



IMPERIUMS

CAMPAIGN SETTING™



CAMPAIGN GUIDE

PLIGHT OF THE TUATHA



William Moomaw

Campaign Guide: Plight of the Tuatha

Credits

Designer: William Moomaw

Head Writer: William Moomaw

Additional Design/Writing: Dan Dillon, Rich Howard, Mario Podeschi, Brandes Stoddard, Mike Wilhelm

Cover Art: Carolina Eade and Dean Spencer

Internal Art: Carolina Eade, Daniel Govar, Ferdinand D. Ledera, Rhiannon McCullough, Tim Paul, Claudio Pilia, Dean Spencer

World Maps: Jared Blando

Editor: Mario Podeschi

Proofreading: Simon Collins,

Layout: William Moomaw, Nathan D. Paoletta

Special Thanks: Seth Alcorn, Claire Baker, David Becker, Jeremy Carter, Stephen Colodner, Jason Dothager, Sarah Drury-Dothager, Todd Guennewig, Inigo, Loki, Lyle, Jayson, Eric, Heather, Jon, Aron, Jon Jon, Shayna, Endzeitgeist, Thayer Rasnick, Meg Rivers, Christina Styles, Mike “Bobby” Wentzloff, as well as all the playtesters (Metatopia rocks!), and everyone who backed the Kickstarter Campaign. This series would not have been possible if not for your trust and support.

PRODUCT IDENTITY: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

OPEN CONTENT: Except for material designated as Product Identity (see above), the game mechanics of this Mór Games game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Campaign Guide: Plight of the Tuatha is published by Mór Games under the Open Game License

Imperiums Campaign Setting is a trademark of Mór Games.

Copyright © 2018 William Moomaw

Morrpg.com

Softcover ISBN: 978-0-9915142-4-3

**MÓR
GAMES**

TABLE OF CONTENTS

CHAPTER ONE: THE GRAND MONUMENT	PAGE 9
CHAPTER TWO: THE WORLD OF AELIODE	PAGE 25
CHAPTER THREE: RELIGION AND THE GODS	PAGE 55
CHAPTER FOUR: LINEAGE	PAGE 87
CHAPTER FIVE: CLASSES	PAGE 117
CHAPTER SIX: CUSTOMIZATION	PAGE 127
CHAPTER SEVEN: EQUIPMENT	PAGE 175
CHAPTER EIGHT: WIELDING INFLUENCE	PAGE 185
CHAPTER NINE: OTHER RULES	PAGE 199
CHAPTER TEN: NPCs AND BESTIARY	PAGE 219
APPENDIX: CHARACTER CREATION	PAGE 242
APPENDIX: GLOSSARY	PAGE 247
APPENDIX: INDEX	PAGE 248







.. An Illustration of the Lands of ..

Aeliode

Introduction

The world of Æliode...

Wars and conflict have held this region of Æliode for hundreds of years. Most conflict finds its roots in the imperial designs of the Avitian Empire. The Avitian Emperors instigated numerous wars of acquisition while warring political factions instigated many occurrences of civil unrest. For all of the Avitian's desire to bring the light of their civilization to all the peoples of the world, there are times when even the land itself seems to fight against their conquest. Snow peaked mountains that rise so high they almost touch the sky, vast desert and salt plains span past the horizon, and the depths and turmoil of the Tulumic Ocean all wait to test perspective travelers.

This is the world in which the *Imperiums Campaign Setting* takes place, a land that has seen its fair share of glorious triumphs as well as terrible catastrophe. While the world and its history span far deeper than this text explore, this campaign guide can be used by both players and game masters. Players will find many new options for character creation. GMs can use the detailed regional information to bring depth to the world in which the *Plight of the Tuatha* adventure path takes place.

While this book contains much information about the world of Æliode and the *Imperiums Campaign Setting*, this is only a quick introduction. Combined with the four volumes in the *Plight of the Tuatha* adventure path and the imagination of your gaming group, a vibrant world filled with opportunities for adventure is at your fingertips.

