places.

DRUID CIRCLES

At 2nd level, a druid gains the Druid Circles feature. The following additional options are available to a druid: the Circle of the City and the Circle of the Sky.

CIRCLE OF THE CITY

Most druids usually find themselves drawn to the wilderness of nature, but that is not the case for all. Some instead seek the companionship of other people and join them in civilized living within urban settlements. Here, these druids find joy in the little things, helping a flower grow from between the cobblestones, or treating a draft horse of a limp gait. These druids are not common and their natural powers is not something they speak highly about. Instead, they serve as still guardians of their cities, quietly assisting where they are able.

CIRCLE OF THE CITY FEATURES

Druid Level	Feature
2nd	Steady Living, Odd Jobs
6th	Observant Learner
10th	Sprout Through Rock
14th	Phase Through Stone

STEADY LIVING

When choosing this Circle at 2nd level, your life amongst civilized peoples means you have learned to pick up skills and tricks where you can. You gain proficiency with the poisoner's kit, one set of artisan's tools of your choice, and you are able to use armor made of metal.

ODD JOBS

Also at 2nd level, you know how to find work, as well as information about work. You have advantage on Charisma checks when talking to people about local rumors and possible jobs. This extends to knowing the worth of a job well done. You have advantage on Charisma checks in relation to haggling for prices of items or payout for a job, and on Insight checks to see if someone is trying to cheat you regarding prices and pay.

OBSERVANT LEARNER

Starting at 6th level, you begin to pick things up from observing the people around you, and it shows in your spellcasting. You may choose two spells from the sorcerer spell list and add them to your druid spell list. These spells are always prepared and do not count against the number of spells you can prepare each day. You expend a spellslot when casting these spells, and they are considered druid spells for you. The chosen spells must be of a level for which you have spellslots.

You learn an additional sorcerer spell in this manner at 10th level and one more at 14th level. When you learn a new spell using this feature, you may switch out a previously learned spell with a new spell from the sorcerer spell list. Otherwise, you cannot switch the spells you learn through this feature.

SPROUT THROUGH ROCK

At 10th level, you can use an action to drop a seed on the ground and will it to sprout roots. The plant drives downward, pushing rocks and earth aside. As long as you maintain concentration, as if concentrating on a spell, the roots from the seed can move large amounts of heavy material, such as mounds of earth or sections of rock. The roots cannot move anything heavier than a 1000 pounds, and it can only move it 5 feet per turn. This feature last for 10 minutes or until you lose concentration, at which point, the roots will dry up and

solidify, holding whatever it was tasked with moving in place. In this state, the roots have an AC equal to your druid spell save DC. The roots will be able to hold the weight of what it moved without breaking, but a successful attack that deals either 15 points of damage or any amount of fire damage will break the roots.

Once you've used this feature, you can't use it again until you've finished a short or long rest.

PHASE THROUGH STONE

Beginning at 14th level, you can become one with solid stone, brick, or rock. As an action, you may step into a piece of stone large enough to contain your body, such as a wall or a mountain side, and disappear into it. You instantly get a sense of nearby structures, including caves, tunnels, buildings, and living creatures if they are within 1000 feet of your position. As part of this action, you may glide further into the stone to a range of 100 feet. If at the end of your turn you are still within the stone, you will be pushed back out, reappearing within 5 feet of the location where you first entered.

Once you've used this feature, you can't use it again until you've finished a short or long rest.

CIRCLE OF THE SKY

Some myths say that the birds flying amongst the highest clouds, will be the first to see the world end. Druids from the Circle of the Sky live to make sure that does not happen. Often found in conclaves on mountain tops, they move with the feathered creatures of the skies, protecting and warding the heavens against dangerous foes.

CIRCLE OF THE SKY FEATURES

Druid Level	Feature
2nd	Aerial Wild Shape, Bonus Cantrips
6th	Run on Air
10th	Static Lightning, Wild Winds
14th	Sky Warden

BONUS CANTRIPS

Beginning at 2nd level, you know the *gust* and *thunderclap* cantrips and they don't count against your number of cantrips known.

AERIAL WILD SHAPE

Also at 2nd level, your kinship with the beasts of the sky grants you extra benefits when using your wild shape. You ignore the 'no flying speed' limitation found under the druid Wild Shape feature, but all other limitations still apply.

RUN ON AIR

Beginning at 6th level, you know the spells *feather fall* and *fly*. These spells count as druid spells for you and they don't count against the number of spells you can prepare each day. Using this feature, you may cast each of these spells once without expending a spell slot. Once you have cast the spell in this way, you can't do so again until you finish a long rest, but you may still cast either of the spells normally by expending a spell slot of the appropriate level.



STATIC LIGHTNING

Starting at 10th level, lightning crackles off your body whenever you are off the ground. If you are flying, either by using a spell or by using your Wild Shape, and a creature moves within 5 feet of you, you can use your reaction to deal 1d8 lightning damage to the creature.

WILD WINDS

Also at 10th level, your avian beast shapes can make use of the speed and precision of the winds. While you are using your Wild Shape to transform into a flying creature, you do not provoke opportunity attacks when flying out of an enemy's reach. You may also use your Wild Shape as a bonus action, but only when turning into a creature with a flying speed.

SKY WARDEN

At 14th level, your knowledge of the winds and the sky translates into your natural form. You gain a flying speed equal to your movement speed.



FIGHTER

I don't want this to end in bloodshed. Not because I have sworn a holy vow to do no evil, but because I know that if fighting broke out between us, I would win. I would best you and kill you, and I do not want that to happen. I don't want another life on my conscience. So believe me when I say that the last thing I want to do is hurt you... but it is still on the list.

— Aidan Mayfield, sellsword

Soldiers of all different kinds exist throughout the world of Noroth. There are those who have learned through trial and error. Others have picked up tricks as they wandered aimlessly through the world, and some have received fine training from esteemed warriors and knights. The fighters of the world are vast and various, making them a force to be reckoned with should you meet them on the battlefield.

MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The following additional options are available to a fighter: the Holy Heart and the Thug.

HOLY HEART

Not all those who are spiritual choose to join a god's following. Especially in Lightport, many young people join together in bands of warriors, determined to fight for those who cannot defend themselves. These people might do it because of some connection they feel to a god or deity, but just as many join these bands because of a heartfelt need to do some good in the world.

HOLY HEART FEATURES

Fighter Level	Feature
3rd	Spellcasting, Voice of Reason
7th	Radiant Strike
10th	Informative Spellcasting
15th	Peace of Mind
18th	Divine Armor

HOLY HEART SPELLCASTING

Fighter Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the cleric spell list.

Cantrips. You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level. You may choose cantrips from the cleric spell list, and they are not restricted to a school of magic.

Spell Slots. The Holy Heart Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *sanctuary* and have a 1st-level and a 2nd-level spell slot available, you can cast *sanctuary* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice, all of which you must choose from the abjuration, divination, or enchantment spells on the cleric spell list.

The Spells Known column of the Holy Heart Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be an abjuration,

divination, or enchantment spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration, divination, or enchantment spell, except for the spells gained from the Informative Spellcasting feature.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since you draw your magical prowess from the faith you have to your deity. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier.

Spell attack modifier = your proficiency bonus + your Wisdom modifier.



VOICE OF REASON

At 3rd level, your ability to hold yourself back in a fight gives you an edge when an enemy is wounded. When you hit a creature that is below its hit point maximum with a melee attack, you may choose to forgo doing damage on the attack. Instead, can you attempt to make a compelling argument for the creature to surrender.

The creature must make a Wisdom saving throw against your spell save DC as you are embodied with holy radiance. The creature has disadvantage on the saving throw if it is below half of its hit point maximum.

On a failed save, if the creature is humanoid, the creature is convinced you mean it no harm and will no longer attack. After you used this feature, the humanoid is considered non-hostile, but not an ally. It will believe you and your allies won't attack it, but it will still be wary of you. The humanoid will return to being hostile if it is attacked, subjected to effects without its consent, or otherwise harmed by you or any of your allies. If the creature is not a humanoid and fails the saving throw, it will have disadvantage on any attacks it makes on its next turn, as your attempt at diplomacy has confused it.

If the creature succeeds on the saving throw, it will focus its ire on you, giving itself advantage on its next attack roll, but only if that attack is directed at you. If it succeeded on the saving throw, the next attack you make against the creature has advantage, as you managed to cause enough of a distraction to find an opening in its defense.

The creature is immune to this feature if it is immune to charm effects, but traits such as fey ancestry does not grant any advantages.

Once you have used this feature, you can't use it again until you finish a short or long rest.

RADIANT STRIKE

At 7th level, when you hit a creature with a weapon attack and you are concentrating on a spell, you do an extra 1d4 radiant damage. If the creature's type is fiend or undead, the damage increases to 1d6.

INFORMATIVE SPELLCASTING

At 10th level, your faith grants you new knowledge. You learn three new spells of your choice from the cleric and paladin spell lists, and they don't count against number of spells known. These spells can come from any school of magic, and must be of a level for which you have spell slots.

Should the three spells granted by this feature carry the ritual tag, you can cast the chosen spells as rituals.

PEACE OF MIND

At 15th level, your connection to your deity makes you less likely to lose control. You gain proficiency in Wisdom saving throws.

DIVINE ARMOR

Starting at 18th level, when you lose concentration on a spell, you can use your reaction to let a boom of bright light explode out from your body. Any hostile creature within 20 feet of you must make a Constitution saving throw. It takes 1d6 radiant damage on a failed save and half as much damage on a successful one, as a golden blast radiates out from your body. The damage increases by 1d6 for every level the concentration spell was above 1st.

THUG

When less than kindly types are looking for people to go with them on a job, they might ask for a cat, meaning they need someone to scale the walls. They might ask for an owl, someone to stand watch as the coup goes down. Most of the time they also ask for a bear or a bull. A person who can end problems with a swift swing of their sword or club, and who doesn't much care how they win their fights as long as their opponent isn't left to tell the tale of the strife.

THUG FEATURES

Fighter Level	Feature
3rd	Streetwise, Exploitative Strike
7th	Dirty Fighting
10th	Taking a Breather
15th	Blindsense
18th	Merciless

STREETWISE

When you choose this archetype at 3rd level, your experience with the hard life on the streets grants you certain benefits. You learn thieves' cant, and you gain proficiency with one of the following skills: Deception, Sleight of Hand, or Stealth.

EXPLOITATIVE STRIKE

Also at 3rd level, you know how to hit where it hurts. You gain 3 exploitation points that you can use to gain the upper hand in a fight. When you hit a creature with an attack, you can expend an exploitation point to have it suffer a particular effect. The number of exploitation points you have available increases to four at 7th level, and five at 15th level, and you regain all expended exploitation points after finishing a long rest.

When using an exploitation point, the targeted creature must make a Constitution saving throw equal to $8 +$ your proficiency bonus $+$ your Strength or Dexterity modifier. On a failed save, the creature suffers one of the following effects, chosen by you:

Bleeding. The creature takes an additional 1d8 necrotic damage at the beginning of each of its turns as your attack makes a deep wound. This effect persists for 1 minute, until a creature uses an action to staunch the wound, or until it receives magical healing. A creature cannot suffer this effect if it is already under the bleeding effect.

Crippled. The creature's movement speed is halved until the beginning of your next turn.

Crushed Throat. The creature is mute until the beginning of your next turn.

Headache. The creature has disadvantage on Constitution saving throws to maintain concentration on spells or similar effects for 1 minute or until it receives magical healing.

Twisting Pain. The creature loses its reaction until the beginning of your next turn.

DIRTY FIGHTING

Beginning at 7th level, you may use an attack action to take a handful of dust or other material and throw it into the eyes of a creature within 10 feet of you. The creature must make a

When I lived in Redhook I met all kinds of unsavory sorts. People whose conscience could be bought if enough coin was offered. Their eyes were almost glass-like, lacking any real emotion. When you do what I do, you can't scare easily, but you'd be a fool to not fear a person like that.

Constitution saving throw equal to $8 +$ your proficiency bonus $+$ your Strength or Dexterity modifier. On a failed save, the creature is blinded. On subsequent turns, it can attempt another save, ending this effect on a success. Otherwise, the effect disappears after 1 minute.

Once you've used this feature, you can't use it again until you finish a short or long rest.

TAKING A BREATHER

Starting at 10th level, when you use your Second Wind feature, the next attack you make this turn has advantage.

BLINDSENSE

Starting at 15th level, if you are able to hear, you are aware of the location of any hidden or invisible creatures within 10 feet of you.

MERCILESS

Beginning at 18th level, when you roll initiative and you have no more exploitation points, you immediately gain 3 exploitation points.





MONK

Once, a war refugee came to my master, looking for advice. He went to him and said, 'I have witnessed such terrible things in my life. Teach me to escape the horrors of this world.' And master blinded him with fire irons.

— Rihn, apprentice of the Navigatorium

Exploring the world of Noroth, you'd find that there are many nations and settlements who have found their own unique way of achieving tranquility. Most find it by following only one tradition, finding peace by giving themselves to the flow of the world. Others find their serenity by force, gaining physical perfection using only pure power and strength. And there are also those made slaves to others whose only mean of defense is the body they inhabit. Either way, monks are an uncommon sight in larger settlements, as their traditions keep them within the walls of their sanctuaries or monasteries. There are also those who flaunt their talents in glorious matches against strong opponents, fighting for glory and profit.

MONASTICS TRADITIONS

At 3rd level, a monk gains the Monastic Tradition feature. The following additional options are available to a monk: the Way of the Divine and the Way of the Navigator.

WAY OF THE DIVINE

The spirituality found from a religious connection to the divine presence of a deity is a sentiment shared by many. Monks who follow the Way of the Divine do as well, except they are able to channel the divinity of their faith into their fighting style, making them the spiritual embodiment of the holy wrath of their gods.

WAY OF THE DIVINE FEATURES

Monk Level	Feature
3rd	Fury of the Faith
6th	Divine Affinity
11th	Steadfast Devotion
17th	Smite the Wicked

FURY OF THE FAITH

When you choose this tradition at 3rd level, your attacks come alight with divine wrath. When you take the Attack action on your turn, you can spend 1 ki point to infuse your strikes with holy power. For the rest of your turn, any melee attack you make deals radiant damage instead of the traditional weapon damage. If you make a successful attack while this effect is active, you can expend 1 additional ki point to deal an additional 2d6 radiant damage.

DIVINE AFFINITY

Starting at 6th level, your connection to your deity allows you to exert some of their will upon the world. Using an action, you can spend 3 ki points to cast one of the following spells: *zone of truth*, *prayer of healing* or *see invisibility*.

STEADFAST DEVOTION

Beginning at 11th level, your faith is unquestionable and keeps you on your feet, even when your body begins to break. If you are reduced to 0 hit points and it doesn't kill you outright, you can expend 1 ki point, no action required, to have 1 hit point instead and remain standing. Using a ki point in this way immediately gives you one level of exhaustion.

SMITE THE WICKED

Starting at 17th level, you can choose to use your extraordinary might to subdue a foe. When you hit a creature with an unarmed strike, you can spend 5 ki points and force it to make a Constitution saving throw. If it fails, the creature becomes paralyzed. It remains paralyzed for up to 7 days, or until it takes damage. In this time, the creature is in stasis, requiring neither rest, food, or water. If it succeeds on the saving throw, it takes 10d10 radiant damage. If the creature's alignment is evil, it takes an extra 3d10 radiant damage, regardless of if the saving throw was successful or not. If it failed the saving throw, this additional damage does not end the paralyzed condition.

WAY OF THE NAVIGATOR

The Navigatorium is a mysterious and mythic place, its presence hidden away among the highest mountain tops. The guardian monks who protect these places are scholars as well as fighters, possessing immense power over both themselves and the world around them. Their training involves opening and manipulating the pathways connecting the Noroth to its neighboring planes. Through their ki, these monks can draw on the faerie charm of Evalon, the golden light of Eden, or call on powers from the lower planes to assist them. Learning to use these gates is a dangerous endeavor, and only very few are able to survive the full force of planar energy without succumbing to the forces of the planes themselves.

WAY OF THE NAVIGATOR FEATURES

Monk Level Feature

3rd	Navigatorium Novice, Open the Gates
6th	Planar Force
11th	Planar Tunnels, Enter the Stareway
17th	Keeper of the Planes

NAVIGATORIUM NOVICE

Beginning at 3rd level, your studies at the Navigatorium give you an edge when recalling information about the multiverse. You gain proficiency with the Arcana skill and you may add double your proficiency bonus to Arcana checks made to recall information about the planes.

OPEN THE GATES

At 3rd level, your training within the Navigatorium has taught you of the presence of planar gates and how to briefly open them to draw on the power found in the planes beyond. Through your ki, you can reach out to grasp the energy found in the neighboring planes to the material, these being Evalon and Ossiria. You gain the following benefits.

Fairy Circle. When you use Patient Defense, a faint circle appears on the ground around you. Any creature who misses you with an attack while you are using Patient Defense is charmed by you until the beginning of its next turn.

Walking Dead. Your life is connected to the plane of death, and your body becomes sturdier for it. You have resistance to necrotic damage. In addition, when you hit a creature with an attack using a monk weapon or unarmed strike, you can spend 1 ki point to deal an extra 1d4 necrotic damage. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table. Once you've dealt the necrotic damage, you can spend 1 additional ki point to heal yourself for the necrotic damage dealt.

PLANAR FORCE

At 6th level, you can draw power from the chaos between the planes, giving extra force to your attacks. When you hit a creature with an unarmed strike, you can spend 1 ki point to make the attack a critical hit.

PLANAR TUNNELS

Starting at 11th level, you can briefly fold reality in on itself and create a gateway passing through it. As a bonus action, you can spend 3 ki points and teleport to an unoccupied space that you can see within range. The range equals your movement speed.

ENTER THE STAREWAY

Also at 11th level, your teachings of the planes and realms beyond the material allow you to walk the paths between them and enter into their spaces. Utilizing your training of

PLANAR GUARDIANS OF THE NAVIGATORIUM

The hidden monastery called the Navigatorium is a secret most people know of, but know little about. People have heard tales of the planar defenders living in these places, but don't know where the monasteries lie, how to get there, or how their recruitment system works.

The Navigatorium is not a singular location, but instead a series of ancient castles and keeps scattered all over Noroth. They are often hidden in tall mountains or on the bottom of the ocean, and reaching one is a hard endeavor. The Navigatorium is a name that refers to all of these locations, as they are all interlaced with one another. By stepping through a door, you might go from the blistering heat of Uawei's deserts to the chilling peak of an Aurish mountain.

The different locations focus on different planes. A monastery hidden deep in the forest might focus on Evalon, where a forgotten stockade ruin in the remnants of a lost settlement might focus on studying Tartarus, the prison plane.

the planes, you can conduct a meditative ritual over 1 hour where you close yourself off from the material plane to wander the trails along the endless Stareway. At the end of the hour, you can spend 7 ki points and cast *plane shift* without requiring material components. Once you have successfully used this feature, you can't use it again until 7 days have passed.

KEEPER OF THE PLANES

Upon reaching 17th level, your control of the planes extends to the furthest reaches of the multiverse. When you take the Attack action on your turn and you use a monk weapon or an unarmed strike for at least one of your attacks, you can spend 3 ki points as a bonus action to briefly open a gateway to another plane of existence. The portal closes at the end of your turn.

Hellfire. You rip open a gateway to the inferno that exists in the Planes Below. A cascade of fire falls in a straight line from you. The line is 30 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw. The creature takes 4d10 fire damage on a failed save, or half as much on a successful one. If the creature that failed the save is wearing something flammable, it is set on fire. It takes an additional 1d10 fire damage at the beginning of each of its turns until it uses an action to put itself out.

Touch of Radiance. You can touch a creature within 5 feet of you, letting the warmth of the Planes Above rush through them. You heal the creature for 3d10 hit points.

Witness the Void. A portal to an endless ocean opens up behind you, giving nearby creatures a visage of the infinite Chaos Sea that lies beyond the known planes. All creatures in a 20 foot radius of you must make a Wisdom saving throw. On a successful save, they are undeterred by the void of chaos. On a failed save, they take 2d10 psychic damage and become frightened of you until the end of their next turn, and the creature must immediately use its reaction to run as far away from you as possible.

Posed as a novice of the Navigatorium once. I was there for four months before they found out I wasn't the good little student I had pretended to be. I'm surprised I lasted that long. School was never my thing, especially not when the curriculum involves jumping through randomly appearing portals. You know, for science.



PALADIN

Should we fight because the gods tell us to? Should we fight because glory is promised on the field of battle? Or should we choose to fight, not because of the hate we feel towards that which is in front of us, but instead because we love what is behind us?

— Naya Tajir, Songshield of Aranei

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath is the culmination of all the paladin's training, and for some this is the first point where they consider themselves true paladins. Others have always abided by what tenets their oath proclaimed, and see the ceremony as more of a formality. The gods whom the paladin channels their magic through might leave the paladin alone for the most part, as long as the keep to the oath they swore in the god's name. Should they break it, the consequences would be swift and uncompromising.

SACRED OATHS

At 3rd level, a paladin gains the Sacred Oath feature. The following additional options are available to a paladin: the Oath of Beauty and the Oath of the Pantheon.

OATH OF BEAUTY

Paladins who have taken an Oath of Beauty, has made a holy vow to protect those who embody physical perfection. Beautiful creatures should always be held in the highest regard, for their beauty is a gift from the gods. Likewise, those who have monstrous appearances deserve no mercy, as their deformities have marked them as wicked and evil.

TENETS OF BEAUTY

The tenets of the Oath of the Pantheon dictates that a paladin has vowed to protect and defend natural beauty in any shape it might take.

Blessing of Grace. Physical beauty is a sign of good will from the gods and tell of their devotion to the subject in question.

Serve Through Artistry. One should always attempt to imbue the world with more beauty. Through dance, music, or other artistry, art should always be created and protected.