While using this books, you will find several new mechanics used the *Imperiums Campaign Setting*. The goals of these mechanics are to allow for different types of stories, adventures, and challenges to arise. They help make a game played in the *Imperiums* setting feel different than any other setting you play, while keeping to the ease of play found at the heart of fifth edition. Emergence. Emergence are a new mechanic offered by the *Imperiums Campaign Setting*. The Emergence represents the effects the world and the character's choices have on them. They describe how events unique to this story you are telling impact a character. The Emergence is a way to make this character unique, different from any other characters with the same lineage and class.

Civilizations. Many settings provide players and GMs different civilizations. In the *Imperiums* setting, a player's choice of civilization has a direct impact on what classes, lineage, and even weapons or armor they may start play. While a GM can choose to make any lineage, class or equipment available on a per case basis, these are considered oddities.

Emergence. Emergence are a new mechanic offered by the *Imperiums Campaign Setting*. The Emergence represents the effects the world and the character's choices have on the character. They describe how events unique to this story you are telling impact a character. The Emergence is a way to make this character unique, different from any other characters with the same lineage and class.

There are several ways you may choose to use Emergence in your game.

The GM can use Emergence as a way to reward characters for engaging in the world. If players go out of their way to explore a feature of the world, they find exciting or make choices that further everyone's understanding of the character, the GM is encouraged to offer an Emergence to the player. In the *Plight of the Tuatha* adventure, there are several times where an Emergence is offered up as a long-standing consequence to the player or player's choosing one path along the story instead of another.

Emergence can also help the GM build their storyline. First, have the players look through the list of Emergence and choose a set of them that they find interesting and would like their characters to have. The GM can look at the Emergence as "beats" to hit while setting up their story. Emergence used this way act as the player's bids for the story and the direction they would like it to go. Must like audience suggests and a comedy improv show, the GM then takes these Emergence

“suggestions” and builds a story by fillings in the spaces between the events that cause the character to gain an Emergence. For example, if a player chooses the Werebeast Blood-sense, Cursed emergence as one they would like to have their character gain during the story, the GM now knows to add were creatures into their story.

Lineage. We have updated the concept of Race to Lineages. A lineage looks at the history of a character and those that came before. One’s lineage describes this history and lays out ways that the choices of the past influence their current life. Also, one’s lineage can change with the inclusion of Emergence. There are ways that a player may change aspects of their lineage through play. Perhaps, they underwent a long and taxing ritual to bind the energies of a ley line to their body. Or maybe they passed out in an inn and awoke with a new tattoo binding the soul of a tiger to them. Perhaps they lost a battle against a supernatural creature and find that, though they slew the beast, they are now possessed in some small part by their vanquished foe.

Perhaps you even came back from the dead...

Alignment. The standard Alignment system has been replaced. Instead of deciding where your character falls on a grid of good and evil, law and chaos one’s alignment is shown by the character’s adherence to five principals. Each player states whether they are drawn to act in accordance to the Virtue, actively act against it, or hold no care for the virtue at all. Civilizations have two virtues that they hold up as most valuable. The average person from that civilization holds the same alignment as the civilization they call home. At worst, those who act against these virtues are considered “bad” or “evil”. At best, those who stray far from the values of a given people will find themselves having more difficulty interacting with such a people.

Exploring how your character feels about the virtues at hand is a great way to explore what the character values or how they might react to a situation.

Equipment Quality. This change affects the way weapons and armor increase in their effectiveness. Instead of magic providing bonuses to hit or to damage, these bonuses are granted by the technical prowess of the crafter. Only genuinely mystical effects, such as a sword bursting into flame, or heavy armor causing one to float in water instead of sinking, are considered magical

More can be found on this in the Equipment section in Chapter Seven.

All the above additions and variation, from alignment to lineage, Emergence to equipment are all design to spark your imagination, whether you are a GM or a player. I hope that they help you tell the stories and create the characters that more closely mirror those that excite you and your friends.

William Moomaw

ALL THAT EXISTS IS COMPRISED OF THREE ELEMENTS. CLOUD, WHICH GRANTS AN OBJECTS MOTION AND LIFE. FLAME WHICH GRANTS AN OBJECT THE ABILITY TO CHANGE AND IS THE BASIS OF THE PASSIONS. AND FINALLY SOIL WHICH BESTOWS SOLIDITY AND BOUNDARIES UPON AN OBJECT.

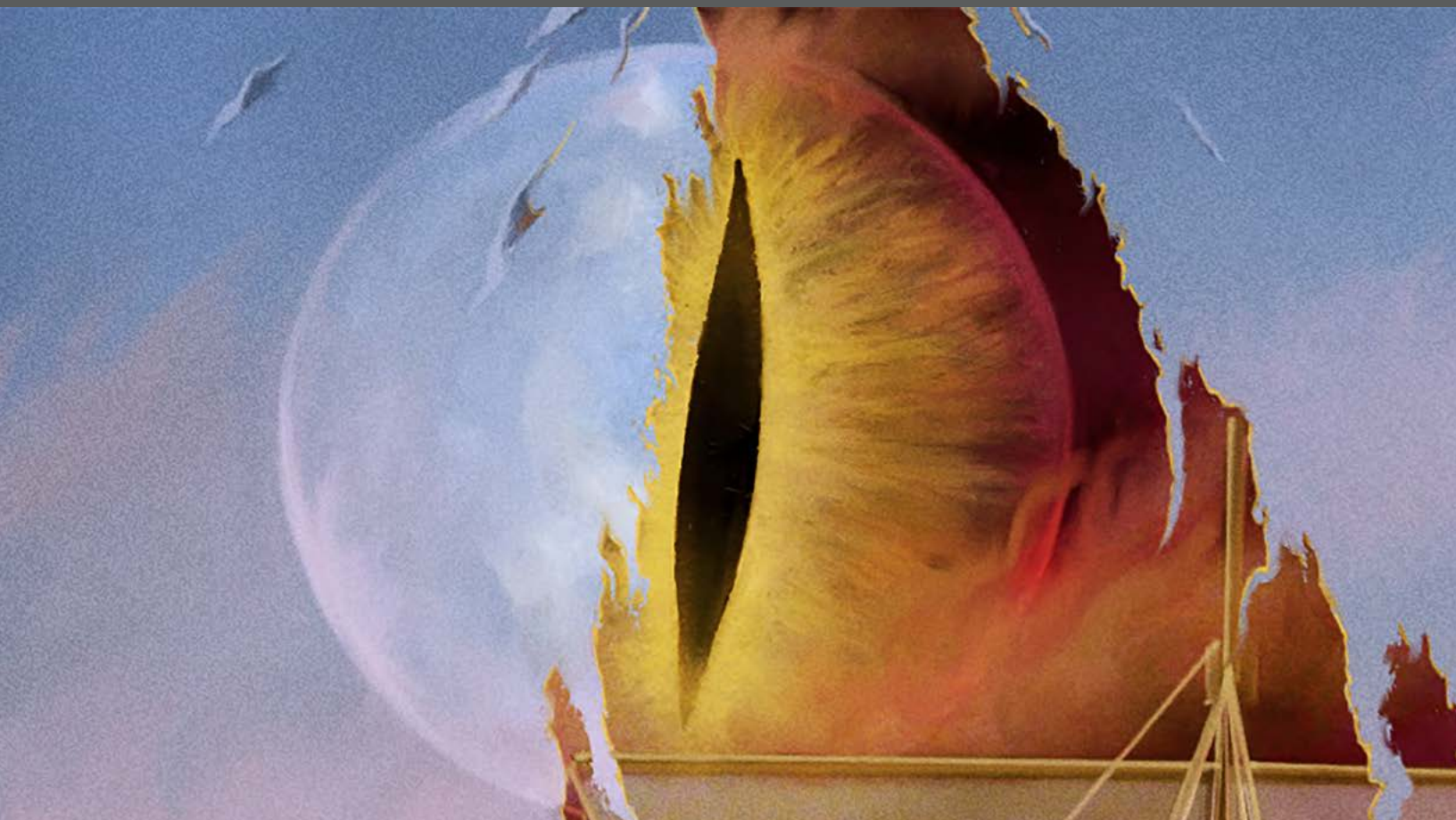
EACH OF THESE ELEMENTS IS REPRESENTED IN BOTH THE PHYSICAL AND SPIRITUAL WORLDS.