Protect True Beauty. Those who create and possess true beauty are touched by the gods. They are deemed worthy of praise and devotion and should be protected, and those who scheme behind illusions should be brought down.

Destruction of the Grotesque. The ugly and the monstrous should be vanquished, for they blemish the beauty of the world and seek to swallow their divinity.

OATH OF BEAUTY FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Wonder (10 ft.)
15th	Stunning Beauty
18th	Aura of Wonder (30 ft.)
20th	Express Perfection

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Beauty Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF BEAUTY SPELLS

Paladin Level	Spell
3rd	<i>charm person, faerie fire</i>
5th	<i>crown of madness, warding bond</i>
9th	<i>enemies abound, tongues</i>
13th	<i>compulsion, confusion</i>
17th	<i>dream, telepathic bond</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Discern Illusions. You can use your Channel Divinity to see through certain illusions. As an action, you become able to see invisible creatures as if casting the *see invisibility* spell. This effect lasts for 10 minutes.

Flash of Beauty. As an action, you can imbue your weapon with divine power. The first creature you hit with an attack after using your Channel Divinity will fall into a state of serenity, as flashes of light and beauty appear within its mind. The creature must make a Wisdom saving throw. On a failed save it becomes incapacitated for 1 minute or until it takes damage. While incapacitated in this way, the creature is unable to speak, but it can still see and hear.

AURA OF WONDER

Starting at 7th level, you can protect your charges from danger. When a creature you can see takes damage and it is within 10 feet of you, you can use your reaction to half the damage it would take.

At 18th level, the range of this aura extends to 30 feet.

STUNNING BEAUTY

At 15th level, you are so wonderful to behold that others find it hard to harm you. The first time a creature makes a melee attack against you after rolling initiative, it makes the attack roll at disadvantage. If this feature causes the creature to miss you, you may make one melee attack against it as a reaction.

EXPRESS PERFECTION

At 20th level, you can embody yourself with true, divine beauty, powerful enough to blind your foes. As an action, every aspect of you imbues grace and wonder, radiating golden light and granting you the following benefits for 10 minutes:

- You gain truesight out to a range of 30 feet.
- Any creature that is normally immune to charm effects can now be affected by them if the effect originates from you.
- Any ally within 30 feet of you that takes magical or non-magical bludgeoning, slashing, or piercing damage may lower the received damage by an amount equal to your Charisma modifier.

OATH OF THE PANTHEON

To consider one god to have all the answers in a wide pantheon is to think you know better than the deities you claim to worship. That is the mindset of the paladins who take the Oath of the Pantheon. They believe that to worship just a single god, means to ignore the rest of the divine forces that exist beyond the world. All gods have power and purpose, even those whose means and tendencies are wicked.

TENETS OF THE PANTHEON

The tenets of the Oath of the Pantheon means a paladin has sworn to defend others' right to follow their faith without prosecution.

Freedom of the Faith. One can believe what they wish to believe, as long as it does not disturb the balance of the world. Life contains both light and darkness, and to ignore either is foolish.

Polytheism. One god does not hold all the answers. Different situations calls for different powers of greatness, and the lives of the many outweigh the life of the few.

Common Good Peace between the faiths must be upheld. Holy war is violence without reason, and those who advocated it should be struck down before their wicked mindset can fester.

Acceptance. You are entitled to your own opinion, as long as you live knowing that people are within their right to disagree.



OATH OF THE PANTHEON FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Equity (10 ft.)
15th	Spirit Duality
18th	Aura of Equity (30 ft.)
20th	Purveyor of Balance

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Pantheon Spells table. See the Sacred Oath class feature for how oath spells work.

I don't mind the gods. There have been times in my life where they have proven to be very supportive, if you can call it that. Just don't let it get in the way of the job. We are there to steal things, not to realize the error of our ways.

OATH OF THE PANTHEON SPELLS

Paladin Level	Spell
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3rd	<i>cause fear, zephyr strike</i>
5th	<i>continual flame, darkness</i>
9th	<i>life transference, speak with dead</i>
13th	<i>shadow of moil, guardian of faith</i>
17th	<i>dawn, negative energy flood</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Shadow and Light. You can use your Channel Divinity to embody the ideals of light and dark. As a bonus action, you give yourself resistance to radiant and necrotic damage for the next 10 minutes.

Strike the Scales. You can use your Channel Divinity to achieve uncanny insight into the mindset of others. When another creature attacks and you can see the attack, you can use your reaction to add or subtract 5 from the attack roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

AURA OF EQUITY

Starting at 7th level, you and allied creatures within 10 feet of you have advantage on Strength and Dexterity saving throws to avoid falling prone, being shoved, or otherwise moved against their will, and advantage on checks made to avoid or escape a grapple.

At 18th level, the range of this aura increases to 30 feet.

SPIRIT DUALITY

Beginning at 15th level, you have advantage on Dexterity saving throws and your movement speed increases by 10 feet.

PURVEYOR OF BALANCE

At 20th level, as an action, you can let a faint mist appear around you. The mist has a 30-foot-radius. The mist moves with you, cannot be blown away by any sort of magical or non-magical wind, and lasts for 1 minute. Creatures in the mist come under different effects depending on if they are hostile or not.

As long as the mist remains, the following effects apply to the area:

- Hostile creatures can only move at half speed while in the mist.
- Allied creatures who start their turn in the mist or who enter the mist for the first time increase their movement speed by 10 feet until the end of their turn.
- Your attacks against fiends, undead, and celestials standing in the mist have advantage.
- Any ranged, thrown, or spell attacks that is directed at you is made at disadvantage.

Once you've used this feature, you can't use it again until you finish a long rest.



RANGER

Do you know what happens after I fire my bow? Dead guys, that's what happens.

— Arrow, tiefling ranger.

Warriors of the wilderness, rangers specialize in hunting the monsters that threaten the edges of civilization. They make use of their natural magical abilities to ward off dangerous creatures and monsters, all the while hiding themselves in the shadows of brush and shrubbery. Their magic makes them excel at stalking and cornering their prey, focusing on stealth and speed over damage. Rangers make use of their deadly weapons for that. While most rangers find themselves stalking the wilderness of tundras, forests, and savage borderlands, there are those who seek inward towards civilization, utilizing their skills in a more urban setting to great profit. As long as they are not caught, that is.

RANGER ARCHETYPES

At 3rd level, a ranger gains the Ranger Archetype feature. The following additional options are available to a ranger: the Bonecarver and the Sniper.

BONECARVER

In the cold forests of Keefe, the people know of the magic found in the bones of the recently deceased. With enough patience and skill, this magic can be extracted and used by living creatures. This knowledge has spread beyond the borders of the northern continent, and has taken root in many societies all over Noroth. Through the art of scrimshaw, a bonecarver can use this magical essence thought lost in death, finding power in the picked bones of a dead animal.

BONECARVER FEATURES

Ranger Level Feature

3rd	Scrimshaw, Death Reader, Bonecarver Magic
7th	Anchor of the Bones
11th	Bonebreaker
15th	Visage of the Lost

BONECARVER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Bonecarver Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

BONECARVER SPELLS

Ranger Level	Spell
3rd	<i>unseen servant</i>
5th	<i>gentle repose</i>
7th	<i>speak with dead</i>
13th	<i>leomund's secret chest</i>
17th	<i>hallow</i>

SCRIMSHAW

When choosing this conclave at 3rd level, you become able to craft talismans out of different kinds of bone through the art of scrimshaw, also known as bonecarving. Once per day, you may spend a short rest to craft two talismans of your choice, granting the keeper of them special benefits. The talismans will remain in effect for 8 hours or until they break. The talisman will break if it is subject to any direct attack, and it has an AC of 10 + the wearer's Dexterity modifier. You also gain proficiency with woodcarver's tools, which you use when you craft your talismans. You know how to craft all the listed talismans, but you may only craft a certain number at any given time, as detailed by this feature.

Upon reaching 11th level in this class, you may craft three talismans during the daily short rest and all of these stay in effect. At 15th level, this number increases to four. You can wear your own talismans, and a person can wear multiple talismans, but not two of the same kind. The available talismans can be read at the end of this subclass.

DEATH READER

Also at 3rd level, you are able to gather information about the origins of bones. By studying and looking over the corpse or bones of a dead creature over a 10 minute period, you can discern how the creature died, how long ago it died, and what type of creature it was.

ANCHOR OF THE BONES

Starting at 7th level, your talismans are imbued with uncanny power, keeping wicked spirits and ill endings at bay. While in possession of a talisman, the wearer has advantage on death saving throws and saving throws against being possessed. The first time the wearer puts on a talisman, they gain temporary hit points equal to twice your Wisdom modifier. If they put on multiple talismans, the effect happens multiple times. If the talisman is taken off or the magic of the talisman is lost, so are the temporary hit points.

BONEBREAKER

Beginning at 11th level, when you hit a creature with a weapon attack you may try to shatter one of their bones, assuming they have any. Oozes and other boneless creatures are unaffected by this feature. The creature you hit must make a Constitution saving throw against your ranger spell save DC. On a failed save, the creature breaks one of their limbs. Upon breaking a bone, the creature has disadvantage on the first attack it makes each round, and its movement speed is halved. This lasts until the creature has finished a long rest.

Once you've used this feature, you can't use it again until you've finished a short or a long rest.

VISAGE OF THE LOST

Upon reaching 15th level, you can look into the last living moments of a dead creature. You can conduct a 10 minute ritual to step into the mind of a creature that died within the last 7 days. You must be touching the corpse or bones of the creature for the ritual to be effective.

While doing the ritual, your senses are replaced with that of the creature, and you become blind to the world around you as you step into the creature's mind. You see the last 10 minutes of the creature's life play out in front of you. You are able to see, hear, smell, and feel whatever the creature did, but you do not gain its memories. This means that if you find that a person was murdered, you can see the identity of the killer, but you do not know if the dead person knew the killer or not.

Once you've successfully used this feature, you can't use it again until you've finished a long rest.

TALISMANS

You know how to craft the following talismans:

Eyes of Caragar. A set of small cat eyes adorn this talisman. You have darkvision out to a range of 60 feet, and you have advantage on Perception checks that rely on sight.

Dancing Shadows. Formless shapes draw strange shadows on this piece of bone. You have advantage on Stealth checks while in dim light, and you have advantage on initiative rolls.

Fangs and Claws. Various carvings of maws, teeth and paws decorate this talisman. Choose one damage type from acid, cold, fire, and lightning when crafting this talisman. Whenever you make a successful weapon attack, you deal 1d4 extra damage of the chosen type with the attack.

Great Ahun. Carved into the talisman is a rugged visage of a large bear at the foot of a mountain. You have advantage on Strength and Dexterity saving throws that would knock you prone or move you against your will, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift, to a maximum of the size large.

Runner's Stance. A humanoid figure stands ready to set into a run. Your movement speed increases by 10 feet, and moving through difficult terrain costs no extra movement.

Vordin's Gaze. This carving reassembles wide eyes with pupils so narrow they are hard to spot. You have truesight out to a range of 5 feet.

Wicked Grin. Black lips draw a grinning smile onto this piece of bone. Whenever you regain hit points from a spell or magical effect, you regain extra hit points equal to your proficiency bonus.

I have done some pretty disgusting things in my lifetime. Crawled through sewers. Yeah, been there. Covered myself with dung to escape a group of roaming giants. Done that too. But by all the Hells, I am not covering myself in jewelry made of guts and bones, even if it is apparently for my own benefit. I don't care how tasteful it looks, it's nasty.



SNIPER

Some hunters prefer to stalk the wilderness in solitude, tracking prey for days or weeks and then waiting hours for the perfect opportunity to present itself. Snipers live for the perfect shot, preferring to strike at a creature who never saw the arrow coming.

SNIPER FEATURES

Ranger Level	Feature
3rd	Hold Steady, Taking the High Ground, Sniper Magic
7th	Sniper's Crouch
11th	Pinned and Caught
15th	Piercing Shot

SNIPER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Sniper Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

SNIPER SPELLS

Ranger Level	Spell
3rd	<i>grease</i>
5th	<i>rope trick</i>
7th	<i>slow</i>
13th	<i>hallucinatory terrain</i>
17th	<i>banishing smite</i>

HOLD STEADY

At 3rd level, you can choose to steady yourself before attacking a creature. As a bonus action, you may take aim at an enemy with a ranged weapon. If the target you aimed at ends its turn in the same place it stood when you used this ability, the first attack on your next turn has advantage and it deals 1d10 extra damage.

TAKING THE HIGH GROUND

Also at 3rd level, you understand the value of elevation in a fight. Any successful attack you make against a creature that is vertically 20 feet or more away from you deals an additional 1d6 damage. This damage increases by 1d6 for every additional 20 feet you go above the initial 20 feet.

SNIPER'S CROUCH

Beginning at 7th level, you suffer no disadvantage to your attacks from being prone on the ground. In addition, while you are prone you are considered to have half cover.

PINNED AND CAUGHT

Starting at 11th level, you can attempt to pin a creature who is standing on the ground or leaned against a wall, with your weapon. When you make a weapon attack, you can choose to make it a pinning attack, suffering disadvantage on the attack roll. If the attack hits, you do an extra 1d10 damage and the creature of your attack is pinned if the weapon or piece of ammunition you used is not removed. This means that if you

are using a dagger or a sword with this feature, you must leave the weapon in place. However, you do not need to keep holding the weapon, and can instead let the weapon go. The pinned creature is considered grappled and it has disadvantage on attack rolls as long as it is pinned, and it may use its action on each of its subsequent turns to attempt to wrench itself free, by making a Strength check against your ranger spell save DC.

You must declare that you are using this feature before you make the attack.

PIERCING SHOT

At 15th level, your attacks hit with such force that they can pierce through multiple creatures. After making a successful weapon attack, the weapon or ammunition can pierce through to hit another creature, as long as the second creature is within range. The second creature must be in a direct line from you and the initial target to get hit. You must make a new attack roll against this creature to see if the attack hits it, but it does not count as a new attack action.





ROGUE

She completely enthralled me. We danced for hours, just the two of us. It would have been a perfect night had it not ended with her stealing my coinpurse.

— Vikander Lyss, Goldspire merchant

Quick steps and a swift shadow escaping around a corner is a common sign that a rogue was near. Though their quickness and lethality is a common factor for rogues, what sets them apart from one another is the specialized skillset they each embody. There are those with a keen mind for reading the faces of others. There are those who can expertly pinpoint the perfect place for a lockpick to then silently creep through a window into the bedroom of a corrupt noble, or find the perfect place to plunge a dagger to swiftly end the life of a quarry. Regardless, they are considered experts in their respected fields and a formidable foe no matter their skillset.

ROGUISH ARCHETYPES

At 3rd level, a rogue gains the Roguish Archetypes feature. The following additional options are available to a rogue: the Dancer and the Harlequin.

DANCER

Not all rogues are dastardly thieves or burglars. Some are spies and infiltrators, capable of hiding in plain sight behind a dashing smile and a few rosy words. They thrive in high society, hiding their deadly skill behind a sophisticated persona of charm and teasing wiles.

DANCER FEATURES

Rogue Level	Feature
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3rd	Dazzling Moves, Wonderful Company
9th	Steps of Distraction
13th	Contortionist
17th	Master of Dance

DAZZLING MOVES

When you choose this archetype at 3rd level, your training with music and dancing grants you certain benefits. You gain proficiency with one musical instrument of your choice and whenever you make a Charisma (Performance) check for a dancing activity, you are considered proficient in that skill and you add double your proficiency bonus to the roll.

In addition, while you are not wearing armor and not wielding a shield, you AC equals 10 + your Dexterity modifier + your Charisma modifier. You also gain proficiency in one Charisma skill of your choice, and if you are ever knocked prone you only need to use 5 feet of movement to stand back up.

Sometimes, the effects of your dancing will require a saving throw to resist its effects. The saving throw DC is calculated as follows:

Dance save DC = 8 + your proficiency bonus + your Charisma modifier.

WONDERFUL COMPANY

Beginning at 3rd level, your movement is elegant and graceful whenever you are dancing. When engaged in a non-hostile physical activity that involves you and one other partner, such as dancing or taking a walk, you can force your partner to make a Wisdom saving throw as a bonus action. If they fail, you have advantage on all Charisma checks, Wisdom (Insight) checks, and Dexterity (Sleight of Hand) checks you make against them, as they become entranced by your natural charm. They, in turn, have disadvantage on any Insight checks they make against you. This effect lasts until the activity you are in ends or the partner becomes hostile. If they succeed on the saving throw, they are immune to this feature for 24 hours.

While in this sort of non-hostile activity, you can also use your bonus action to attempt to trip a creature that is within 5 feet of you, if the creature is of size medium or smaller. The creature must make a Dexterity saving throw, and if it fails the save, the creature is knocked prone.

STEPS OF DISTRACTION

Starting at 9th level, you can use your training to distract your foes. While you are within 5 feet of a creature, you can use your bonus action to twirl around it, bringing it into a short dance. The creature must make a Wisdom saving throw or become confused as if affected by the *confusion* spell. At the end of each of its turns, the creature can attempt another save, ending this effect on a success. Otherwise, the effect disappears after 1 minute.

You can use this feature a number of times equal to your Charisma modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

CONTORTIONIST

Starting at 13th level, your mastery of entertainment is undisputed, and it shows when you perform various acts of gymnastics. You have advantage on any Strength and Dexterity checks made when performing gymnastic acts of entertainment, such as somersaults and flips. You can also move through the space of any creature that is of a size equal to or larger than yours, and you can squeeze through smaller spaces without any hindrance to your movement.

MASTER OF DANCE

At 17th level, your confidence when putting on a show has extended into combat. When rolling initiative, you may add your Charisma modifier to the roll. Any creature that goes after you during the first round of combat makes their attacks against you at disadvantage until the beginning of your next turn.



HARLEQUIN

Laughing in the face of danger and twirling their way out of near-death situations is an attitude which sets harlequin rogues apart from their peers. Some may have been jesters at a noble court, others unruly thieves who would mock their chasers from the rooftops as they made their escape. You can try to ask them how they learned their craft, but you're likely to get nothing but an insult for your trouble.

HARLEQUIN FEATURES

Rogue Level Feature

3rd	Hurtful Ridicule, Insult to the Masses
9th	You Missed!
13th	Armor of Charm
17th	Jeering One-Liner

HURTFUL RIDICULE

When you choose this archetype at 3rd level, your words hit quick and hard. You learn the cantrip *vicious mockery*. Charisma is your spellcasting ability for this spell, and you roll d6s instead of d4s when determining damage from the spell.

You also learn know the spell *tashas hideous laughter*. You may cast this spell a number of times equal to your Charisma modifier, and you regain all expended uses after finishing a long rest.

INSULT TO THE MASSES

Also at 3rd level, your insults cut clean and far. As an action, you may target a number of creatures within 60 feet of you up to your Charisma modifier. As part of this action, you may cast *vicious mockery* on the selected creatures.

Once you've used this feature, you can't use it again until you finish a short or long rest.

YOU MISSED!

Starting at 9th level, you laugh in the face of your opponent's frustrations. When a creature misses you with an attack, you may use your reaction to cast *vicious mockery* on the creature. If the creature fails the saving throw against the spell when you use this feature, you gain a bonus to AC equal to your Charisma modifier (minimum of 1) until the beginning of your next turn.

ARMOR OF CHARM

Starting at 13th level, your charms exceed all expectations. You can now add your Charisma modifier to the total when determining the damage of *vicious mockery*. You can also use your reaction to add your Charisma modifier (minimum of 1) to any saving throw you make. You can add this number after you have seen the roll, but before the DM says if the roll was successful or not.

JEERING ONE-LINER

At 17th level, the victims of your remarks become distracted by your words. After a creature has taken damage from your *vicious mockery*, it has disadvantage on all attack rolls it makes until the end of its next turn.



SORCERER

I had a dream of seven specters. Seven angels and they were calling to me. One had fallen in a heap of dark suffering. Once, it knew only pleasure but now it knows nothing but pain. Locked in a cage, it was. It was screaming for death, wailing about the torture of both body and soul and the inability to fight your own fate. It said tears and blood fed it now. It was weeping. How could I not reach out to offer help to this creature?

— Mina Tinsell, follower of the Aspects

Magic flows in the very lifeblood of those falling in the category of sorcerer. To them, magic is as much a part of their body as the blood that flows in their veins. To many, it has always been a part of them. For others, it only appeared later in life as a sometimes unwanted surprise. This magic can stem from many, sometimes unstable, sources, but the source itself is always manifested within the sorcerer. Whether the ancient power they call upon is from a powerful denizen that once lived, or from the manipulating chaos that swirls around the planescape itself is sometimes unknown, and finding out your sorcerous origin is not always a pleasant experience.

SORCEROUS ORIGINS

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following additional options are available to a sorcerer: the Cardinal Origin and the Sovereign Origin.

CARDINAL ORIGIN

Before the multiverse was made physical, there existed nothing but chaos. In this chaos, fourteen Aspects appeared, driving away the chaos and creating the world as it is known today. They exist in every living thing, and their presence is always to be felt, even if their worship has been lost to time. Some people are more in tune with these Aspects than others, however. They are able to draw on the power found in these creators, embracing their ability to live in either sin or virtue. Those who can connect to their cardinal origin, are able to draw on the worst aspects of mankind, using them for both good and evil.

CARDINAL ORIGIN FEATURES

Sorcerer Level	Feature
1st	Dark Resistances, Bonus Cantrip
6th	Corrupt Embodiment
14th	Strike Them Down
18th	Seven Deadly Sins

BONUS CANTRIP

Starting at 1st level, you know the cantrip *produce flame*. It counts as a sorcerer spell for you and it doesn't count against your number of cantrips known.

DARK RESISTANCES

Also at 1st level, you are more comfortable in gruesome situations than most. Whenever you finish a long rest, you may choose to become resistant to either fire damage or poison damage. This resistance lasts until you finish your next long rest.

CORRUPT EMBODIMENT

Beginning at 6th level, whenever you finish a short or long rest you can spend 1 sorcery point and choose to embody some of the Cardinal Aspects and draw their power into you. The amount of Aspects you can embody at the same time increases as you gain levels in this class. At 6th level, you can embody up to 2 Aspects at the same time. Upon reaching 14th level, the amount of activated Aspects increases to 3, and at 18th level it increases to 4. You must spend 1 sorcery point to embody an Aspect, so embodying 3 Aspects would cost 3 sorcery points. You may activate multiple Aspects over the same rest and all embodied Aspects fade after you finish a long rest.

You may choose to embody the following Aspects:

Aukhee. You gain a bonus to initiative equal to your Charisma modifier.

Gastrim. Whenever you regain hit points from a potion or spell, you heal additional hit points equal to your proficiency bonus.

Luxuria. You gain proficiency in one Charisma skill of your choice.

Menith. Whenever you cast a cantrip that deals fire damage, you may add your Charisma modifier when determining the total damage.

Nokhel. You have advantage on Stealth checks if you move no more than half your speed on the same turn.

Philokeer. You have advantage on Sleight of Hand checks to pocket small items, and you can determine the exact value of a gemstone or piece of jewelry that you are touching.

Veedia. When you see someone make a saving throw that you are also making, such as from a *fireball* spell or a dragon's poison breath, you gain a bonus to your saving throw equal to the amount of creatures also making the saving throw multiplied by 2.

THE SOVEREIGN AND CARDINAL ASPECTS

The Sovereigns and the Cardinals are ancient forces of pure existence made into physical entities at the dawn of Noroth's creation. They were the ones who made the creatures that inhabit the world, and they exist in every living thing.

The Aspects consist of 7 sets of siblings, each set having one member among the Sovereigns and one member among the Cardinals. Their powers have long been dormant, as the Aspects were chained in the prison plane, Tartarus, before breaking themselves free from their chains. Their powers can be highly destructive, and there are only very few who can successfully wield them without becoming a slave to the ideals of the Aspect they are embodying.

STRIKE THEM DOWN

Starting at 14th level, your magic flares alive when you take the life of an enemy. When you use a sorcerer spell to reduce a creature to 0 hit points, you regain 1 sorcery point and you regain a number of hit points equal to your Charisma modifier.

SEVEN DEADLY SINS

Upon reaching 18th level, you may call forth ethereal motes of dark energy and hail them down on your foes. As an action, you can spend 5 sorcery points to target a single creature and force it to make a Constitution saving throw. A creature can choose to fail this saving throw if it wishes. If it fails the save, the creature takes 5d10 fire damage. If it succeeds on the saving throw, it takes half damage.

In addition, if it fails the saving throw, it suffers one of the following effects chosen by you when you use this feature:

Envy. The next attack roll the creature makes is against a random creature within range. If no creatures are within range, it will use its movement to move towards a random creature and make an attack against them if it is within range.

Gluttony. The creature regains an amount of hit points equal to your sorcerer level + your Charisma modifier + half the fire damage taken from this feature.

Greed. The creature must use its action on its next turn to attempt to disarm the nearest creature to it. If two creatures are within the same distance of the creature, the creature chooses which creature to disarm.

Lust. The creature becomes charmed by you until the end of its next turn.

Pride. The creature must use its action on its next turn to attempt to knock prone a random creature it can reach.

Sloth. The creature's movement speed is halved until the end of its next turn.

Wrath. The creature gains a bonus to damage rolls equal to your Charisma modifier until the end of its next turn.

SOVEREIGN ORIGIN

Unlike the Cardinal Aspects, the Aspects who embody all that is wicked and vile in the world, the Sovereign do the opposite. The kindest and gentlest creatures in the world are said to be touched by the virtues of the Sovereigns. Those who are in tune with the Sovereigns, can see the best in people and use it to their advantage. Whether they do this out of kindness or out of wickedness is up to them, as using the goodness in others for your own benefit is a trick common among those who chose to vilify the abilities granted to them by the Sovereigns' energy.

SOVEREIGN ORIGIN FEATURES

Sorcerer Level Feature

1st	Divine Resistances, Bonus Cantrip
6th	Noble Embodiment
14th	Raise Them Up
18th	Seven Heavenly Virtues

BONUS CANTRIP

Starting at 1st level, you know the cantrip *sacred flame*. It counts as a sorcerer spell for you and it doesn't count against your number of cantrips known.

DIVINE RESISTANCES

Also at 1st level, the light of divine power flows through you. Whenever you finish a long rest, you may choose to become resistant to either radiant damage or necrotic damage. This resistance lasts until you finish your next long rest.

NOBLE EMBODIMENT

Beginning at 6th level, whenever you finish a short or long rest you can spend 1 sorcery point and choose to embody one of the Sovereign Aspects and draw their power into you. The amount of Aspects you can embody at the same time increases as you gain levels in this class. At 6th level, you can embody up to 2 Aspects at the same time. Upon reaching 14th level, the amount of activated Aspects increases to 3, and at 18th level it increases to 4. You must spend 1 sorcery point to embody an Aspect, so embodying 3 Aspects would cost 3 sorcery points. You may activate multiple Aspects over the same rest and all embodied Aspects fade after you finish a long rest.

Faith is strange. No, rather the power people are granted through their faith is strange. How do the gods determine whose faith is "proper?" How do they know who deserve to act as their instruments? It's so fortunate that the gods are all-knowing, isn't it?

You may choose to embody the following Aspects:

Arteria. You can spend 10 minutes studying a creature you can see. Once you have studied it, you learn the creature's vulnerabilities and resistances, if it has any.

Carita. Whenever an allied creature within 15 feet of you regains hit points from a spell, they regain additional hit points equal to your proficiency bonus. This counts for spells targeted on yourself as well.

Eanor. You know the spell *cure wounds*. It counts as a sorcerer spell for you and it doesn't count against your number of spells known.

Hanci. You have advantage on checks and saving throws against being charmed.

Inphross. You can cast the spell *disguise self* once without expending a spellslot.

Meleta. Whenever you cast a cantrip that deals radiant damage, you may add your Charisma modifier when determining the total damage.

Tyrael. You gain proficiency with one Wisdom skill of your choice.

RAISE THEM UP

Beginning at 14th level, the magic in your veins shines out when a creature is close to death. Using an action, you can spend 3 sorcery points and target a creature that has 0 hit points that you can see within 30 feet of you. The target regains an amount of hit points equal to your sorcerer level + your Charisma modifier.

SEVEN HEAVENLY VIRTUES

Upon reaching 18th level, you can conjure up little motes of bright light and send them hurling onto the battlefield. As an action, you can spend 5 sorcery points to target a single creature and force it to make a Constitution saving throw. A creature can choose to fail this saving throw if it wishes. If it fails the save, the creature regains 5d6 hit points.

In addition, if it fails the saving throw, it suffers one of the following effects chosen by you when you use this feature:

Charity. The creature throws away whatever it is holding, letting it land in a random spot within 10 feet of it.

Chastity. The creature has advantage on Charisma based rolls until the end of its next turn. This includes ability checks, attack rolls, and saving throws.

Diligence. The creature gains a bonus to attack rolls equal to your Charisma modifier until the end of its next turn.

Humility. Until the end of the creature's next turn, the creature cannot add its ability modifier to its attack and damage rolls.

Kindness. The creature has disadvantage on any attack roll it makes against a hostile creature until the end of its next turn.

Patience. The creature has advantage on all saving throws it makes until the end of its next turn.

Temperance. Any successful weapon attacks the creature makes on its next turn deal an additional 1d10 radiant damage.





WARLOCK

You may choose to call me insane. To call me mad for using powers beyond the realm of your understanding. I trust this won't mean you'll underestimate me, because I promise you, it will be the last mistake you ever make.

— Neer an Tarlish, duelist.

In the dark corners of the world exists powerful magic, forgotten for eons and decades by those forced to leave it in the shadows. Warlocks are beings who excel and discovering these dark rituals and utilizing their forgotten magics to their own advantage. Their curiosity and desire for power brings them face to face with powerful beings, some of which live beyond the brink of existence itself. It is no small feat to converse with a creature of such immense power, a feat many would call madness. Warlocks would scoff at this, however, stating instead that their driving force on the course for power is courage and hunger for knowledge, not insanity.

OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. The following additional options are available to a warlock: the Beloved and the Great Wym.

THE BELOVED

In the span of one's life, those you know eventually complete their role in life and move on to the next. Sometimes when one moves on, if there are things still left unresolved, they return as spirits or corrupted undead. Though sometimes, through the unconditional bond they shared with you, they can reach through the void and gift what protection they can upon their dearest loved one so that they may finish what they couldn't in life, vowing to watch over you so that you both may be reunited once more.

BELOVED FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Bonus Cantrips, Well of Fondness
6th	Shoulder to Lean On
10th	Love Conquers All
14th	Past Embrace

EXPANDED SPELL LIST

The Beloved lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

BELOVED EXPANDED SPELLS

Spell Level	Spell
1st	<i>healing word, shield of faith</i>
2nd	<i>augury, healing spirit</i>
3rd	<i>speak with dead, beacon of hope</i>
4th	<i>divination, aura of purity</i>
5th	<i>legend lore, raise dead</i>

BONUS CANTRIPS

At 1st level, you learn the *guidance* and *spare the dying* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

WELL OF FONDNESS

At 1st level, your spellcasting is lit by radiancy and warmth. Whenever you cast a warlock spell that deals necrotic damage, you may choose to deal radiant damage instead.

SHOULDER TO LEAN ON

At 6th level, the bond you share with your patron supports you through hardships and difficulty. As an action you may choose to gain proficiency in one skill of your choice, as your patron helps you from beyond the Veil. This effect lasts for one minute.

In addition, if you fall unconscious due to hitting 0 hit points, you can use your reaction to expend a number of hit dice up to half your Warlock level. You immediately heal yourself for half of the rolled amount. If any of the dice rolled is a 1, you may roll it again and take the second result.

Healing yourself in this manner lets you stay conscious and on your feet without falling prone.

Once you have used this feature to either gain proficiency in a skill or to heal yourself, you can't use it again until you finish a short or long rest.

LOVE CONQUERS ALL

At 10th level, the protection of your patron extends to your allies. You can use an action to give aid to yourself and two other allied creatures that you can see within 30 feet of you. These three creatures will either have their individual AC increased by 1 for one minute, or gain temporary hit points equal to your Warlock level + twice your Charisma modifier (minimum of 1) until you finish a long rest. You decide which effect will take place for the group, and it will remain until it runs out, you choose to end the effect as a bonus action, you fall unconscious, or you use this feature again.

Once you've used this feature, you can't use it again until you've finished a short or long rest.

PAST EMBRACE

At 14th level, you can target a willing humanoid you can see within 30 feet of you. As an action, you beckon your patron to contact the ancestors of the chosen humanoid and a familial spirit springs into existence in an unoccupied space within 5 feet of the target. The spirit may reassemble a deceased ancestor, a childhood friend, or a beloved family member of the chosen creature.

The spirit copies the racial stats and abilities, but not the class abilities, of the chosen creature, including a potential flying speed and natural resistances, but it is considered undead instead of humanoid. If the chosen creature has the ability to cast spells, innately or otherwise, the spirit cannot do so. The spirit can't speak, but it can understand any language you know.

When summoned, the spirit rolls its own initiative, but all its actions are controlled by you. It copies the stats, skill proficiencies and movement speed of the willing creature you targeted, but does not have proficiency in any saving throws, and it has an armor class equal to 10 + your Charisma modifier. The spirit has an amount of hit points equal half your hit point maximum. The spirit has the multiattack feature, meaning it can attack twice if it takes the Attack action on its turn. Its attacks deal 1d8 radiant damage + your Charisma modifier on a successful hit. When rolling to attack, you use your spell attack modifier to determine whether the attack hits or misses. The spirit has advantage on attack rolls as long as it is within 5 feet of the creature it sprang from, and its weapon attacks are considered magical for the purposes of overcoming resistances and immunities.

Why is it always spiders people have a problem with? Have they not seen snakes? Snakes are so strange looking, the way they wriggle and worm around, I can't stand it. Just thinking about it gives me the creeps.

The spirit remains for 10 minutes, until it reaches 0 hit points, or until you lose concentration as if concentrating on a spell, whichever comes first.

Once you've used this feature, you can't use it again until you've finished a long rest.

THE GREAT WYRM

Worship of the creatures known as the Great Wyrms is not something one should boast off. The beings are known all over Noroth, but by different names. To some, they are Voidserpents, ever consuming of the energy that lies between the planes. To others, they are the World Snakes, long enough to reach all around the world and bite their own tails. But the danger of these creatures is well-known, and one should try to be strong against their temptations.

GREAT WYRM FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Wyrmskin, Viper Senses
6th	Voidserpent's Coil
10th	Tempter Tongue
14th	Caller of the Void

EXPANDED SPELL LIST

The Great Wyrms let you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GREAT WYRM EXPANDED SPELLS

Spell Level	Spell
1st	<i>absorb elements, command</i>
2nd	<i>calm emotions, detect thoughts</i>
3rd	<i>nondetection, protection from energy</i>
4th	<i>polymorph, compulsion</i>
5th	<i>geas, skill empowerment</i>

WYRM SKIN

At 1st level, your skin becomes hard and smooth to the touch. When you are not wearing armor, your armor class equals 13 + your Dexterity modifier.

VIPER SENSES

Also at 1st level, your eyes take on a reptilian quality, granting you darkvision out to a range of 60 feet. If you already have darkvision, the range of your darkvision is extended by 60 feet. You also gain resistance to poison damage and you have advantage on saving throws against poison.

VOIDSERPENT'S COIL

Beginning at 6th level, you can release the force of the wyrm into a power draining assault. When a creature within 30 feet of you targets you with an attack, you can use your reaction to cause dark coils of energy to seize the creature's body. The creature may add neither its Strength or Dexterity modifier to any attack rolls it makes before the end of its turn. If the

use of this feature means the creature misses you, you heal an amount of hit points equal to your warlock level. If the creature hits you, the creature can add neither its Strength or Dexterity modifier when determining the damage.

Once you've used this feature, you cannot use it again until you've finished a short or a long rest.

TEMPTER TONGUE

Beginning at 10th level, you can innately communicate with snakes and serpents as if casting the *Speak with Animals* spell. You also gain the ability to infuse a serpent with magical energy, and thereby cast spells through it.

Using an action, you can conjure up a small wyrm, taking the stats of a poisonous snake but its creature type is an aberration instead of a beast. This wyrm remains in existence for 1 hour, until it reaches 0 hit points, or until you dismiss it as an action. Upon its conjuration, you choose one of the following spells to infuse into it: *Crown of Madness*, *Hold Person*, or *Suggestion*. The chosen spell lies dormant within the wyrm until you activate it as an action. For the spell to be viable for activation, the wyrm must be coiled around or otherwise touching the desired target of the spell. You must be able to see the wyrm to activate the infused spell. You do not expend a spellslot when casting a spell using this feature, and you use your spellcasting ability when casting the spell. Spells cast with this feature can only be cast at 2nd level.

The infused spell stays within the wyrm until the creature disappears. While the wyrm is in existence, it functions as if it had been conjured with the *Find Familiar* spell, and once you've used this feature to conjure a wyrm, you can't do so again until you finish a short or long rest.

CALLER OF THE VOID

Starting at 14th level, you can call upon the awe-striking force found in the Great Wyrms of the Chaos Sea. As an action, you may choose a number of creatures within 60 feet of you

up to your Charisma modifier and make one ranged spell attack roll against each of them. Each successful attack deals 2d10 force damage and the creature is pushed back 10 feet where they fall prone. You can then draw their life force into you, lowering their hit point maximum for the amount of force damage they took, and healing yourself for half of the total dealt force damage.

Once you've used this feature, you can't use it again until you finish a short or long rest.

ELDRITCH INVOCATIONS

ELDRITCH INTEL

Prerequisite: 5th level, Pact of the Tome feature

You open up a means of communication with your patron. You may write down one question in your Book of Shadows and seek answers from your patron, as if casting the *Commune* spell. Your patron will be truthful in whatever answer they give. Once you have used this invocation, you can't use it again until you've finished a long rest.

FAMILIAL BOND

Prerequisite: Pact of the Chain feature

The connection you have with your familiar is powerful. When you cast the *Find Familiar* spell as a ritual, you don't require any material components to cast the spell.

RETURN TO ME

Prerequisite: Pact of the Blade feature

Your pact weapon is connected to your body. If your pact weapon has the throwing property and you use an attack action to throw it at an enemy, you can will the weapon to return to your hand at the end of the attack, no action required by you.





WIZARD

There are arcane means with which one can achieve some sort of control of time, certainly. But, of course, this sort of magic is not that widely spread and there have been stories of people becoming stuck in loops, repeating the same moment over and over again... This seems oddly familiar. Have we discussed this matter before?

— Arcanist Hyral Millis

The study of wizardry is ancient, going back to the earliest mortal discoveries of magic. The most common arcane traditions in the multiverse revolve around the different schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into eight categories called Schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. These wizards tend to title themselves after the school they have chosen to study so intently. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

ARCANE TRADITION

At 2nd level, a wizard gains the Arcane Tradition feature. The following option, the School of Chronomancy, is available to a wizard.

SCHOOL OF CHRONOMANCY

Manipulation of time is a risky and not always popular pastime for students at the Veleen Academy. Too many aspiring wizards have been lost to time loops due to a faulty magical experiment, which has largely made the practice of Chronomancy extinct. There are only very few remaining who can harness the wheel of time without losing themselves to it.

SCHOOL OF CHRONOMANCY FEATURES

Wizard Level	Feature
2nd	Quick Study, Halt the Wheel
6th	Temporal Physique
10th	Time Hopper
14th	Deja-Vu

QUICK STUDY

When you choose this school at 2nd level, the time you must spend to copy a spell into your spellbook is halved. The casting time of any wizard spell you cast as a ritual is also halved.

HALT THE WHEEL

Also at 2nd level, you may use your action to target a creature within 60 feet of you that you can see and force them to make a Constitution saving throw. On a failed save, you cause the creature to become lethargic, giving the creature one level of exhaustion. You cannot make a creature exceed exhaustion level 3 using this feature. You may use this feature a number of times equal to your Intelligence modifier, and you regain all expended uses after finishing a long rest.

TEMPORAL PHYSIQUE

Starting at 6th level, you may add the spells *slow* and *haste* to your spellbook, if they are not there already, without expending any materials to inscribe them. Using this feature, you may choose to cast one of these spells once without expending a spellslot and without having them prepared. Once you have done so, you can't do so again until you've finished a long rest, but you may still expend a spellslot to cast the spells normally if you have them prepared.

TIME HOPPER

Beginning at 10th level, your manipulation of time grants you slight teleportation abilities. When you take the dash action, you may forgo moving and instead teleport yourself in a chosen direction and reappear in an unoccupied space that you can see within range. The range equals your movement speed.

DEJA-VU

Starting at 14th level, you can change the known outcome of one living creature you can see. After knowing the result of a creature's attack roll, ability check or saving throw, you may use a reaction to briefly rewind time, potentially changing the roll's outcome. The creature rolls again and you choose whether this new roll has advantage or disadvantage. The creature must use the new result. Once you've used this ability, you can't use it again until you finish a short or long rest.

CHAPTER 5: BACKGROUNDS

In addition to the backgrounds found in the PHB, the following backgrounds are made available for a campaign taking place in the world of Noroth. Some backgrounds are specific to Noroth, while others fit well within any setting and can be used as seen fit. As is the case with other backgrounds, these backgrounds provide proficiencies, languages, and a unique feature that aligns with the character's lifestyle before they began adventuring.

ACADEMY STUDENT

Studying the magical arts is a trying endeavor, but an endeavor many nations aim to support. In Velea, the largest and most prestigious place of study is the Velean Academy in Blue Harbor, whose education has made some of the most powerful spellcasters in the world.

It is not only magic being taught at these universities, however. Others receive an ordinary education, learning the intricacies of history, as well as being taught the importance of tact and respect concerning arcane powers.

To receive this sort of education, you would have to have come from high standing, as the tuition for attending the Velean Academy is expensive.

Skill Proficiencies: Choose two from Arcana, History, and Religion

Tool Proficiency: Calligrapher's tools

Languages: One of your choice

Equipment: One set of common clothes, quill and ink well, a notebook, and a pouch containing 15 gp

FEATURE: MIND OF A SCHOLAR

Having immersed yourself deeply in the magical arts and the lore behind it, you are able to identify various symbols and signs pertaining to magic, and if the symbol represents a school of magic or has some other arcane historical meaning, you can identify it.

VARIANT: SECOND HAND STUDENT

Being unable to afford the proper tuition found within the halls of the Velean Academy, you instead stuck to working small jobs around Blue Harbor during the day. During the evening, you would pay a student of the Academy your hard earned wages to have them teach you the ways of magic, as well as supply with the necessary notes and items.

SUGGESTED CHARACTERISTICS

Use the tables for the sage in the PHB as the basis for your traits and motivations.

CARNIVAL MEMBER

Many caravans travels the Planar Crossways, carrying goods and wares across vast sections of land. But some of these caravans carry no real wares, but instead offer entertainment and merriment wherever they go. These carnivals offer stage shows, music, performance gymnastics, and a well of carnival games.

The Zirani are known for growing up around these carnivals, living for entertaining the patrons of the various cities they settle near. There are also other carnivals made out of outcasts and freaks unwanted by society.

Depending on the kind of carnival, the mentality of the members can be more or less sinister. Most carnies look out for one another and not many others, having little patience for outsiders. They adhere to carny law above the law of the land, considering themselves to be removed from the world that disowned them.