WHILE EVERY REALM CONTAINS PORTIONS OF EVERY ELEMENT, EACH ELEMENT DRAWS ITS POWER FROM A SPECIFIC REALM. THE ELEMENT OF CLOUD ORIGINATES FROM SAEFORN WHILE FLAME ARISES FROM THE REALM OF IHRFENG. THE CHARACTERISTICS OF SOIL ARE GAINED, HOWEVER, FROM THE REALM OF TALLA NA FÁEIL.

IT IS WITHIN THE REALM OF AELIODE THAT THE ELEMENTS BLEND IN HARMONY.

Chapter One

The Grand Monument



Excerpts from *The Mysteries of Eshu*

-First told by Eshu oracle of the Dovani, as recorded by Livantus, Gardener of Allamar.

As I, Eshu of the Dovani, settled down by my fire after the day's journey, a strange feeling came over me. The rustling of the leaves in the trees above me, and the river flowing beside me, echoed in my ears and through my soul. Thus I knew that the world wished to speak a truth to me. I looked deep into my fire and saw.

I saw a void in the flames, a vast emptiness, a space into which my soul felt drawn into and lost. It was in this emptiness that I beheld the gods. Tulhessa strode proudly next to Paladrus, and they spoke of things to come. They spoke of building worlds together; of grand creations too numerous to understand, with which they would fill the void. However, they were not alone.

THE FIRST BETRAYALS

Tulhessa's children¹ followed close behind their mother, clamoring in her shadow for her attention. 'We think there should be this,' her children said, 'We think there should be that.' But the desires of her children were foolish and vain and would have done naught but destroyed the worlds which Paladrus and Tulhessa wished to build. Tulhessa patiently listened to them and explained their folly.

The children soon grew angry and dark words began to pass between them. 'She is foolish to not listen to us,' one said. 'She is uncaring,' said another. 'If she will not willing listen to our wisdom, we should plot to make her listen,' a third spoke.²

So Tulhessa's children left her side and plotted. 'If Paladrus would only leave our mother's side, she would heed our advice,' one said. 'If we showed her our strength, she would listen to our counsel,' said another. 'Let us seek the aid of Ochesa the hunter³, He will know how to force her to hear,' a third spoke.

And so the children of Tulhessa sought out Ochesa, also called Volsung, in the hopes that he would aid them. They found him sharpening his spear. 'Ochesa, please help us' one said. 'Paladrus

¹ It is commonly thought that Tulhessa's Children are the original forms of what today we would call dragons.

² There is much debate concerning this passage. Some state that the three children who speak represent three types of dragonkind: Metallics, Extra-planar, and Chromatics. Others state that only the Chromatics are the children of Tulhessa, and that these three are the three original Chromatics. Still others state that we are not given any clues as to who the children are and that the assumption that they are dragons is an unsubstantiated claim. I, though, feel that it is most likely that the children here are the Chromatics, as they are generally known to be Tulhessa's beloved children.

I further believe that the number that speak is not a claim of how many children she had as nowhere does the text state that all her children have spoken when the three have spoken. It is most likely the case that only three children speak in a given moment due to the inherent power of instances of triplicate occurrences. Only three children speaking allows the children to gain power and perhaps focus magical workings in conjunction with the will of each other. The children must be using magic of some sort to guide Volsung to do their bidding and act so uncharacteristically.

It should also be noted that the three children also have a pattern in which they speak. In each stanza, there is a shifting from what appears to be a true or moral statement with the utterance of the first child, to a more ambiguous statement from the second, while the third child's statements seem either to be lies or a more ambiguous statement from the second, there is no definitive answer as to the nature of the "children", the moral lessons are there to be learned.

³ It is thought by some that Ochesa may be the truenam of Volsung/Balar. This is one of the few places known where the name is used. This use of a third name makes the nature of Volsung who is Balar even more complex. As a god it is said he does shift between his two aspects and has different designs upon the world with each incarnation. I believe that Ochesa should be thought of as a third aspect that rarely manifests, thus making Volsung who is Balar not a binary god, but a triple-aspect god. This of course fits in well with this myth as it adds another layer of the numeral three into the tale, along with the three speaking children and the three gods that are present.

bewitched our mother,' said another. 'She is not herself and plans destruction,' a third spoke.