Skill Proficiencies: Choose two from Acrobatics, Deception, Performance, and Sleight of Hand

Tool Proficiency: One artisan's tool of your choice and one musical instrument of your choice

Equipment: One set of common clothes, a set of artisan's tools or a musical instrument you are proficient with, a pamphlet advertising your carnival, and a pouch containing 5 gp

FEATURE: CARNY LAW

You mingle well with the entertainers and handlers of carnivals and festivals, and the hirelings at such events let down their guard around you. You also know how to behave among other carnies, and can gain insight into any activity, criminal or otherwise, that originates from a carnival.

SUGGESTED CHARACTERISTICS

Use the tables for the outlander in the PHB as the basis for your traits and motivations.

COURIER

When messages and letters need to be delivered, it is the royal couriers who are charged with the honorable responsibility of protecting and carrying information across vast pieces of land. Some take the journey on horseback, while others simply run from place to place.

Depending on the importance of the message, as well as the secrecy surrounding it, some couriers deliver messages by reciting them upon arrival. This is safer in the sense that no one can steal the letter with the information inside, but it means that the courier in question must be trustworthy.

Skill Proficiencies: Athletics, Insight

Languages: Two of your choice

Equipment: One set of traveler's clothes, a signet ring of the courier service, a pair of good shoes, a rough map of the main roads of the region, and a pouch containing 10 gp.

FEATURE: AT HOME ON THE ROADS

Having traveled from city to city along the many roads of Velea, you are well acquainted with with road system, especially the Planar Crossways. When you are traveling along a major road, you can tell the exact time you will arrive at your destination if that destination lies along the same road you are traveling on.

SUGGESTED CHARACTERISTICS

Use the tables for the outlander in the PHB as the basis for your traits and motivations.



MINER

There are many people who earned their living by the sweat of a mine. In Stoneway, the land of the dwarves, working as a miner is the most common livelihood of the country's people and a necessity for putting food on the table.

To others, this was a way of discovering a thirst for adventure. Some miners are not employed to mine and search for ore, but instead hired to carve out tunnels beneath a dead mountain looking for a long lost tomb of an ancient king or queen.

Skill Proficiencies: Athletics, Nature.

Tool Proficiency: Mason's tools

Languages: One of your choice

Equipment: One set of common clothes, a miner's pick, a piece of raw ore, and a pouch containing 5 gp

FEATURE: CANARY IN A COAL MINE

You have spent enough time below ground to grow comfortable in the faint light of a mineshaft. You are able to spot signs in caves and tunnels that signify an oncoming cave in, as well as notice a lack of oxygen or the emission of dangerous gas.

VARIANT: AMBERITE EXCAVATOR

Instead of the traditional mines digging deep into the earth, you worked in the underwater amberite mines off the shores of the Rainbow Coast. You spent your days diving deep beneath the waves, utilizing specially made necklaces that allowed you to hold your breath for much longer than normal. This necklace was left behind when you left your work in the mines.

SUGGESTED CHARACTERISTICS

Use the tables for the outlander or folk hero in the PHB as the basis for your traits and motivations.

PAGE

When a royal feast is undergoing or a meeting of the High Council is called, most attention lies on the high-ranking nobles conversing over the table. Less noticed are the pages of the different nobles, standing stoutly behind the chair of their master, awaiting an order or request. These youngsters are in training, learning the intricacies of court through listening and observation, and it is not an unusual rite of passage for members of the high nobility.

Pages are often an invisible part of the aristocratic landscape. To some nobles, pages are seen as nothing more than a slightly more important servant or handmaiden, and they are switched out every few years with little regard. To others, pages are considered high value, as their tendency towards social invisibility means they make excellent spies, capable of sniffing out courtly gossip better than a servant ever could.

Skill Proficiencies: Choose two from Deception, Insight, and Persuasion

Languages: Two of your choice

Equipment: One set of fine clothes, a vial of perfume, a letter from your previous employer, and a pouch containing 15 gp

FEATURE: COURTLY MANNERS

At court, it is valuable to know your social standing, especially compared to others present. Based on mannerisms and symbols of station, you can discern the rank of members of the nobility, and you know how to carry yourself when conversing with them. This includes addressing them with the appropriate title relevant to their nobility. In addition, and you can easily strike up conversations about noble people with their staff, and they are more willing to share information with you about them.

SUGGESTED CHARACTERISTICS

Use the tables for the noble in the PHB as the basis for your traits and motivations.

PERIDOT RANGERS: TALE OF THE RANKS

The Peridot Rangers have five ranks, each rank signified by a different animal. Novices are Foxes. Apprentices are Wildcats. Wardens are Wolves. Masters are Eagles, and the Grandmaster is depicted as a Stag. The significance of this ranking system has given birth to a tale of their abilities, and the importance of working in unison.

The fox is trampled by those bigger than it. It must search for its prey, outwit it with wiles and trickery, while always leaving itself a way out. The wildcat roams the cliffs in silence, stalking prey for hours before striking. Patience is key, before it feeds on a kill. The wolves surge forth in packs, relying on one another over individual strength. The eagle sees all and any outcome, knowing a strike will be lethal before it hits and spots secrets hidden to most.

As for the stag, the king of the forest. None can best him. The fox is too small. The wildcat is too solitary. The wolf is too weak. The eagle is too frail. But a foxhole can break a stag's leg. A stalker can sneak close in the darkness of night. The pack can overcome its mighty strength.

And the eagle will be there to bear witness to its fall.

PERIDOT RANGER

Anyone living within Teldora knows of the Peridot Rangers hunting guild, and many have struck out to look for adventure within the Dragon's Maw Valley, the wild and untamed forested region where the Peridot Rangers have their main seat. Becoming a member is not a hard endeavor, but climbing the ranks is both challenging, time consuming, and occasionally lethal as the monsters wanted and hunted by the guild are dangerous, feral beings.

There are five ranks within the guild. Novice, Apprentice, Warden, Master, and Grandmaster. Mostly everyone stops advancing after reaching the rank of Warden, and there are very few Masters currently in the guild. There is only ever one Grandmaster who holds the position for life. Once the time comes to pick a new one, a Grandmaster is chosen among the current Masters of the guild.

Skill Proficiencies: Stealth, Survival

Tool Proficiency: Carver's kit and one artisan's tool of your choice

Equipment: One set of traveler's clothes, a hunting trap, a tattoo signifying your rank in the guild, and a pouch containing 10 gp

FEATURE: GUILD MEMBER

You are a Novice member of the Peridot Rangers, a renowned hunting guild based out of Delathon. From this rank, you have a small tattoo of a fox's head somewhere on your body that is easily presented, and you use this tattoo to gain entry to the Peridot Rangers guildhalls. Through your membership, you are able to take contracts from any of the Peridot Rangers guildhalls and enter into their member's only drinking halls.



SUGGESTED CHARACTERISTICS

Use the tables for the guild artisan in the PHB as the basis for your traits and motivations.

WAYFINDER

The Wayfinder Guild is most well-known for their publications of travelling logs, called the Wayfinder Chronicles. Some of the most popular of these include "The Tale of the Thorn and the Rose" detailing the adventures of the illustrious Company of Flowers whose adventures into the forgotten crevasses of Velea made them a favorite around their home in Lightport. Another is the "A Girl and a Gentle Giant" which follows the adventures of Nia Norn and Zev Oaker, two young Wayfinders who managed to travel from the northernmost peak of the Froststeppes to the eastern port city of Ra'Khon in less than a year, after which they mysteriously disappeared.

Many join the guild in hopes of joining their immortal heroes in their stories. They take on dangerous missions to travel into long lost castles and forests, looking for forgotten artifacts and hidden history.

Skill Proficiencies: History, Investigation

Tool Proficiency: One artisan's tool of your choice

Languages: One of your choice

Equipment: One set of traveler's clothes, a book from the Wayfinder Chronicles series, a signet of the guild, and a pouch containing 10 gp

FEATURE: NOVICE ADVENTURER

Being a member of the Wayfinders, you have received three years training at the guild's main seat in Lightport, and you can contact the guild in regards to possible jobs, contracts, and work, as well as rumors about abandoned places, such as tombs and temples.

SUGGESTED CHARACTERISTICS

Use the tables for the guild artisan in the PHB as the basis for your traits and motivations.

CHAPTER 6: EQUIPMENT

Many strange items can be found in the Noroth marketplaces. In Velea, the buying of faintly enchanted or otherwise magically enhanced items is commonplace, and shops selling magical items can be found in many major cities on the continent. Weapons and equipment from neighboring countries have made their way into Velean market stalls, and it is not uncommon to find foreign sellswords and mercenaries from the cold of Keefe or the scalding deserts of Uawei in the marketplace, trying to pawn off their old equipment in trade for something new.

ADVENTURING GEAR

Once, I went on a hunt with Lord Adney's eldest son. The lad woke me up in the middle of the night to point at the sky, telling me that the stars look so splendid and beautiful. I would have agreed, but I was a bit preoccupied with figuring out what had happened to our tent.

— Sharn Glinten, huntsman

This section provides additional items available for purchase in the Velean shops and market stalls. It will also describe items that have special rules or require further explanation.

Air Bladder. Used by swimmers to give them extra air while diving. Looks similar to a waterskin and is airtight. When fully inflated, the bladder holds enough air that a creature can hold their breath for 1 additional minute.

Ammunition. This represents both arrows for bows and bolts for crossbows.

Ammunition, acid. A small glass tube is fixed to the end of this piece of ammunition. On a successful hit, the attack deals 1d4 additional acid damage. Once the ammunition has been fired, it breaks and cannot be reused.

Ammunition, fire. Cloth and fabric is tied around the end of the ammunition. The archer or crossbowman can use a bonus action to set the fabric aflame from an active fire source. The flame doesn't go out when the ammunition is fired and a successful hit deals 1 extra point of fire damage. Highly flammable materials, such as straw roofs or dry grass, might catch fire. Once the ammunition has been fired, it breaks and cannot be reused.

Ammunition, grappling. Four claws protrude out from the tip of this ammunition, making it into a grappling hook. By attaching silk rope to the ammunition, the archer or crossbowman can fire the ammunition half of range increments as is detailed on their weapon. The attack roll replaces the check that would have been made to throw the grappling hook.

Ammunition, smoke. Thin wraps of alchemical ingredients are tied around the shaft of this piece of ammunition. The archer or crossbowman can use a bonus action to set the fabric aflame from an active fire source. When fired, the ammunition leaves behind a thick trail of smoke, and creates a 5-foot cube of smoke where it lands. The ammunition often emits a specific, bright color of smoke, and is used for signaling. Once the ammunition has been fired, it breaks and cannot be reused.

Compass. An ordinary compass that points towards the magnetic north pole.

Earplugs. These small cotton plugs are covered in wax. Once they are inserted into the ears, the wearer becomes resistant to thunder damage, but also becomes deaf to speech of normal volume.

Goggles, tinted. These goggles are equipped with thick, dark glass that protects against the sun. While wearing these goggles, a creature with sunlight sensitivity no longer suffer disadvantage to attack rolls and Perception checks that rely on sight because of the trait.

Hammock. This piece of solid fabric can be attached to strong branches or the trunks of trees, allowing you to sleep above the ground.

Hourglass. This hourglass is made of glass inside a wooden frame and has two chambers, one of which is filled with sand. Different sizes exist, but the most common are those measuring one minute and one hour.

Lock. This padlock can be attached to compartments, or be considered an inset lock in a door or chest. It comes with

ADVENTURING GEAR

Item	Cost	Weight
Air Bladder	1 sp	1/2 lb.
<i>Ammunition</i>		
- Ammunition, acid (5)	15 gp	1/2 lb.
- Ammunition, fire (5)	5 gp	1/2 lb.
- Ammunition, grappling (1)	2 gp	1/2 lb.
- Ammunition, smoke (5)	10 gp	1/2 lb.
Compass	15 gp	1 lb.
Earplugs	2 cp	-
Goggles, tinted	40 gp	2 lb.
Hammock	1 sp	4 lb.
Hourglass, minute	15 gp	1 lb.
Hourglass, hour	20 gp	2 lb.
Lock, simple	20 gp	1 lb.
Lock, complex	60 gp	1 lb.
Manacles	15 gp	2 lb.
Notebook	3 gp	1 lb.
Shovel	2 gp	8 lb.
Stilts	2 sp	10 lb.
Tent, four-person	4 gp.	35 lb.

one key. The DC for opening a simple lock with thieves' tools is 15, and the DC for a complex lock is 20.

Notebook. A small booklet, often used by adventurers, sailors, or students to write notes in. The book is about the size of a hand, and it has 30 blank pages.

Shovel. When digging with a shovel, you can dig a hole at a rate of 2 cubic feet per minute. Often used by farmers and gravediggers.

Stilts. Two wooden poles with a horizontal footrest halfway up its length make up this set of stilts. By standing on the footrests, you can avoid placing your feet on the ground. You can use them to cross water without getting wet. You must use both hands to walk with the stilts and your movement speed is halved while you are using the stilts. Walking 30 feet or less with the stilts requires a successful DC 5 Acrobatics check to keep from falling off. This check is repeated whenever a new 30 foot stretch is begun, so walking 50 feet would require two checks and 70 would require three. While on the stilts, you are raised two feet above the ground.

Tent, four-person. A canvas tent that is capable of housing four people.

TOOLS

A rusty nail is one thing. A rusty nail in the thumb is an infection and a trip to the temple, spending gold you haven't earned yet and keeping you in bed for days. Keep your kit clean, or you can find another place of work.

— Borst Cravers, foreman

If you get the option to choose a proficiency with a type of artisan tool, you may pick from the options below, in addition to those offered by official WotC publications. Some of these tools might be available through certain character backgrounds, such as the sailor being proficient with tattooist tools. Ask the DM if your background lets you choose between these new tools.

The new tools offer new means of gameplay. Tattooists might find exotic inks that offer special boons. Proficiency with bowman's tools allows your character to craft arrows and bolts from the feathers of mystical creatures.

TOOLS

Item	Cost	Weight
<i>Artisan's Tools</i>		
- Bowman's tools	10 gp	10 lb.
- Tattooist tools	50 gp	5 lb.
Carver's kit	35 gp	15 lb.

Bowman's Tools. This rolled up satchel contains an assortment of fine knives, string, and items to make and maintain bows, crossbows, as well as arrows and bolts. The set contains woodworking oils, small carving knives, feathercutters, and bowstrings. Proficiency with these tools allow you to craft and maintain ranged weapons such as bows and crossbows, and you can also craft ammunition for these weapons.

Carver's Kit. This leather satchel contains tools and instruments needed for harvesting the hide and organs of various creatures. The set contains a bone saw, skinning knife, carving blade, fire-pike, and mincing knife. Proficiency with these tools allow you to add your proficiency bonus to any checks made when harvesting dead creatures.

Tattooing Tools. This kit comes in a sturdy briefcase and contains a variety of colored inks, needles, and medical supplies needed for sterilization, as well as a sketchbook for keeping tattoo templates. Tattoos come in three sizes: small, medium, and large, and the different sizes uses up different amounts of ink. Small tattoos are roughly as big as the tattooed creature's hand, medium tattoos are big enough to cover an entire arm or leg, and large tattoos cover the whole back or chest. A small tattoo uses one ounce of ink, a medium uses two ounces, and a large uses four ounces. The kit has ink in the following colors: five ounces of black ink, three ounces of white ink, two ounces of red ink, two ounces of blue ink, and two ounces of yellow ink.



WEAPONS

Only two things in life are certain; death and taxes.

— Laynarian proverb

In Noroth, other ways of fighting exists, and it shows in the world's available weaponry. In Velea, many assassins prefer the quick reveal of a wrist dagger before ending their mark, but among the courtesans in the Free Cities of Uawei, a bladed fan might make for a more usable weapon, easily concealed until it is required.

If you are considered proficient with a type of weapon, such as simple weapons, you may add the appropriate weapons to the list of weapons you are proficient in. Ask your DM about proficiency in any additional weapons from the list.

NEW WEAPON PROPERTIES

Any new properties of the extra weapons can be read here.

Hidden. This weapon is not initially obvious, and may be easily hidden or disguised as something else. A person attempting to locate this weapon on your person must succeed on an Intelligence (Investigation) check opposed by your Dexterity (Sleight of Hand) check.

Grappling. If a weapon has this property, an attack made against an enemy within range may instead be made as a grapple attack. If the attack hits, it does no damage and the targeted creature is grappled until you make a new attack

with the weapon, or you let it go. The enemy must be considered large or smaller to be grappled. If the creature is grappled by a ranged weapon, it can use an action to untangle itself, no roll required. If the creature is grappled by a melee weapon, it can use an action on its turn to attempt to break free, and it makes an opposed grapple check against your Strength (Athletics) check.

Returning. When a weapon with this property is thrown as part of an attack, it returns to its wielder at the end of their turn. They must then use their reaction to catch it.

Special, hookblade. You can choose whether this weapon deals piercing or slashing damage. You must declare this before making the attack roll.

THE LAYNARIAN TAX

Used primarily by the Royal Riders of Laynaron, the tax is a brutal and nasty looking weapon. It reassembles a long steel club with a rounded head, except it has thick hooks on the head of it. The tax is perfect for piercing into the back of a fleeing enemy, which is what the Royal Riders use it for.

The Royal Riders are employed by the Laynaron crown to hunt down rebelling and fleeing slaves. Usually wielded from horseback, the tax is a dangerous weapon, and just as deadly in close combat as it is from atop a mount.

WEAPONS

Name	Cost	Damage	Weight Properties
Simple Melee Weapons			
Bladed fan	5 gp	1d4 slashing	1/2 lb. Hidden, finesse, light
Scythe	1 gp	1d6 slashing	6 lb. Versatile (1d8)
Wrist dagger	15 gp	1d4 piercing	1 lb. Hidden, finesse, light
Martial Melee Weapons			
Brass knuckles	1 gp	1d4 bludgeoning	1/2 lb. Light
Canesword	20 gp	1d6 slashing	3 lb. Hidden, finesse
Chain	20 gp	2d4 bludgeoning	8 lb. Grappling, reach
Greataxe	40 gp	1d12 slashing	12 lb. Heavy, reach, two-handed
Hookblade	20 gp	1d6 piercing or slashing	4 lb. Finesse, special
Tax	30 gp	2d6 piercing	10 lb. Heavy, two-handed
Warglaive	30 gp	1d12 slashing	8 lb. Heavy, reach, two-handed
Martial Ranged Weapons			
Bola	1 gp	1d4 bludgeoning	2 lb. Grappling, light, thrown (range 20/40)
Boomerang	3 gp	1d6 bludgeoning	2 lb. Finesse, light, returning, thrown (range 30/60)
Crossbow, wrist	100 gp	1d6 piercing	2 lb. Ammunition (range 30/120), hidden, light, loading
Greatbow	75 gp	1d10 piercing	8 lb. Ammunition (range 200/800), heavy, two-handed

CHAPTER 7: CUSTOMIZATION OPTIONS

Citizens of Noroth are given ample opportunity to use their unique quicks and skills to rise to the occasion in a dire situation. What might be seen as unsavory and barbaric in one region, would be studied and respected intently in another. Though they might not always be appreciated that will not stop their tale from being told.

FEATS

Alright... I have a plan. Fool proof. I just need you to hold onto this and not drop it. You'll kill us all if you do.

— Elias Tinshore, grenadier

Noroth offers multiple paths of training and expertise, granting new options for player characters. Some may have studied at the Veleen Academy, honing their abilities to be able to craft extraordinary magical items. Others might have gone a different route, having a steady life as a carpenter or smith before the adventuring life called them to travel the roads of Noroth.

In addition to the feats made available the PHB and XGtE, you can pick from the list of feats below.

ADAPTIVE LABORER

By doing odd jobs, you have picked up some handy skills throughout your life. You gain the following benefits and features:

- One skill of your choice increases by 1, to a maximum of 20.
- You gain proficiency in one set of artisan's tools of your choice.
- You gain proficiency in one of the following sets of tools: *carver's kit, disguise kit, forgery kit, herbalism kit, land vehicles, navigator's tools, poisoner's kit, water vehicles.*

ARTECH SAVANT

Prerequisite: You must be a spellcaster.

You have spent hours studying ancient books and scrolls, detailing the crafting of magical items, referred to as arcane technology or "artech" for short by the scholars at the Veleen Academy. You gain the following benefits and features:

- Increase your Intelligence score by 1, to a maximum of 20.
- You have advantage on Intelligence (Arcana) checks when making magical items, scrolls, and potions.
- You gain proficiency in one set of artisan's tools.
- You know the recipe of one uncommon magical item. Pick one from the following list of items: *alchemy jug, bag of holding, cloak of the manta ray, driftglobe, goggles of night, quiver of Ehlonna, potion of greater healing, potion of resistance, ring of jumping, ring of warmth, staff of the adder.*

BOMBARDIER

You have worked with various explosive concoctions and devices over your lifetime, potentially losing a finger or two to your experiments. You also have an affinity for making everything around you explode. You gain the following benefits:

- You know how to cause a distraction. Using pieces of string, mounds of dirt, or other on-hand material together with a bit of black powder, you can cause a small, non-damaging explosion to occur. Anyone within 300 feet of the explosion that can hear it will be naturally drawn to the sound and move towards it, giving them disadvantage on Wisdom checks for 1 minute while they investigate the disturbance. Some creatures might choose to not abandon their post regardless of the blast, such as guards, but they still have disadvantage on Wisdom checks if they are within range. Once you've used this feature, you can't use it again until you've finished a short or long rest as you use this time to gather ingredients for your next bomb.
- You also know how to craft bombs. Spending 50 gold on materials, you may spend a day to craft 1d4 bombs. These bombs can be thrown up to 30 feet away using an action and they have a blast radius of 5 feet. Each creature in range of the blast has to make a Dexterity saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Dexterity or Intelligence modifier}$). The creature takes 1d12 damage on a failed save and half as much damage on a successful one. You choose if the damage type is fire or piercing. This damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12) and 17th level (4d12).

BOW FIGHTER

Prerequisite: Proficiency with some sort of bow.

You can defend yourself if creatures come too close to you while in combat. You gain the following benefits:

- You can use a shortbow, longbow, or greatbow* you are proficient with as a melee weapon, and you use your Dexterity modifier when attacking and determining the damage. When attacking in this way, the weapon die is lowered one level, meaning that 1d8 becomes 1d6 and 1d6 becomes 1d4 and so on. You are proficient in these attacks.
- You can use an action of attempt to restrain a large or smaller creature by choking them out with the string on your bow. Make an Strength (Athletics) check opposed the creature's Strength (Athletics) or Dexterity (Acrobatics) check. If you succeed, the creature is restrained. It may use its action on its turn to attempt to break free, and you may use your action on each of your subsequent turns to maintain your hold over the creature. The creature is given another chance to escape if you do so.

*This weapon is detailed in this compendium.

LANGUAGE OPTION: UMBRAL

In addition to the languages available in the PHB, if you are ever given the option to learn an additional language, you may choose to learn the exotic language *Umbral*, the language spoken in Ossiria and among the fey of the Shadow Court.

Umbral uses the same letters as Elvish, and sounds similar, except it is spoken more softly and makes use of occasional hard consonants.

CLOSE QUARTERS COMBAT

You have experience with fighting where there is little room to move around. When you either successfully grapple a creature or break free of a grapple, you may make a melee weapon attack against the creature as a bonus action. Additionally, if a creature attempts to grapple you and fails, you may use your reaction to make a melee attack against it and move 5 feet away without provoking opportunity attacks.

HONING YOUR CRAFT

Prerequisite: Proficiency with at least one set of artisan's tools.

You are a master craftsman and know how to make the most use of your selected tools. You gain the following benefits and features:

- Increase either your Strength, Dexterity, or Intelligence score by 1, to a maximum of 20.
- You gain expertise with one set of artisan's tools that you are proficient in.
- When you have the opportunity to do a downtime activity, you can choose to spend it earning a living with your artisan's tools. Normally, this would award you 1 gold piece per day as payment, but your expertise with your craft allows you to take on harder, more demanding jobs. Instead of the traditional 1 gold piece, you instead earn an amount of gold pieces equal to your proficiency bonus per workday when using a set of tools you have expertise in.

MARATHON RUNNER

You are fit and fast, toned from running. You gain the following benefits.

- Your Constitution score increases by 1, to a maximum of 20.
- Your movement speed increases by 5 feet.
- You have advantage on Constitution saving throws against becoming exhausted.

MASTER OF MAGICS

By interacting with the constant flow of arcane energy that seeps through Noroth, you have found a connection to these otherworldly elements and drawn them into yourself. You gain the following benefits:

- You have advantage on Intelligence (Arcana) checks when attempting to recall information and lore about magical items.

- You can now be attuned to a maximum of four magical items, rather than the normal limit of three. Other attunement limitations still apply.

ONE STEP AHEAD

You are fast, quick, and clever. You have a strange sense of your enemy's movements, as well as your own. You gain the following benefits:

- When you roll initiative, you can choose to either add or subtract 5 to the roll. This must be done before any actions in combat are taken.
- You may choose to shift your initiative to go either before the creature that acts before you, or after the creature that acts after you, assuming that the creature is willing to do so. This decision must be made before any actions in combat are taken. You may use this trait once per long rest.

SWIMMER

You are at home in the water, and know how to swim very well. You gain the following benefits and features:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You gain a swim speed equal to your walking speed.
- You can hold your breath for a number of minutes equal to twice your Constitution modifier (minimum of 1).



CRAFTING MAGIC ITEMS

The ability to harness the energies necessary for even the simplest enchantment requires years of training and practice. In all my time here at the Academy, we have never accepted anyone to the Artech study without being certain of their arcane capabilities beforehand. Last time a novice was allowed access, our research quarters exploded when she attempted to infuse a fireball spell into a living chicken.

— Elviah an Sadani Lievrahn, dean at the Veleen Academy

Magic is abundant in the world of Noroth, and no where is that more relevant than on the continent of Velea. Scholars theorize that the magical essence that has helped shape the amberite mines on Teldoran soil, has further affected the citizens of the continent with a higher affinity for the arcane arts.

Others believe that the Veleen, and specifically Teldoran, focus on the usefulness of magic and its properties has allowed for greater innovation in the field of arcane research. This includes the crafting and making of magic items, as well as the enchantment of adventuring equipment, such as armor and weapons.

Not everyone can create magic items or enchant weapons and armor. It requires training and studying, best found at the Veleen Academy who are the leading experts in the study of Arcane Technology, or 'Artech' as they refer to it as.

To craft magic items or enchant weapons and armor, you must be proficient in the Arcana skill. This represents you having knowledge of the nature of magic and how it works in relation to the world around you. Without the proper training, the consequences of unharnessed magic projected into a singular item could be catastrophic.

ARTISAN TRAINING

If you have proficiency with the Arcana skill, you can craft, and possibly even invent, magical items. These are not easy to make, however, and require both gold, time, and resilience to make, and the project may or may not be successful.

ITEM RECIPE

To craft a magic item, you must be in possession of a recipe for the magic item. The recipe gives instructions as to the steps of construction. These sorts of recipes can be found in old notebooks in a sorcerer's lair or engraved inside of an ancient dragon's cave. You can make a recipe yourself if you have a magic item on you. By breaking the magic item down,

RESIDUUM

When a magical enchantment is dispelled or otherwise destroyed, it leaves behind a fine powder of arcane dust called residuum. Residuum can also be produced, but the nature of this process is largely unknown by the common person.

Residuum is used by magical artisans when crafting magical items, enchanting various objects, and creating magical potions and scrolls.

When disenchanting or destroying a magical item, you gain 1/5 of the its selling value in residuum. The powder itself is extremely fine, and can be easily inhaled, something that is best avoided if at all possible as it can have occasional destructive effects.

1 gram of residuum costs 10 gold pieces.

thereby destroying it, you learn the recipe of the item. This process takes time equal to 1/4 of the crafting process for the appropriate item (minimum of 1 day). You cannot break down a magic item if it is an artifact or sentient.

An item requires half of the item's selling value in residuum to craft, as well as the basic item you want to enchant. For instance, a simple leather satchel for a *bag of holding* or a pair of boots for *boots of the winterlands* is required for the enchantment to take hold. Items that are artifacts or sentient cannot be crafted.

Each recipe also mentions an exotic ingredient in addition to the monetary cost of the crafting process. The nature of this ingredient is to be determined by the DM and given to the player once they have procured the recipe for a magical item. For a *bag of holding* it might require the heart of an extraplanar entity, or an item in the possession of a gith captain. What is universal for this exotic ingredient is that it must be harvested from a rare creature or found in a dangerous location.

Should the player already be in the possession of an ingredient of the appropriate rating, it is up to the DM if this ingredient is sufficient for the purposes of the recipe at hand. The appropriate CR for the encounter where the character gets the appropriate ingredient can be seen below.

Magic Item Rarity	CR Range
Common	1-3
Uncommon	4-7
Rare	8-12
Very Rare	13-19
Legendary	20+

LEVEL REQUIREMENTS AND END CHECK

A character must be of a certain level before they can attempt to craft an item. This represents spending a lot of time studying and honing their craft over several weeks, months, or even years. A 1st level character would have neither the knowledge nor the skill to craft legendary items, whereas a 20th level character with the proper training would be able to make common healing potions in their sleep.

At the end of the crafting process, the artisan who is helming the crafting must make an Arcana check to see if their enchantment on the item was successful or not. If the character fails the check, the item does not work and half of the residuum used in the enchantment is lost.

Certain features might grant advantage on the Arcana check, such as another character helping throughout the entire crafting process or having the Artech Savant feat.

The minimum level requirement for crafting various rarities of items, as well as the appropriate DC for the Arcana check can be seen below. The Arcana check is tied to the magic item rarity and not the minimum character level.

Magic Item Rarity	Minimum Character Level	Arcana Check DC
Common	1	5
Uncommon	4	10
Rare	8	15
Very Rare	12	20
Legendary	17	25

CRAFTING TIME

When crafting an item, it is assumed that you have access to a workshop or at least a place where you can work in peace. You cannot enchant magical items while on the road, as the unstable environment makes for a poor place to deal in delicate arcane manipulations.

You can work on an item in shifts. For instance, if you are crafting a rare item, which takes 10 weeks to make, you can spend 6 weeks working on it, then take a break for a few days before returning to it. You cannot pick up where someone else left off, however, meaning that if someone else had spent 6 weeks enchanting a rare item, you cannot take over the process for the remaining 4 weeks.

The time and cost for crafting items of different rarities can be seen below. Depending on the type of item, the time and cost may vary. This is controlled by the DM.

CRAFTING ITEMS

Magic Item Rarity	Crafting Time*	Price*
Common	1 week	50 GP
Uncommon	2 weeks	100-250 GP
Rare	10 weeks	1000-2500 GP
Very Rare	25 weeks	10,000-25,000 GP
Legendary	50 weeks	100,000+ GP

*The time and the price is halved if the item being crafted is a consumable, such as a potion or a scroll.

I once met a kobold who could brew the strangest stuff. Really. He would hand you a vial of "liquid" and task you to drink it. I was hesitant at first, but he never let me down. His concoctions always worked, even if they mostly tasted like rotten badger.

MAKING NEW POTIONS

You may attempt to make new potions that are not in the DMG. To make a new potion, such as Potion of Blinking (granting the effect of the *blink* spell) or Potion of Feign Death (granting the effect of the *feign death* spell) some constrictions apply:

- You must know the spell and have the spell prepared that you wish to infuse into the potion.
- You must purchase or procure the material components of the spell, should they exist. This applies even if you have a component pouch or spellcasting focus.
- The spell must be of at least 3rd level or higher.
- The spell must have a range of self or touch.
- The spell cannot require concentration or have a casting time longer than an action.
- Spells that bring people back from the dead (such as *revivify* or *reincarnation*) cannot be made into potions.
- Spells that require attack rolls, saving throws, or does not target a single creature cannot be made into potions.

You determine the rarity, and thereby the crafting time and price, of the new potion by consulting this table:

Potion Rarity	Spell Level
Uncommon	3rd
Rare	4th-5th
Very Rare	6th-8th
Legendary	9th

SCROLL RARITY

When determining the crafting time and price of a scroll, you can determine the rarity of the spell scroll on the table below. Otherwise, the same rules apply as when making magic items. To make a scroll, you must know the spell, and procure the material components of the spell, should they exist.

The rules for using and making spell scrolls can be read about in the DMG.

Scroll Rarity	Spell Level
Common	Cantrip, 1st
Uncommon	2nd-3rd
Rare	4th-5th
Very Rare	6th-8th
Legendary	9th

PART 3

DM's Tools



CHAPTER 8: THE WORLDS BEYOND

Beyond the boundaries of the mortal realm lies ample possibility for exploration and adventure. Noroth is unique in that its citizens know about the planes beyond it and about the travels that can be made there. The monks of the Navigatorium are experts in traversing the planes, as well as guiding people to and from these outlying reaches of existence. In addition, several studies conducted at the Velean Academy in Blue Harbor has helped uncover secrets of the multiverse, informing the citizens of Noroth about the denizens who reside just beyond the borders of the material plane.

The planes often act as embodied extremes of a certain mindset or alignment. The Planes Above are heavenly and radiant with goodness, whereas the opposite is the case for the Planes Below. Regardless of where in the multiverse a person might go, both allies and enemies can be found. Good and evil might act as opposites of each other, but the creatures who live among the planes often fall on a spectrum, having both elements of good and evil within them.

NATURE OF THE MULTIVERSE

Portals can be anywhere, really. You have to train yourself to properly spot them. They usually look a bit like doors. It could be some trees leaning against each other to create an opening in the shrubbery, or two fallen rocks making an archway. It can be hard to notice if you don't know what you're looking for.

— Anya Makario, guide of the Arcania Woods

The world of Noroth and the realms that surround it are truly a miraculous creation. Beyond the known borders of the multiverse lies the Chaos Sea, a vast, expansive void of untameable power. Some people can learn to harness this power into magical energy, but though parts of it can be controlled it is important to remember that the void reaches far beyond the capabilities of even the most powerful spellcasters.

The planes are not a concept unknown to the residents of Noroth, though they are mostly tied to legends and stories instead of factual history. Fairytales about handsome knights and beautiful nymphs residing among the courts of Evalon are common among the people, as are the warning tales of the burning embers found in the Hellish fiefs below.

COMPASS THEORY

Among the scholars of the Velean Academy, the theory of a universe taking the shape of a compass has recently become quite popular. The idea being that Noroth and its surrounding planes are part of a larger, more expansive universe. According to this theory, Noroth is one of four "clusters," each pointing in a different direction and being home to different peoples and histories.

This theory is large based on stories gotten from the courts of Evalon, and the myths gathered around the Summer capital, Falias. According to the Evalon legends, three other cities of equal merit to Falias exist, but in different places and in different times. Each of these cities are tied to a direction, Falias being the city of the North, and each is said to hold a mighty treasure. When the time comes for the multiverse to end, the rulers of the beyond will ride through these four cities and gather the four treasures, which they will then use to destroy the world around them before building it anew.

Though extensive research has been done, no proof of the existence of these other cities - Gorias of the East, Finias of the South, and Murias of the West - or their locations have been found.

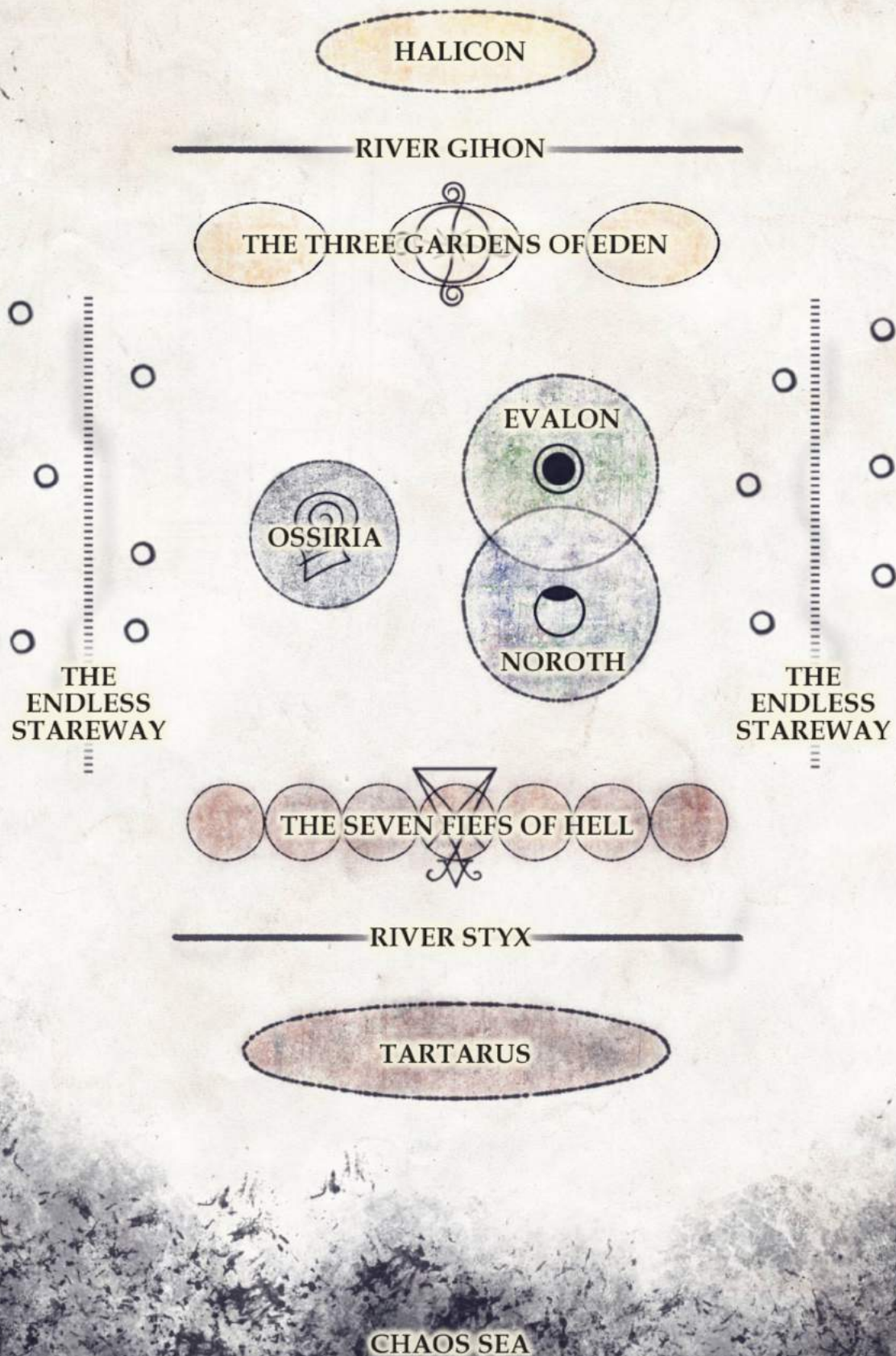
TRAVERSING THE PLANES

It is uncommon for people to travel among the planes, though it is not unheard of. Most who do it regularly are members of, or in some other way connected to, the Navigatorium, a monastery determined to guard and protect the multiverse and Noroth from outside threats.

The monks of the Navigatorium are able to travel from one plane to another using created gateways. These gateways are incredibly hard to maintain, and will only remain open for a short period of time before closing, and finding a willing Navigator to guide you to another plane can be a hard feat. Instead, you can search for the planar portals that are known to exist among the dark forests and forgotten crevices of Noroth.



THE KNOWN MULTIVERSE



WARLOCK PATRONS

Many of the patrons made available to a Warlock through other published material are not present in Noroth. Warlocks who have chosen the Archfey, the Fiend, or the Great Wyrms* can find details about their potential patrons in this chapter of the document.

Patrons like the Beloved* and the Undying both have ties to the realm of the dead. The Beloved is most likely an ancestor, where the Undying is oftentimes a lich or equally powerful undead being. These exist in Noroth, and you should discuss the nature of such a patron with you DM. This is also the case for the Celestial, as many powerful celestials exist in the Noroth multiverse.

The powers of the Hexblade can still be granted by an entity from Ossiria, or maybe as a gift from Llyr Ravenna, the goddess of death, herself. Alternatively, the Hexblade could have been a weapon given to the Warlock by a powerful archfey, fiend, or similar entity. These could include the devil Amon, Lord of Apollyon, who is always looking to expand his great army, or the archfey known only as the Huntsman, the leader of the Wild Hunt, who is notorious for stalking the cold winter wilds in search of hunters to join his ranks.

*This subclass is detailed in this document.

EVALON

As a deal was struck, then was a dozen others broken. The courts will not forget a slight to their honor; nor will they abandon that which they sought to be theirs. The blade you carry - cold, black iron - will be red by their blood as you cut down their dynasty, a slave to your master's war horn. A hound in his pack of odd mutts.

— Madame Fortuna, to a warlock of the Huntsman

Countless stories and legends have sprung from the Faerie Courts of Evalon, a realm known for its lavish forests and noble knights. It is a land of fairytales and wonder, a land led by beautiful queens and wicked villains. Many dream of one day setting foot in the enchanting realm, exploring the ancient woods or experiencing the arts of the fey theaters in the summer capital, Falias.

But it is not only colorful fantasy that exists among the woodlands of Evalon. Mystical and otherworldly beings make their home among the trees, tempters and witches intent on nothing more than stealing people away to use for their own purposes.

From a visual standpoint, Evalon is very similar to Noroth. However, the aesthetic of the realm is much more helmed and controlled by the powers of nature than it is by governing forces. Evalon's position in the multiverse puts it as more of a continuation of Noroth than a copy of it, as landmarks and cities don't ever overlap between the two realms, and the few available maps of Evalon show a world that is much different to Noroth.

The most prominent races in Evalon are the eladrin elves, gnomes, and various animalfolk. The eladrin - also known as

the Sidhe (pronounced shee) - are by far the most numerous, with the gnomes and animalfolk being spread thinly across the known courts of the realm. In addition to these humanoids, there are of course also the fey creatures who far out populate their humanoid fellows. The fey fall into various categories, some being harmless creatures simply trying to live freely among the courts of Evalon, while others are cruel and conniving, looking to maim or harm those around them through trickery and traps.

SEELIE AND UNSEELIE FEY

Fey creatures are almost always grouped into one of two categories. The Seelie fey are considered to be among some of the gentler faeries. These fey are often kindhearted and seek to help others, as long as their help is appreciated and their powers respected. All fey are prone to mischief and pranks, but the Seelie are hardly ever malicious in their intent. The Unseelie are a different sort.

Unseelie fey are unlike their Seelie brethren, requiring little to no provocation to lash out against others. Their pranks often turn out violent and they are more inclined to want to watch others in terror and tears than to see them laugh.

The Seelie and Unseelie fey find their homes both among the various courts of Evalon, and among the courtless Wyldfae. Though a court can have a majority of either Seelie or Unseelie fey, as is the case with the Summer and Winter Courts, it is not uncommon to have both Seelie and Unseelie fey within the same court. It is a rarity however, and mostly the two types of fey keep a distance to each other.

WYLDFAE

If a creature is not a member of a court, either do to its own wishes or because it is unwanted, it is one of the Wyldfae. These are often wilder creatures, more akin to beasts and animals than their fellow fey. Many of them are animalistic in nature, or simply too dangerous and uncontrollable to be let near any kind of civilization.

It is not only fey creatures who can be considered Wyldfae. The fey creatures of the various courts often use the term Wyldfae as an insult, implying that the creature is a lesser being. Some of the most well-known Wyldfae are the fomorians. Though they are technically of giantkind, they are universally hated among the fey and are considered to be a lethal threat. This is also the case for other monstrous entities that roam the lands of Evalon.

ARCHFEY

The most powerful fey creatures are called the archfey. These are ancient, powerful beings, capable of great acts of magic and trickery, and they are often found as rulers of the various courts of Evalon. Only a few have been accounted by scholars, and it is suspected that there may be more archfey hidden among the Evalon groves and trees.

Baba Yaga. Known for stealing children in the night and hunting for young lovers seeking a place of solitude for the evening, Baba Yaga, the Matron of Witches, makes an imposing and occasionally terrifying figure. She is an ugly hag, considered by all to be the most powerful of her kind. Other hags take care to pay patronage to her, much to their displeasure and to Baba Yaga's great joy. Baba Yaga revels in seeing others being terrified of her and her powers, and, like



most other hags, she despises all that is fine and beautiful. Instead, she enjoys having people react with fear and disgust upon seeing her ugly features. Hags and witches make up her following, and she is the Queen of the Gloaming Court.

Lady Evienne. Also known as the Lady of the Lake, Lady Evienne is a beautiful archfey who lives and thrives in the waters of Evalon. Her home is in the rivers and lakes where she enjoys swimming and singing, luring young men to their watery doom. Lady Evienne's song is said to be so beautiful that it can lure people away from their camps even in their sleep. She will bring them to a nearby water source, where she will drag them under water to drown. People are not completely defenseless against her, however. Lady Evienne is extremely vain, spending several hours every day preening herself, and any insult to her looks or voice will send her into a rage, breaking any alluring effect she might hold over you. Her followers are people who value their beauty, and who are willing to do anything to protect it. Evienne is the Queen of the Coral Court.

Morgana le Fay. What was earlier the Queen of Twilight and the beloved sister of Summer Queen Tiana, Morgana le Fay represents the rare story of an archfey falling from grace. The stories say that after Morgana and Tiana's father was killed, Morgana grew ill with grief. She would not leave her rooms, nor take care of the people living within her court. After a while of this, when Tiana came to visit her sister, she found Morgana and her closest consorts had vanished. Morgana vanished from Evalon for many years, but returned eons later as a different being. The Queen of Night and Magic, as Morgana now called herself, had come home, changed from a long journey through the realms of Noroth and Ossiria. She is said to be ill at ease in Evalon and that she often returns to Noroth to walk among the mortals who dwell there. She has a small, but extremely loyal following of outcast fey and people who are faithful to their queen before any other. Morgana is the Queen of the Shadow Court.

Mountain King Mordred. Though Mordred is undoubtedly powerful, he is widely considered to be the weakest of the known archfey. He is secluded by nature, seeking his own solitude over the company of his fellows. Mordred is known for spending months away from the eye of the other courts, offering them neither warning or reason for his disappearance. When he does appear out of his slumber, it is to spread merriment and join his followers in grand feasts made in his honor. After such a feast, Mordred will withdraw himself once again and seek to be alone in his mountains. Despite his inactive rule, his followers are strong and loyal. The bearfolk are known to follow and respect the Mountain King, by them called the Bear King, and have sworn to defend his halls whatever the cost. Mordred is the King of the Mountain Court.

Pellinore the Mad. Watching vigilantly over the Tarkhin Maze of the Evalon wilds is Pellinore the Mad, or Maze Keeper Pellinore as his proper title names him as. His nickname is not a mockery of his character, as Pellinore is quite insane and very aware of it too, as he has a strange fascination with the odd and the curious. He is a prankster and is known for spending an ungodly amount of time planning and executing his tricks, sometimes to quite underwhelming effects. He is not malicious, not on purpose at least, and mostly seeks to make himself laugh. Those who follow him share in this sentiment, acting as jolly pranksters and tricksters. He is the King of the Mirror Court.



Summer Queen Tiana. The most well-known and most powerful of the archfey. Her domain is by far the largest in all of Evalon, and those who follow her speak highly of their Queen. She is a true beauty, with blonde hair and golden skin. However, she is prone to fits of jealousy and cannot stand if one of her loyal consorts turns from her. Wars have started in response to faithful servants leaving her court and her beauty has been a factor in many conflicts between the courts, as other powerful fey have fallen madly in love with Tiana and attempted to steal her away. They have always failed, and it is widely believed that she is the strongest of all the known archfey in Evalon, having enough power to remove entire races of people from the plane with a wave of her hand. Most of Evalon follow Tiana, and though she is a flawed Queen in many ways, her power and beauty marks her as one of the greatest beings in existence. She is the Queen of the Summer Court.

The Huntsman. The general of the Wild Hunt is a mysterious and dangerous figure. Accounts describe him as a dominating and intimidating presence, but only few have ever survived an encounter with the unnamed Huntsman. He rides a large elk and wields a massive greataxe which he uses to cut down those fleeing from his horde. He also carries with him a longsword and a mighty bow, but those he rarely use himself. Instead, he grants them to those of his following he is the most impressed with or who he favors the most, marking them as either the Blade or the Bow of the Huntsman. Many of his closest followers had no choice in their loyalty to the Huntsman, as they were given the option of either joining him or dying, but others follow him for reasons of their own. These are hunters and trackers especially, who hope to gain favor on their trails by the Huntsman. The Huntsman is the King of the Winter Court.

FAERIE COURTS OF EVALON

Some say there exists dozens of courts in Evalon. Others say hundreds. There are many different types of fey, many of which live in secluded and hidden places, and have yet to be discovered by those resident to Noroth.

The courts govern themselves, but a smaller court will almost always submit themselves to the rule of a larger court if it is within its domain. This is true especially for the Summer and Winter Courts, as these two are the biggest courts found in Evalon. They house many Seelie and Unseelie fey, respectively, and the lesser courts will often have to bow to their will as to not attract the anger of either Summer Queen Tiana or the Huntsman, as both regents are known for their hatred of betrayal and treachery. The exact location of the respective courts is unknown, as they tend to move around the Summer capital of Evalon, Falias.

SUMMER COURT

The Summer Court is both the largest and the most famous of all the courts. Most of the Seelie fey are members of this court, acting as faithful followers to Summer Queen Tiana. The Summer Court is also the only court to have an actual city attached to it, as the Summer capital, Falias, is the seat of power for the Summer Queen and the only major city to exist within Evalon.

WINTER COURT

Many of the Unseelie fey find their homes and loyalties within the Winter Court. They follow the rule of the Huntsman and the Wild Hunt, the grand army that follows him. The Winter Court is a place of constant cold and frost, and it is no coincidence that the Huntsman and the Wild Hunt are witnessed in the Froststeppes more than any other place.

LEGEND OF BALIN THE CRAFTSMAN

Many eons ago, an old dwarf was walking through the forest. His name was Balin and he was an extremely talented craftsman. So talented, in fact, that kings and queens had reached out to him, asking him to craft for them weapons of power and might. Balin refused them all. He was a smith, a forester, a common man. He did not do his work for gold or glory.

As Balin walked through the forest, he felt and touched the trees around him as he was looking for a suitable tree to fell. He needed good wood for making a handle to a woodcutter's axe, and was patiently looking for the right tree.

After hours of walking, he found that he was lost. He couldn't recognize the trees around him, and the crowns had grown too thick for him to properly see the sky.

Then he heard a voice. A beautiful female voice, beckoning him to come closer. He followed it until he came upon a lake. By its bank sat an elven woman, stroking her long hair. She smiled at him and said; "I see that a dwarf has come upon my realm. What do you do here, so far from your mountains?"

"I am looking for a tree to fell," Balin answered, but did not approach the elf further.

"I do not recall allowing a dwarf to fell a tree in my woods," the elf said. "Come closer so I might look upon your features."

Balin was not charmed by her lulling words. "Forgive me, Lady, as I did not know these woods belong to you. I am merely looking for wood so I can build my tools of trade."

"You deny a request by your Lady?"

"I do not, Lady. I am a dwarf of the mountains and the forge. Those are the only forces I serve. You a maid of water and trees, and your authority does not extend to me. Your waters hold no ore from which a blade can be forged. Your lake has no wood to stoke my fires."

The elf's charming features turned feral then, as she bared long teeth and hissed ungodly curses. Balin did not react, as he understood then what she was.

"You are a creature of your domain, Lady, as I am one of mine. Your powers lie with the waters that surround you, as mine lie with the warmth of the forge. I do not approach, as I know you would then overpower me. Instead, I shall leave you and your woods in peace, and hope that you shall soon forget this intrusion into your domain."

And with those words, Balin turned from the elf and walked from her realm, unscathed by her words, and leaving the Lady of the Lake behind to wallow in her fury.

GLOAMING COURT

In the swamps and bogs where the hags of Evalon make their home is where you find the Gloaming Court. Hags and witches are the loyal followers of this court, reveling in the distaste others have in their powers. Hags are always considered to be Unseelie, but witches might come from any walk of life. Some of them can even be found among the mortal peoples of Noroth.

CORAL COURT

The fey who make their living in and around water sources, especially lakes and rivers, are among the Coral Court. Their common name is either nymphs or sirens, depending on where the fey has made its home. They all follow the Lady of the Lake, Evienne, and her temptress ways. The fey of the Coral Court see deception and trickery as a game to play, and mortals as unfortunate participants in their antics. Most of the members of the Coral Court are considered Unseelie fey.

MIRROR COURT

The location of the Mirror Court, like that of the Summer Court, is known as it is tied to a physical landmark. The King of the court, Pellinore the Mad, looks over the Tarkhin Maze, a grand labyrinth which extends for several miles out, both above and below ground. Great dangers and treasures alike are told to be hidden within the maze, protected by riddles and puzzles. The members of the court are mostly harmless, preferring to play pranks on people more so than anything else, but there are some who to it with wicked intent. There are an equal amount of Seelie and Unseelie fey within the Mirror Court.

MOUNTAIN COURT

The smallest of the courts can be found within the great mountains of Evalon. Those of the Mountain Court find their homes in tunnels and caves, but most of its members are not in fact fey creatures. The bearfolk are forever loyal to the Bear King Mordred, as they call him, and they make up most of the court. The fey that are found in the court are among the Seelie fey.

SHADOW COURT

Those fey who have been cast out from other courts can choose to join the Shadow Court, led by the sister of Summer Queen Tiana. The Queen of Night and Magic, as Morgana le Fay is now called, is fascinated by those who are twisted and different. She seeks to understand them and to make others understand them too. She is known to take her most loyal subjects and bring them with her when she visits the other planes of the multiverse, including Noroth. Despite its dreary reputation, the fey of the Shadow Court are Seelie.

OSSIRIA

*Where have the flowers gone? The girls took them away.
Where have the girlies gone? The men took them away.
Where have the laddies gone? The war took them away.
Where have the armies gone? The fields took them away.
Where have the meadows gone? The buds took them away.
Where have the flowers gone?
Oh, where have the flowers gone?*

— Nusery rhyme

The Land of the Dead is a place that has hardly been explored. Most information about the plane comes from myths and legends, and only very few accounts of passage into the realm has been recorded.

Ossiria is an inhospitable and dark place. Though it is known that people and creatures beyond the undead live in the realm, it is unknown how civilized these actually are. A common theory is that the Zirani people hail from Ossiria, which would explain how they are so resistant to undead effects, such as shadowmists. The Zirani have their own legends about Ossiria and their connection to the plane, but nothing that can be seen as evidence of actual civilized races residing in the Land of the Dead.

Though it lacks any real evidence, as travel to and from Ossiria is very rare, some general descriptions of the plane exists. It is a dark, grim place. A realm of always night, the days never growing lighter than dim dusk. No sun or moon can be seen in the sky, nor are there any stars to light it. It is a black realm of death and decay, and seen as a horrific place by many. In many plays and stories, Ossiria often acts as the home of great villains and horrors, and the ghouls believed to hail from the plane are popular monsters in many scary children's stories.

More powerful beings, such as liches and vampires, can also be traced to the Land of the Dead. Due to the undead creatures who are known to exist within Ossiria, it is not surprising that beings fueling their powers from the undead are drawn to this particular plane.

THE LONG ROAD

Ossiria's main purpose and what it is most known for, is the presence of the Long Road. It is believed that when a person dies, and they pass beyond the Veil, they must walk the Long Road of Ossiria until they find their place of eternal rest. Sometimes this walk can be long, lasting for centuries, and other times the walk is brief, lasting barely a moment.

The time spent on the road depends on how the person acted in life. If they were a good person who followed the creeds of the gods, their walk will be short and easy. However, if they went against the word of the gods, their walk will be long and hard, testing them before they may rest.

After walking for a long time, some might break away from the road in desperation. Doing so will condemn the person, making them lose themselves in seconds. Once they have broken away from the road, they are lost and can never return to it. They are now forced to wander the Land of the Dead as an undead husk, forever walking among other lost souls with no purpose or direction.

HOME OF LLYR RAVENNA

There are different variations to the story of how Llyr Ravenna became the goddess of death. One description places her as an archfey of Evalon, ruling over the Raven Court, filled with spies and deceivers. After being betrayed by one of her supporters she was killed and woke up in Ossiria. However, her great powers were strong enough to keep death at bay. Instead of dying, she was able to rise above the dead souls around her, using her immortal magic to take control over the plane.

Another version is that she is the fourth daughter of the elven god of the forest, Sylvarihn. In this tale, Llyr Ravenna acted as a shadow to her sisters, seeing the death each of them caused. Athia, the goddess of hunting, would stalk and kill beasts and animals. Taniris, the goddess of trees and flowers, would let her charges wither and die each winter. And Larnawyn, goddess of deceit and trickery, would end the lives of her enemies with a slash of her blade. Each time, Llyr Ravenna was there, guiding the dead to the next world and helping the decayed grow into new life.

In both stories, Llyr Ravenna holds supreme power over Ossiria and the dead who wander there. She despises all who attempt to work against her purpose, taking great offense to any undead creatures that may exist outside the Long Road of Ossiria.

THE VEIL

I need to figure out why this happened. What my place is and if this is what the broken god wants. I will stay here, in Lightport. With my friend, with Tristan. With my god. Maybe these wounds will eventually heal.

— Cleric Merei Torn, after losing his friends to a devil fight

The idea of death exists in every living thing, and to that extent so does the knowledge of the Veil. When a soul passes from the world of the living it is destined to go the realms beyond, either in the Land of the Dead where it will forever walk the Long Road, or in a suitable plane of existence where the soul finds its most clear alignment. What is universal is that the soul always passes through the Veil.

The Veil is both a border and a barrier. It keeps out ill spirits and specters that have already passed from the world. Some spirits become vengeful in death, feeling unfairly treated or otherwise neglected. They will sometimes stick to the edges of the Veil, searching for openings and tears which they can pass through to return to the realm of the living. However, as long as the spirits remain behind the Veil they are harmless and cannot affect anything in the living world.

Living beings do not belong in the Veil, and they will always feel ill at ease while they are there. The spirits who are transitioning between the planes might become confused at seeing living beings and turn hostile or otherwise react dangerously to their presence. Possession is a real possibility for a mortal traveling within the Veil and spending long periods of time in this border realm should be avoided, both for the safety of the mortals venturing through the Veil and the recently deceased souls who are transitioning to their place of eternal rest.

COMMUNICATING WITH SPIRITS

When contacting the dead or calling upon the soul of a diseased, the person attempting the contact will tear a small rift in the Veil. This could be when attempting to revive a character, such as with the *revivify* spell, or speak to a recently diseased, such as with the *speak with dead* spell. This is risky, as such a tear might let evil spirits through to plague the mortal world. This tear does not always occur close to the one attempting to communicate with the dead, meaning that the person attempting to communicate with the dead might summon a specter and not even know it.

TEARING THE VEIL

d20	Effect
1	1d4 specters (MM stats) appear in a random spot within 10 feet of the player
2-5	1d4 specters appear in a random spot within 300 feet of the player
6-10	1d4 specters appear in a random spot within 1000 feet of the player, but no closer than 300 feet
11-20	No specters appear

ELEMENTAL OCEANS

People don't go to the City of Chains. People are taken there.

— Arvon Seng, former slave

Between the Chaos Sea and the center planes of Noroth, Evalon, and Ossiria, lies the Elemental Oceans of air, earth, water, and fire. These oceans whirl clockwise around the center planes, creating and shifting the seasons of the different planes. The summer and winter seasons are tied to the moving of the Elemental Oceans, particularly the oceans of water and fire. Natural disasters, such as hurricanes and earthquakes, are also tied to the moving of the Elemental Oceans as they move closer to Noroth and the other center planes.

Different elementals live in the oceans, most of them in smaller settlements and cities on floating islands within the different oceans. In the Elemental Ocean of Fire, islands of iron travel on the surface of the fire sea, moving along with the whirling of different the oceans.

Though "ocean" is the official term for the elemental planes of existence, it is not completely accurate. They are called the Elemental Oceans due to their fluidity and them constantly moving around the center planes. In actuality, the Elemental Oceans, ever-moving though they may be, are more or less civilized locations and home to many different creatures.

ELEMENTAL CITIES

Each ocean has one major city where the most powerful denizens of the plane dwell. These cities vary in size and splendor, as well as location as the oceans are constantly moving around, but they are all massive in scale and truly impressive to behold.

ATLANTIS

In the Elemental Ocean of Water lies a spired castle city made out of coral walls and seaweed. The city of Atlantis is known by many through myths and legends of the avoni people, the extinct race that used to rule the waters of Noroth. Now Atlantis is home to elementals and tritons, and it serves as a protective fortress against the underwater monsters that live in the Elemental Ocean.

The city itself is massive, looking more like a castle than a township. Tall spires made out of different colors of coral reach high up, and mermaids and other water dwelling peoples can be seen swimming between the different elevations of the city.

It is a city of culture and art, but it is not inviting to outsiders. Unless you have some way of breathing under water, venturing to Atlantis is a nearly impossible feat. Even if you somehow were able to survive without air, the citizens of Atlantis would not be welcoming of "landies" and the city's construction is not made for someone born without gills and fins.

CITY OF CHAINS

Also known by its other name, the City of Brass, the City of Chains is the major city of the Elemental Ocean of Fire. It is a dark, hot city, made almost completely out of iron and volcanic rock.

The city is said to be constantly "singing," and when you step into the city it is not hard to understand why this saying exists. The City of Chains is a massive market, offering wares made of iron and steel, as well as captured slaves. The "singing" refers to the constant grinding of chains against chains, and the screams and cries of the unfortunate people who have wound up in the city's slavery markets.

The fire elemental rulers of the city are feared by those who venture into the city. Despite its dangerous appearance, the city is open to visitors, especially those hailing from other planes, as they are the ones who offer the most interesting wares and who have coin to spend.

THE ETHEREAL AND ASTRAL PLANES

Should a spell or effect from the PHB, MM or similar material involve the Ethereal Plane, such as the spell *etherealness* or *truesight*, the effect connects to the Veil instead. The spell or effect remains the same in all aspects, it is merely the name that is different. It is the same for other effects that may involve planes taken from other officially published material.

If monsters or effects hail from the Astral Plane or the Astral Sea, such as the Gith, you may instead use the Chaos Sea as their realm of existence. This includes items such as the *bag of holding* which, when ruptured, will scatter its content all over the Astral Plane. In Noroth, the same effect will occur, but it will be sent to the Chaos Sea instead.

SKYHAVEN

Several floating islands, strung together with ropes and chains, make up the city of Skyhaven, the birthing place of the aarakocra. The different islands can only be reached by means of flight or gliding. The islands are encircled by powerful winds, allowing those few flightless visitors to travel from island to island on gliders, lifted by the strong winds.

The city in the Elemental Ocean of Air is also called the Howling City, because of its strong winds. The aarakocra are the most numerous race of Skyhaven, keeping a vigilant eye over their home. The aarakocra are not inviting of outsiders, but the other creatures that live in the city, such as various genies and air genasi, are welcoming of visitors to the floating city.

TERRAN

The city of Terran is not as well known by outsiders, simply because travelers to the city in the Elemental Ocean of Earth are not as common as they are in the neighboring planes.

Terran is a place of order. The elemental denizens of the city live by a strict code of honor, following the laws set by the planar elders. Their city is structured much like a fortress, and is believed to be impenetrable. Not that it would matter, because if the massive walls did fall, the warriors of Terran would defend the city with their lives. The discipline and training the citizens of Terran live with, marks them as one of the most powerful people in the multiverse. Luckily for their neighbors, they are not hostile towards outsiders, only towards those who attempt to encroach on their home.

PLANES ABOVE

The term 'monster' has become muddled to me. When people say 'monster' I have found that, most of the time, they are referring to something they do not understand. When someone first described a ki'rin to me, I didn't understand what it was. I thought the same thing. It was monster. Simple. But then I saw it with my own eyes. Nothing I have ever seen compares to the wonder of that creature, and the true monsters are those who would want to rid the world of such wonder.

— Vallina Carioth, Master of the Peridot Rangers

The planes that lie in the upper half of the Noroth multiverse are filled with divine energies and restful peace. It is the home of celestial creatures and beings, the protective vault of art and history, and houses the souls of people who have passed on to their eternal rest.

THE THREE GARDENS OF EDEN

The gardens make up the largest area of the Planes Above. The gardens are each a different kind of beautiful, being filled with heavenly virtues and golden light. The gardens have different values and ideals, and the denizens of each will mostly remain within their own garden.

Though each place is called a garden, it is only Eden that actually reassembles a garden, but because of Eden's influence and neutrality and the goodness that flows from it through the river Gihon, the other planes have taken on the moniker of garden to create a sense of unity between the planes.



DIVINE GARDENS

There are three gardens which act as homes for the celestial beings of the Planes Above. They are places of beauty and divinity, and also act as defenses for the restful realm of Halicon that lies beyond the gardens.

Acerra. The battlefield of Acerra is a large, open realm where the celestial warriors of the Planes Above train themselves to master the art of war. The skilled warriors who protect the river Gihon and the restful halls of Halicon receive their training in Acerra. It is also the first line of defense against outside threats, and the soldiers of the garden stand ready to defend their home, even if it should take their lives as a result. The training of the celestial warriors, as well as the governing of the garden, is helmed by an angel called Alistair, bearing the title Guardian of Acerra.

Eden. The biggest and centermost garden the gardens is Eden, the namesake to the Three Gardens. Eden is where the majority of celestials, and especially angels, live and thrive. It is also the garden where souls of the recently deceased can come to experience the serenity of the home of the celestials. Many of those who've found eternal rest in Halicon will occasionally come to Eden, or stay there instead of going to Halicon. Eden is a massive garden, and not just by name. There are fields and trees all over, as well as a few settlements and homesteads, though none reach city status. People who are in tune with the natural powers of the world and carries themselves well through life will go to Eden, finding their rest among the hills and forests of the large, divine garden. Eden itself is led by an angel called Serrah, and she is appropriately titled Serra the Shepard.

Sankteri. It is said that all magic that deals in purification and restoration originates from the Garden of Sankteri. Sankteri is a city plane, having great halls and hospitals, as well as beautiful parks lining its streets. It is a clean and calming place, and many clerics of the various gods of the pantheon are sent to Sankteri after their death to act as healers and councilors for the higher beings living by the river Gihon. The day to day business of Sankteri is run by a gentle angel who goes by the name Raphael.

ANGELIC KEEPERS

The three main angels found in the Three Gardens are also referred to as the angelic keepers. Should a character, such as a Warlock or Sorcerer, be connected to a powerful, celestial being, these three keepers are good options. However, other powerful celestials also exist within the gardens themselves.

Alistair. A tall, slender, and incredibly strong angel serves as the general of Acerra, the garden of battle and protection. Though his domain is war and combat, he is honor bound to be merciful in all his actions. Despite this vow, he is a powerful being who commands an equally powerful army. This army has never been used for offensive purposes, but instead stands as a guarding wall of power for the gardens and for Halicon. Because of this saying, Alistair's name is often followed by his title: the Guardian.

Raphael. The keeper of the garden of Sankteri, the garden of healing and rejuvenation, is a kind, gentle angel. He is a pacifist, having sworn to never harm another being, not even if it was to threaten his life. Many of his followers have adopted this philosophy, and a majority of his Garden are unfamiliar with violence, though they understand its purpose. They have

seen wounds caused in battle and war, and have conducted amputations and other similar acts of healing before. Raphael is no stranger to these either, being the most skilled healer known to exist within the Planes.

Serra the Shepard. The keeper of Eden is rarely seen within her own garden, as she adopts the belief that life within Eden should be run by the good creatures who reside there. She is the most mysterious of the three keepers, and also the one who holds the most power. Because so little is known about her, there has been times in the past where her authority has been questioned, but any worry it might have caused has always been unfounded. Serra is aware of anything that happens within her garden and can appear in an instant wherever she wishes to, as long as it is within her domain. She uses this power to aid those who have hurt themselves or gotten lost among the forests of Eden. Should some violent event begin to unfold, Serra will appear to defuse it. Should a storm whip through the garden, wreaking the homes of its citizens, she will materialize with the tools needed to fix the problem at hand. She does not act directly, but instead provides the tools and support for others to solve their problems themselves. Though her rule is rather passive, she is immensely powerful and highly respected by all within the gardens.

HALICON

Once a soul has passed through the Veil, provided they have lived a good life, they are sailed down along the river Gihon to the grand halls of Halicon where they will be granted their eternal rest. Halicon could be named as a city, but the exact specifics of what the plane actually is remains unclear. What is certain is that Halicon serves as the resting place for all that is good and gracious. Music and plays are kept safe within the walls of Halicon, and angels and celestials wander between its buildings, guarding whoever might walk the streets.

Halicon is one of the known planes in the multiverse, but almost no information exists about the plane. Mortals are not allowed to go beyond its grand gates, and thorough tests are conducted to make sure no mortal makes it through to the golden city. Halicon is a realm for those who have been laid to

In my experience, the word "impossible" is just a pessimist way of saying that something is very, very hard to do.

rest, not for those who still walk among the living. As a result, going to Halicon is considered impossible, unless you are an immortal being or your soul has passed through the Veil and made its way to the grand gates of Halicon.

It is known, however, that the celestials who find their home in the Three Gardens of Eden often venture into Halicon, carrying collections of stories, inventions, or other written works of wonder that are sure to bring joy and happiness. Not all creatures go to Halicon with a specific purpose, but all leave it more enlightened and happier than when they entered through its gates.

PLANES BELOW

Too long I have been running from my fate out of fear. Too long I have unable to serve you, my Lady, to stand by your side once more. It is an honor, a true honor, that you have called me here, now, and I assure you I will not disappoint your expectations of me again.

— Paxton Carioth, consort of Veedia

Among the darkness and vileness of the Planes Below, devils and demons make their homes. Creatures of destruction skulk along the banks of the river Styx, and wicked rulers reign over beings of lesser power within the halls of the seven hellish fiefs. The souls of the condemned find their final place of rest, if one can call it that, either within Tartarus, the prison of the dead, or as a lackey to a great devil whom they are now sworn to serve.

THE SEVEN FIEFS OF HELL

The home of the devil fiends of the Hells is a well-structured and extremely capable union. Though the seven different fiefs that make up the Hells don't have much in common, they are willing to work together if it means becoming a more powerful foe.

Several different sorts of fiends make their home within the fiefs, though most of them are devils. Occasionally humanoids, such as tieflings, can be found in the fiefs as well, as can more neutral fiends, such as rakshasas and yugoloths.

All seven of the fiefs lie on one side of the river Styx and can be entered from the river itself. Some fiefs are more protected than others, and some fiefs do not allow strangers to enter into them, but most are open to those who are willing to deal with the evil denizens of the hellish planes.

HELLISH FIEFS

Seven fiefs make up the Hells that so many mortals of Noroth have come to fear, as they rightfully should.

Apollyon. The warriors of the Hells receive and live out their training in this fief. Along with Equinox, it is a fief that allows for devils to ascend in the ranks, but in Apollyon this ascension happens through the pain and blood of battle. The devil soldiers within the fief fight against captured creatures of the Abyssal Reaches beyond, both as training and as their occupation. They rarely leave the Hells, as they are sworn to protect the fiefs and their king until their dying breath. The general of Apollyon is Lord Amon, a loyal follower of Asmodai.

Court of Flame. The middle and main region of the seven fiefs is the Court of Flame, home to the Devil King Asmodai,

THE ABYSSAL REACHES

There is not a specific plane for demons in the Noroth multiverse. Demons are incarnations of chaos and evil, making them feel at home in the spaces between the planes where the effects of the Chaos Sea can still be sensed.

However, the spaces between the Seven Fiefs of Hell is by far the area in the multiverse that sees the most demon activity. These spaces are called the Abyssal Reaches, and some of them stretch out farther than the eye can see. In these reaches, demons and other chaospawn wander with a purpose known only to them.

Most encounters had with these demons ends in death and destruction, and it is said that more powerful demons exist beyond the periphery of the reaches, gathering large armies beneath their banner to march upon the settled realms of the multiverse. These stories are only rumors however, and so far none of these armies have actually been documented.

the fief lord who rules over all the fiefs of Hell. There are very few lesser devils in this fief, as only the most loyal, trusted, and powerful devils and fiends are allowed within it. At the center of the Court of Flame lies Asmodai's fortress and home, the Black Tower, from where he is able to look over the entirety of his realm. It is said he can even see as far as the mouth of the river Styx, witnessing the arrival of fresh souls.

Draconias. After her fall, the dragon goddess Ravais was brought low, falling until she reached the Fiefs of Hell deep below. Here, she found a place of residence among devils and fiends, bringing to her side loyal servants and guards who would respect and honor her once godly status. Draconias acts as the home of fallen chromatic dragons of the ages, as well as devils, both lesser and greater, who are not blind to the force that is the dragon queen. Though she is disliked by many, Ravais is revered by more, and she remains in power over the fief Draconias.

Equinox. Those who are attempting to raise their position from lesser to greater devil almost always have their start in Equinox. It is a plane of wretched creatures, as minor devils plot and betray to gain an edge on their fellows. The slaves who are taken to the Hells often end up in Equinox as well. The lemur hordes that exist all over the Hells are made in Equinox, before being sent out to their respective locations and masters. Equinox is overseen and governed by the proud Orobas, also known as Orobas the Servant by those who do not reside within his fief.

Paimonia. All unholy teachings and knowledge deemed harmful or corrupting to the minds of the innocents can be found within Paimonia. The fief is heavily protected, as it houses knowledge of both the devils living in the fiefs as well as many creatures beyond it. All contracts made by a devil is conditioned and made binding through the power found in Paimonia, and copies of signed contracts are always kept within this fief. It is also a vault of sorts, protection information and knowledge that can be used against creatures beyond the fiefs, either for the use of blackmail or for the

use of increasing one's own power. The Lord of this fief is its namesake, Paimon, and he has ruled the fief since its foundation.

Voiderra. Described as an vast sea of ice and water, Voiderra is not home to gentle creatures. Devils who have no loyalties or allies often end up in this desolate fief, seeking power by making up groups with other exiles of their kind. Some devils also go to Voiderra to avoid punishment by their fief lords, should they have failed in an appointed mission. Uniquely, Voiderra is the only fief that exists without any kind of protection, be it from walls and armies. It is also the only fief, Draconias being an exception, that openly houses creatures that are not fiends. The governess of Voiderra is a creature known by her title more than her name. The Leviathan Evathil swims the waters of Voiderra, occasionally leaving her fief to explore and feast in the ocean of the Void Expanse in Noroth.

Zagany. The home of pleasure and pain is this fief. This is where the mixing of devil blood frolic, Zagany acting as home to tieflings and cambions, as well as succubi and incubi. A few mortal creatures can even be found in Zagany, as it is the fief most open to outsiders and mortals. It is still a dangerous place, acting as a training ground for those wishing to master the arts of temptation and deception. The beautiful Lady Dantalia is ruler of this fief.

FIEF LORDS

Each of the fiefs has one lord who rules over it. The different lords are all powerful in their own right, but they must each bow to the rulings and orders of the Devil King Asmodai.

Devil King Asmodai. The most powerful devil that exists in the Hells and the ruler of the seven fiefs, is Devil King Asmodai, a powerful and strong devil who governs over the fiefs from his palace, the Black Tower, in the Court of Flame. He is a charming lord, made powerful partially because of the loyalty he inspires in his fiendish subjects. He is close to all of his fief lords, making sure to keep them content and pleased with their respective lots of responsibility. He is also ruthless and clever, knowing full well that the Hells would descend into chaos should his grip on the fiefs lessen. As a result, he is known as a cruel king who is not quick to forgive nor quick to forget. Asmodai is seen as handsome and eloquent, but massive in size and imposing of figure. His great horns are unlike any seen on any other devil, and he is always depicted wearing beautiful jewelry and clothing.

Dragon Queen Ravais. Though she is not as powerful as she once was, having lost her godliness, Ravais now holds new power as her form has ascended to become partially

fiendish. She is the only ruler of a fief to be given the title of Queen, as all others who have attempted to claim such a title has been swiftly struck down by Asmodai. Ravais is special in this regard, as she is of rivaling power to Asmodai and is fully aware of it. However, though she is powerful and could potentially work in opposition to the Devil King, she chooses not to. Instead, she acts as a follower of Asmodai and his regency, under the condition that her power remains absolute within her own fief, Draconias. The fiendish forces that exists all around the dragoness has made her body strange and twisted. Her colors are ever shifting in prismatic hues of color, tainted dark by infernal energy.

Evathil the Leviathan. The giant monstrosity that is Evathil can be found exploring the dark, deep waters of her fief, Voiderra. She is the most illusive of the fief lords, ironic considering her massive size, as she keeps away from the business of the other courts and prefers to wander the world and oceans beyond the boundaries of the Hells. In all regards, she looks like a sea monster. A leviathan of massive scale and strength, but her form is ever shifting. Some have seen her as a whale, white and carnivorous, being able to swallow ships whole. Others describe her as looking more like an octopus or kraken. Regardless of her form, Evathil is a force to be reckoned with, as she is uniquely able to leave the Hells whenever she wishes to swim amongst the waters of Noroth, and even in the Chaos Sea.

Lady Dantalia. The haunting beauty of Lady Dantalia of Zagany has tempted many men and women into doing vile and terrible things throughout the ages. She is the temptress of the Hells, acting as teacher and mistress to all devils who wish to tempt their charges into committing acts of sin. Her powers of deceit are unmatched and her capabilities as a shapeshifter means she can change her appearance in all regards to most accurately reflect the desires of her target. As a rule, decided by Devil King Asmodai, she is allowed to use her powers to manipulate other fiends only when they are within her fief, Zagany, as long as the fiend in question is not also a fief lord. Though she is a shapeshifter, Dantalia is mostly depicted as a female figure, offering the viewer various objects such as jewels or fruits.

Lord Amon. Of all the lords and devils of the Hells, none is as brutal and vengeful as Lord Amon. He is the most trusted confidant of Devil King Asmodai, and his loyalty towards his king has never been disputed. Amon looks over the armies of all the Hells, training them and managing their movements from within his fief, Apollyon. To his enemies, he is death made reality, and he will not hesitate in using his supreme power to destroy those who oppose the rule of his King. Lord



Amon is always armed and is rumored to be impossible to catch off his guard. The only time he ever does something other than his indestructible armor is when he attends the court of Asmodai, to show the faith he has in the King. All known records of Amon describe him as a great warrior, wearing black armor that covers all of his features and wielding a flaming blade.

Lord Paimon. For eons, Paimon was an enemy of the Seven Fiefs, as well as Devil King Asmodai. His vast knowledge over both the planes and the creatures that live within them gave him insight into vulnerabilities and weaknesses of even the most powerful of beings. Including Asmodai. However, since Paimon only ever wished to increase his intellect, Asmodai's cunning was enough to win the fief lord over to his side. Paimonia was made to house both Paimon, his score of followers, his collection of information gathered about the realms beyond his own existence, and the unfortunate souls chosen to act as slaves and test subjects to the clever Lord. He has little desire to commune with his fellow lords, and hardly ever leaves his home in Paimonia. Paimon is depicted as a humanoid looking devil, hunched and frail, but with eyes of fire.

Orobas the Servant. Beyond death, the master all should fear is Orobas, the proud and torturous. He is a quiet Lord, making his will known through the crack of his whip or the tearing of flesh. Within his own realm, Equinox, he is the one and only ruler, and not even Asmodai is willing to oppose his decisions. It is the responsibility of Orobas to groom and create the servants of the Hells, including advancing lesser devils to greater, and turning the torn souls of mortal beings into lemures. He carries a great pride in his work, taking grave, and often lethal, offense if anyone attempts to speak against how he governs his fief. Visually, Orobas looks like a man with muscled arms and chest, but his head and legs are like that of a horse, mirroring his proud demeanor.

TARTARUS

Across from the more civilized fiefs of the Hells, where devils and fiends find their homes, lies an enormous prison, designed to entrap and hold the souls of the wicked. Once your soul passes through the Veil after death, you will be sent down either the river Styx or the river Gihon. Should your life have been wicked and your character evil, Styx will take you to the gates of Tartarus, the Prison of Depraved Souls.

Tartarus is massive and inescapable. Though it mostly houses the souls of those deceased from the material plane of Noroth, other powerful beings also reside within the prison. Devils and other fiends who have wronged their lords in some way can be found in the prison, now serving their penance in the shackles of Tartarus. Other residents of the prison, up until very recently, included the Aspects - the divine beings who created the humanoid races and the world. To this day, they are the only creatures who have successfully escaped from the prison.

The prison is dark and well fortified. It descends deep into the ground for miles and miles, having only the one exit at the bank of the river Styx. Inside, cells and torture chambers make up the main parts of construction, in addition to winding staircases that connect the different floors of the prison plane to one another.

WORLD RIVERS

You'll never know the true merit of your character until your journey along the Long Road is done. Once you've wandered through the night and exit to find a riverbank. Either it will be golden, blessing your soul to everlasting rest, or it will be tainted black and promise nothing but eternal damnation.

— Annetta Wash, follower of Llyr Ravenna

The Planes Above and the Planes Below each have their own way of connecting the planes of their region together. The two world rivers, the river Gihon and the river Styx, flow between the different planes of each part of the multiverse, allowing travelers to travel between the areas of the region.

RIVER GIHON

The golden river that curls lazily between the Gardens of Eden and Halicon, is a gently flowing stream of glimmering blue water. Gihon dawns from a spring within the center garden, Eden, and flows in two directions from the center garden of the Planes Above. The river waters are said to have healing properties, and if a non-celestial creature drinks from the water, they are overfilled with joy and any diseases or wounds they might have are cured, as if subjected to the *heal* spell.

Boats and rafts sail on Gihon's waters, carrying people to and from the different gardens, as well as taking the souls of the dead to Halicon where they can receive their eternal rest.



RIVER STYX

Dark waters that smell of sulfur and decay make up the black river Styx. The waters of this river flow calmly, occasionally causing drawn features of screaming people to appear near its surface. If a non-fiend creature drinks from the river waters, they suffer the effects of the *feeblemind* spell if they fail a DC 15 Intelligence saving throw.

Ferryman can be found guiding their long vessels lazily down the stream, caring little for any onlookers who might watch them from the riverbanks. They are in charge of taking the souls of the damned to Tartarus, as well as transporting the denizens of Hell between the different fiefs.

THE ENDLESS STAREWAY

In the darkness beyond the Stareway, a thousand eyes watch your every move.

— Landon Shaine, navigator of the Navigatorium

Between the Planes Above and the Planes Below lies hundreds if not thousands of smaller demi-planes, scattered throughout the multiverse. Many of these, unlike the Planes Above and the Planes Below, are not tied to a specific alignment, but rather to a specific purpose. Some were created by powerful spellcasters or gods. Others act as homes for the divine beings that rule over the multiverse.

Demi-planes are scattered amidst the Chaos Sea, to float and wander around the multiverse. To get to them there are two options. Either, you must enter through a portal or gateway of some kind, or you can attempt to find the plane by exploring the Endless Stareway. The Stareway is a series of paths and trails, connecting the Planes Above to the Planes Below. The paths are extremely hard to follow and often wind and twist in ways that makes you walk in circles to get lost among the different trails, and getting lost could very well be the end of you.

The Stareway is, mostly, safe to walk, as magical barriers keep out the destructive energies found in the Chaos Sea. This barrier is powerful, but not perfect. It is possible to walk

through it and off the path, and into the Chaos Sea beyond, where the denizens of the Sea will wait for their moment to strike. The creatures who reside in the Chaos Sea, chaotic and twisted as they are, do not try to hide themselves from the wanderers of the Stareway. They lie just beyond the borders of the pathways, watching and waiting for people to step out into their domain. Their bodies are often obscured by the dark of the Chaos Sea, but their eyes can be seen shining in the blackness of the beyond, giving the Stareway its name.

DEMI-PLANES

Each known god of Noroth has their own demi-plane where they have their court and their followings gathered. When a follower of a god dies, they are often taken to the realm of their god, to serve them in death as well as in life. Many of these planes are known only through myths and legends, as mortals are unable to wander into the realm of the gods and survive. The immense divine power they radiate would be enough to destroy even the most powerful mortal being.

Some of the more well-known demi-planes have been investigated enough that proper accountings of their nature have been recorded, but many planes remain largely unexplored and some even undiscovered.

ASYLIUM

The effects of the Chaos Sea as seeped into the very foundation of this plane of existence. It is a plane of madness and visions, bearing little resembling to the real world. Those who become insane are believed to have lost their minds to the forces of Asylum, and those who venture into the plane are likely to join them. The plane is ever-shifting, always changing to accommodate those who are looking into its madness.

CONIFER

Entering into this plane, you would find neither ground or sky. There are only tall pine tress, stacked on one another to create a dense forest that seems to never end. Roads are present, as branches are stretched and rounded to create long tunnels in the treetops for people to walk through. A faint, teal dusklight illuminates the plane, offering visitors a look at the never-ending woods.

DREAMVALE

The land where dreams and nightmares are born is home to strange and beautiful creatures alike. Law does not exist in this plane, and viewing it is a nonsensical mess of colors and shapes. When you see people in your dreams, it is widely believed that you met them in Dreamvale while they were also sleeping. Though most of the beings in Dreamvale are harmless, it is also the home of nightmares and the creatures that appear in them. Though the creatures cannot harm people through their dreams, they are entirely capable of attacking those who choose to physically enter into their domain.

PRISON OF LORE

Each god of the known pantheon in Noroth have their own plane of existence where they base their power. Most are unknown by the common person and impossible to enter, but the Prison of Lore is an exception. The home of the god of history, Candor, is also the largest library in the multiverse.

Guess those "secret" entrances aren't that secret after all. Not if you throw enough strawberry wine in the direction of those in charge of keeping the secrets. Apparently, there is an entrance to the Prison of Lore beneath the Dreamscape Lyceum in Lightport. It's heavily protected, of course, but I've dealt with worse than a few librarians in my lifetime.

It consists of endless hallways with tall bookshelves said to contain all the known knowledge of the world, both that which can aid the world and that which could destroy it. Candor knows all that is in his library, and only few mortals are allowed within the Prison. The followers of Candor based out of the Dreamscape Lyceum in Lightport are sworn protectors of the Prison, and they are uniquely allowed to explore its halls and the knowledge it protects.

VORTEX ARENA

Though it is one of the smallest demi-planes known to exist, it has an infamous reputation among the denizens of the Noroth multiverse. It is a huge arena, known to shift and change to accommodate the people either watching or fighting in it. Some of the most powerful beings of the multiverse have made an appearance on the stands of the Vortex Arena to watch other equally powerful creatures fight to the death in the pit below them. Sometimes, the fighters are there of their own volition, knowing that achieving victory in the arena will mean eternal glory for them. Others have been taken there against their will to serve as cannon fodder for the butchers of the Arena.

CHAOS SEA

In the darkness beyond the Stareway, a thousand eyes watch your every move.

— Landon Shaine, navigator of the Navigatorium

Beyond the boundaries of the multiverse, held at bay by the known planes of existence, lies the Chaos Sea. It is an immense expanse of void energy that stretches far into infinity. The power held within the Sea is so strong that only few creatures can actually survive there. They are twisted, unearthly beings, often called aberrations, and they are foreign to all the realms of the multiverse.

Spellcasters can draw on the energy found within the sea to create magical effects. This control of the Sea requires much training and practice to control, or a powerful medium to allow the energy to flow through, as is the case with many warlocks and sorcerers whose arcane abilities are funneled through specific items, entities, or places.

GREAT WYRMS

The creatures who rule the Chaos Sea are called wyrms, though some consider that an ill term for them. Visually, they look more like serpents or dragons, except they are much larger and much more powerful than any dragon known to exist anywhere else in the multiverse. These wyrms hold supreme power over the Chaos Sea and are, fortunately, not incredibly interested in gaining a foothold within the Noroth multiverse itself. Those few who so have this interest require the aid of someone on the inside, a willing servant, through whom they can influence the world.

The wyrms are effectively immortal and eternal, having existed in the Chaos Sea for as long as existence itself. Their knowledge of the beyond is immense, and their wisdom is unparalleled. They are among the most powerful beings to have ever existed, and some are said to be so powerful that they can even grant wishes to those brave enough to ask.



CHAPTER 9: TREASURE

Treasure and its value can vary greatly from adventure to adventure. In Noroth, where magic is a natural and common part of life, magical items will appear along an adventurer's path more often than in other realms. Exploring a monster's lair might reveal the skeleton of an unfortunate wanderer, so old it

looks almost like dust, but a single ring remaining pristine on its finger. There are also stories of powerful artifacts hidden in grand vaults and lost temples. Retrieving these artifacts can be a tremendously hard feat and is certainly not for everyone, but the rewards for doing so can be substantial.

WEARING MAGIC ITEMS

You need to watch what you pick up. Ever heard of Thornleaf? Short fellow, used to be an actor. Well-liked, too. Rumor has it he found a blade that promised him power and infamy if he would only wield it. From what I've heard, he only got one of those two things before someone got to him.

— Nial Kinney, mercenary

The arcane energy that is stored within magic items occasionally require the wearer to give part of themselves to the item in order to benefit from its magical effects. This process is called attunement, and most people can only be attuned to three items at any given time. However, it is not just the attunement process that can limit the magical items one can wear. Wearing multiple arcane pendants or amulets can interfere with the energies stored within them, potentially disrupting the arcane feature that has been stored within. The DM decides which slot an item fits into.

A humanoid-shaped body can be equipped with magic gear consisting of one item from each of the following groups, keyed to which slot on the body the item is worn. Weapons are an exception, since they do not have a slot.

ITEM SLOT TABLE

Slot	Item
Belt	Belts
Body	Armor, robes, shirts, and vestments
Eyes	Glasses and goggles
Feet	Boots and shoes
Hands	Gauntlets and gloves
Head	Circlets, hats, helms, and masks
Headband	Headbands
Neck	Amulets, brooches, medallions, and necklaces
Ring (up to two)	Rings
Shield	Shields
Shoulders	Capes and cloaks
Wrist	Bracers and bracelets

MAGIC ITEMS

I see a large, open room, with an altar in the middle, upon which is a shiny cup, strangely clean despite the fact that this dungeon has been abandoned for centuries. Looks like a trap to me. How fun.

— Brinna Miller, thief

Though magic is a common enough part of life in Velea, especially in Teldora, it is far from everyone who has a magic item in their possession.

MAGIC ITEMS A-Z

The additional magic items have been listed below alphabetically.

AMULET OF LIFESAVING

Wondrous item, common (requires attunement)

A small pendant in the shape of an acorn hangs from a simple leather string and pulses with a slow beat. The first time you fail a death saving throw while wearing this amulet, the amulet activates and lets out the contained spell, *spare the dying*. The amulet then seizes to function.

ARMBANDS OF HEALING

Wondrous item, uncommon (requires attunement)

This set of armbands has 3 charges, which it regains each dawn. When you cast a spell that restores hit points to a single target, you can spend a charge from the armbands. If you do so, instead of rolling to see how many hit points you restore, you heal the maximum amount possible for the spell.

ARROW OF RETURNING

Ammunition, uncommon

This arrow will always return to you after you fired it, whether you hit what you were aiming for or not. The arrow returns at the end of your turn, but there is a 20% chance that the arrow will hit you when returning.

BELT OF THE SNOW OWL

Wondrous item, very rare (requires attunement)

While wearing this belt, you gain the following benefits:

- Your Wisdom increases by 2 to a maximum of 20.
- You have advantage on Wisdom (Perception) checks that rely on sight.
- You have advantage on Wisdom (Survival) checks when tracking creatures through snowy terrain.

In addition, you also adopt the keen predator eyes of an owl. As long as you are wearing this belt, you have darkvision out to a range of 60 feet. If you already have darkvision, your darkvision is extended by 60 feet.

BLOOD NEEDLE COMPASS

Wondrous item, rare

This simple compass is inlaid in a box made of dark wood. The needle spins idly, never settling on any given direction.

Putting a drop of blood on the needle will cause it to point in the direction of the humanoid that shed it. It will give the most direct route to the target and will not take things like oceans and mountains into account when determining the direction. The humanoid that shed the blood must be on the same plane of existence as you. If they are not, the needle will spin wildly until the blood is cleared away from the needle or the needle finds its target.

The blood must be less than 24 hours old when it is dripped on the needle, otherwise it will have no effect.

BOOTS OF FAST POSITIONING

Wondrous item, uncommon (requires attunement)

While you wear these magical boots, you may add your proficiency bonus to the roll whenever you roll initiative.

BOOTS OF THE QUICK STEALER

Boots, rare (requires attunement)

These boots made of dark brown leather has small symbols painted on it in the shape of black wings.

While wearing these boots, your movement speed increases by 10 feet. Additionally, once a day you can switch your initiative roll with that of a willing creature. The switch must happen before any of the two creatures take their turns and requires no action to use. The change lasts until the end of the encounter. This ability recharges at dawn.



BROOM OF SWEEPING

Wondrous item, uncommon

Touching this magical broom, you can use an action to utter its command word, followed by a set of instructions pertaining to sweeping or other simple acts of cleaning. The broom will then animate and carry out its instructions before returning to the place at which you activated it. The broom can clean a 5 foot by 5 foot square each round.

COURTLY MANNERS

Quarterstaff, very rare (requires attunement)

Colorful lines mark both ends of this staff, along with old Draconic scripture running along the side of the weapon. The writing shimmers with energy when wielded by someone with draconic ancestry. The scripture stands in five lines and reads five different phrases: "Golden Tongue," "Bronze Teeth," "Copper Maw," "Silver Fang," "Brass Jaw."

Depending on which phrase is uttered, the colors on the staff will change. If spun quickly, the colors painted on its ends will leave behind an effect depending on the current color of the staff. The effect will leave behind light, sound, and smell, but will not give off heat or damage anything in the vicinity. So flames will give off light, but no heat. Lightning will crackle, but do no damage, and acid will leave behind a sharp scent.

Dragon's Breath. Using an action, you can speak one of the five phrases to produce an outburst of destructive energy, whose type changes according to the phrase uttered. When using this feature, every creature in a 50 ft. line must make a DC 15 Dexterity saving throw, or a DC 15 Constitution saving throw if the damage type was cold. A creature takes 8d8 damage on a failed save, and half as much damage on a successful one. After using *Dragon's Breath*, you can't use the ability again until the next dawn.

DRAGON'S BREATH

Dragon Color	Colors on Staff	Damage Type
Brass	Orange, red and black	Fire
Bronze	White, blue and black	Lightning
Copper	Green, yellow and brown	Acid
Golden	Gold, red and black	Fire
Silver	White, gray and blue	Cold

DRESS OF FEMININITY

Wondrous item, uncommon

This dress looks rather unremarkable. If a male character puts on this dress they will slowly start to change, taking on a more female appearance. After 1 hour of wearing the dress, the character's face will have changed to appear more feminine. Their voice becomes lighter in pitch, their hair grows longer, and any beard they may have will disappear. The effect reads as being transmutation magic if subjected to a *detect magic* spell or similar effect.

After the transformation, the character still looks like themselves, except they now look decisively female. When the dress is taken off, the character immediately reverts back to their original selves. If a female character puts on the dress, no change occurs.

GODLING'S CROWN

Wondrous item, uncommon (requires attunement)

While wearing this crown made of flowers, you may use a bonus action to heal yourself for 2d8 hit points. Once you've healed yourself using this item, you can't do so again until the next dawn.

HANGMAN'S ROPE

Wondrous item, uncommon

This otherwise unremarkable 30 feet long rope has an expressive frayed end. After speaking the command word, the rope can be directed to complete some basic action. These include turning into a whip or quarterstaff, twirl around your waist like a belt, or tie itself into a hangman's noose and it can be trained to tie itself into other knots.

MASK OF COMEDY

Wondrous item, uncommon

This magical mask bears the likeness of a smiling face, painted in black and white. While you wear it, you can cast *Tasha's hideous laughter* with a DC of 13. Once you've used the mask in this way, you can't do so again until the next dawn.

MENDING NEEDLE

Wondrous item, uncommon

You can use this simple looking needle to repair tears and breaks in any cloth, fabric, parchment or paper as if casting the *mending* spell.

MUSIC BOX OF THE GENTLE LULLABY

Wondrous item, uncommon

When this music box is opened, it plays a quiet, soothing lullaby for 1 minute. Any creature that is within 20 feet of the box for the entire time of playing must succeed on a DC 11 Wisdom saving throw or fall into a deep, pleasant, restful sleep. The creature sleeps for 1 hour or until it takes damage, must make a saving throw, or a creature uses an action to wake it.

OCEAN'S EYE

Wondrous item, rare (requires attunement)

Whilst attuned to this necklace, you have the ability to extend your senses through a body of water or other liquid. When you are touching a body of water or liquid, even as small as a puddle or as large and interspaced as an area of falling rain, you know the exact location of everything the body of liquid touches, up to a maximum distance of 120 feet.

This sense can detect creatures or obstacles that are invisible and in contact with the liquid. You can also discern illusions that are fully immersed in the liquid for what they actually are. This ability lasts for 1 minute before it fades.

Once you have used this item, you can't use it until the next dawn.

OCULAR AMPLIFIER

Wondrous item, uncommon

A little lens is placed over one eye, enhancing the view of whatever item you have in front of you. While wearing this lens, you gain +1 to any check you make with a set of tools, and to Investigation checks.

RING OF SILVERTONGUES

Wondrous item, rare

While wearing this ring, you have advantage on Persuasion and Deception checks.

Curse. This ring, actually called the Ring of Thilverthongs, does not grant advantage on Persuasion and Deception checks. This ring was supposed to grant the wearer the benefit of a silver tongue, making them more charismatic, but instead it makes the wearer speak with a heavy lisp. You have disadvantage on Charisma checks as long as you are wearing the ring. The ring cannot be removed after it has been put on without using either the *remove curse* or the *wish* spell.

ROBES OF THE PLAGUE DOCTOR

Wondrous item, uncommon (requires attunement)

While wearing these doctor's robes, you have advantage on saving throws against disease and poison.

SHIELD OF DEFIANCE

Shield, uncommon

This shield has 7 charges, and it loses its magic when the last charge is expended, becoming a regular non-magical shield. When you suffer a critical hit, you can use your reaction to spend a charge to reduce it to a normal hit.

SHOES OF FLOATING

Wondrous item, uncommon

These magical shoes float in water and are able to support the weight of a medium or smaller creature. However, they are very difficult to balance on properly while traversing a water surface. If you attempt to walk on water with them, you must first succeed on a DC 20 Acrobatics check. If you fail, you fall in the water, feet still floating.

VITALIS NECKLACE

Wondrous item, uncommon (requires attunement)

While wearing this necklace, your natural lifespan extends to fit that of a human's, unless your lifespan is already equal to or longer than a human's. Death as a result of disease, injury, or similar effects are not stopped by this item. Only death as a result of old age is halted.

I have to see about getting that new burrowing fellow one of those Vitalis pendants. He's making good progress. It would be a shame if he began going gray-haired just as he was getting good at his work.

CHANGELOG: CURRENT VERSION - 1.1

The updates to the document can be read here.

VERSION 1.1

20th of October, 2018.

This changelog is rather long and extensive. I got a lot of feedback on the mechanics of the subclasses in particular, and did my best to fix what I could. Huge thank yous to the Discord of Many Things, especially SgtBriar who was a blessing in helping me fix a lot of what was wrong with the mechanics. As I learn more and get more feedback, I will continue to update the mechanical aspects of the document.

CREDITS

- Added a few things to the credits, including the Discord of Many Things.

CLASSES - BARBARIAN

Path of the Dragon

- *Draconic Spirit*: Changed wording in to make it clear that the spirit breath weapon counts as an attack for purposes of maintaining your rage.
- *Draconic Spirit*: Benefits gained from playing a dragonborn Path of the Dragon Barbarian were removed.
- *Draconic Spirit*: The damage die for the spirit breath weapon was changed from a d6 to a d10.
- *Draconic Spirit*: Advancement of the spirit breath weapon was changed to follow standard Barbarian level progression.
- New 3rd level feature: *Lore of the Drake*.
- The *Thunderous Roar* feature was removed from the subclass.
- New 10th level feature: *Hoard Keeper*.
- *Ruler of the Skies*. Wording was changed to make it clearer when you can and cannot use the dragon wings, and you can now wear medium armor while flying.

Path of the War Singer

- *Battlecry*. You no longer regain your battlecries on a short rest, and you no longer have an amount of battlecries equal to your Constitution modifier. Instead, you have a set amount of battlecries which increases as you gain levels in this class, and you regain all expended uses on a long rest.
- *Quivering Strike* was renamed to *Tale of the Warrior*.
- *Tale of the Warrior* and *Bane of Silence* have been swapped.
- *Tale of the Warrior*. You now regain one use of your expended battlecries when you take a short rest.
- *Bane of Silence*. You now have resistance to thunder damage.
- *Commanding Boom*. Phrasing.
- *War Songs. Caw of the Thunderbird*. Damage die was upped from d6s to d8s, and level advancement of the war song was changed.
- *War Songs. Cheer from the Skjald*. It is now advantage on either an attack roll or saving throw, not both.
- *War Songs. Mountainmen's Rally*. Creatures within 10 feet of you now have advantage on saving throws to end an effect on themselves.

- *War Songs. Sonic Defender*. Now affects all creatures within range.
- *War Songs. Spelldancer's Whisper*. Has been specified to only be Strength, Dexterity, and Constitution saving throws.
- *War Songs. Tale of the Blood Eagle*. Phrasing to specify that you do not gain the benefit of the feature, it is only allies.
- *War Song. Trembling Taunt*. On a successful hit, the creature must make a Wisdom saving throw or have disadvantage on attack rolls against creatures other than you.
- *War Songs. Warming Chant*. You now give temporary hit points equal to half your barbarian level + your Constitution modifier instead of healing.
- *Removed War Songs. Myth of the Magebreaker*.
- *New War Songs. Hero's Knowledge, Song of the Temptress*.

CLASSES - BARD

College of Masks

- Subclass was completely reworked and the mask mechanic was removed.

College of Stars

- The *Nightowl* feature was removed.
- New 3rd level feature: *Fleet of Foot*.
- *Familiar Roads*. Phrasing for the feature was changed and the duration of the trail you make has been changed from lasting one hour to lasting a number of hours equal to the number rolled on your Bardic Inspiration die.
- The *Starfall* feature was removed.
- New 6th level feature: *Stargazer*.
- *Starry Eyed*. Phrasing, and you no longer gain a level of exhaustion from using this feature.

CLASSES - CLERIC

Luck Domain

- *Channel Divinity: Favor the Bold*. The Fate die now lasts for 10 minutes instead of 1 hour.
- *Second Chance*. You can now use this ability once per long rest, regardless of if it fails or not, and the range was changed from 30 feet to 60 feet.

Passion Domain

- *Channel Divinity: Influx of Inspiration*. Changed the die from 1d4 to 1d6, and made it so the effect happens over one round and not one minute.
- *Channel Divinity: Captivating Presence*. On a failed save, the creature has disadvantage on Intelligence, Wisdom, and Charisma saving throws.
- *Light up the Room*. The range of the feature was lowered from 30 feet to 15 feet.

CLASSES - DRUID

Circle of the City

- *Observant Learner*. You now learn two sorcerer spells at 6th level, and do not learn a spell at 18th level.
- *Sprout Through Rock*. Specified what amount of damage will kill the roots.

CLASSES - FIGHTER

Holy Heart

- *Spellcasting*. You can now learn any cantrip from the cleric spell list when you choose your cantrips. When you pick spells later, you may only choose them from the abjuration, divination, and enchantment schools of magic (before it was the abjuration, enchantment, and evocation schools).
- *Voice of Reason*. Phrasing.
- *Radiant Strike*. Changed so concentration on any spell grants the bonus radiant damage.
- *Informative Spellcasting*. You may now choose the new spells from the cleric and the paladin spell lists.

Thug

- *Exploitative Strike*. The amount of total exploitation points you get was lowered, as was the rate you get them. In addition, you can now use the exploitation points when you hit with an attack.
- *Exploitative Strike*. The effect *twisting pain* was added to the list of available effects.

CLASSES - MONK

Way of the Divine

- *Fury of the Faith*. The additional damage was lowered from 2d8 to 2d6.

Way of the Navigator

- *Planar Tunnels*. Range was raised to equal your movement speed. The ability was specified to cost a bonus action. The ki cost was raised from 2 to 3.
- *Keeper of the Planes*. Motes of Radiancy was renamed to Touch of Radiancy.

CLASSES - PALADIN

Oath of Beauty

- *Channel Divinity*. Phrasing.
- *Stunning Beauty*. Phrasing.

CLASSES - RANGER

Bonecarver

- *Scrimshaw*. You now get the ability to make your third talisman at 11th level instead of at 7th level.

Sniper

- *Hold Steady*. Phrasing. The creature now has to be standing in the same position as when it ended its turn. Specified to be only for ranged weapons.
- *Taking the High Ground*. Extra damage was increased from 1d4 to 1d6.

- *Pinned and Caught*. The pinned creature is no longer considered restrained, but instead grappled, but it still has disadvantage on attack rolls. The extra damage from this feature is now 1d10 instead of 1d6.

ROGUE - DANCER

Dancer

- *Dazzling Moves*. You can now stand up from being prone using only 5 feet of movement. This ability was previously under the *Contortionist* feature, but was moved to this feature instead.
- *Wonderful Company*. You can now use this feature to attempt to trip any creature within 5 feet of you, as long as the creature is of size medium or smaller. You also gain proficiency with one Charisma skill of your choice.
- *Steps of Distraction*. Phrasing. You can now use this feature a number of times equal to your Charisma modifier, and you regain all expended uses after a long rest.
- *Contortionist*. You now have advantage on Strength and Dexterity checks made when performing, not just Athletics and Acrobatics. In addition, the feature of being able to stand from being prone using only 5 feet of movement was moved to the *Dazzling Moves* feature.

Harlequin

- *Hurtful Ridicule*. You now also know the spell *tashas hideous laughter* and may cast it a number of times equal to your Charisma modifier per long rest.
- *You Missed!* You gain a bonus to AC if the targeted creature fails its saving throw.
- *Armor of Charm*. You now add your entire Charisma modifier, instead of only half.

CLASSES - SORCERER

Cardinal Origin

- *Corrupt Embodiment. Menith*. It is now only cantrips that deal fire damage that gets a bonus to damage, not all spells.
- *Corrupt Embodiment. Veedia*. You now gain a bonus whether the creatures you see succeed on their saving throw or not.
- *Seven Deadly Sins*. You now can only spend 5 sorcery points, not between 3 and 7.

Sovereign Origin

- *Noble Embodiment. Meleta*. You can instead add your Charisma to the damage for cantrips that deal radiant damage.
- *Raise Them Up*. You can now heal a creature for an amount of hit points equal to your sorcerer level + your Charisma modifier, and the range of the ability was changed from touch to 30 feet.
- *Seven Heavenly Virtues*. You now can only spend 5 sorcery points, not between 3 and 7.
- *Seven Heavenly Virtues. Chastity*. You now have advantage instead of disadvantage.

CLASSES - WARLOCK

The Beloved

- *Past Embrace*. The creature you target was specified so it must be humanoid.

The Great Wyrn

- *Tempter Tongue*. Phrasing. *Mind spike* was removed from the list of available wyrn spells.

CLASSES - WIZARD

Chronomancy

- *Time Hopper*. You can now use this feature whenever you take the dash action.

MAPS

- A detailed map was added for available download from DriveThruRPG.

RACES

- *Zirani*. The subraces "Gypsy" and "Skurra" were renamed to "Nomad" and "Outcast," respectively.

SPELLING

- Spelling errors and phrasing.

STYLING

- Bookmarks were added to the document.
- Errors within the table of contents were fixed.
- Stylistic errors (column spacing and image placement) were fixed. As a result of this, and revisions to the subclasses, the entire document has shifted one page. The table of contents has been updated to show the accurate page numbers.

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