Volsung felt pity for the poor Children of Túlnessa. He listened to their stories. They spoke on her inattention and her cruel words, her dangerous plans and unrelenting ego. The children's woe soon overtook Volsung's senses and he vowed to aid them in their plight.

Together they formed a plan to force Túlnessa to listen to her children. Volsung would invite Paladrus to accompany him on a hunt for the Great Hind. Once deep in the Hind's forest, Volsung would then slip away from Paladrus and return to Túlnessa's children. Together they would convince Túlnessa of her errors. Volsung would then continue the hunt with Paladrus none the wiser. In this way, the Children's torments would cease.

And so it was that Volsung spoke to Paladrus and Paladrus agreed to hunt the Great Hind. As Paladrus prepared to leave Túlnessa spoke thus 'Do not leave me, my Brother, for I am tired and need to rest. Who would watch over me as I do so'. Túlnessa's children then spoke up. 'We shall watch over you,' one said. 'You will be safe,' said another. 'Your life is in our hands,' a third spoke. Thus comforted, Túlnessa bid Paladrus farewell and wished him luck on his hunt.

After a day of hunting with no sign of the Great Hind, Volsung suggested they could cover more area if they parted company while searching for a trail. Paladrus saw the wisdom of the plan and agreed. Thus did Volsung leave Paladrus' side and return to where Túlnessa lay sleeping.

As he approached the sleeping goddess, he saw her children prowling around her, nervously pacing.

When the Children spied Volsung's approach, they began nipping at their mother's tail. Their sharp teeth pierced their mother's hide and caused her to bleed. She awoke with a pained roar, pushed her children aside, and cried, 'My children, why do you wake your mother so?'

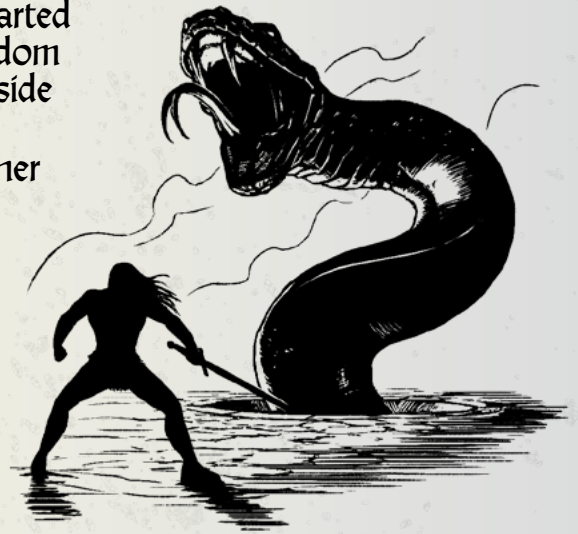
'We woke you that you shall listen to our pleas,' one said. 'We woke you so you shall share your power of creation with us,' said another. 'Give us your power or Volsung will kill you,' a third spoke.

It was then she saw mighty Volsung approaching, his spear blazing in his hand.

'Traitorous children,' Túlnessa roared, 'You shall not be allowed to threaten your mother!' She swatted her children far from her, and her children cried piteously in mock pain.

Volsung saw Túlnessa hurting her children and stepped in front of them. 'I am here to help your children,' bellowed Volsung. 'You will no longer harm them!'⁴

Round and round they circled; spear, tooth and claw striking swiftly. With each blow that Volsung landed, the blood of Túlnessa fell upon his flesh. How it burned and enraged him. Each drop gave him strength and fury until he succumbed to the bloodlust. His mind awash in blood,



⁴ It is interesting to note how much of the speech in this section between Túlnessa and Volsung had ambiguous meaning. It seems that the unfortunate gods are only aware of the darkest meaning that can be attributed to the others words. For instance, when Túlnessa calls her children "traitorous" and states that they will "not be allowed to threaten their mother", Volsung only hears what Túlnessa says and was unable to hear the third child's statement that she should 'give [them] [her] power or Volsung will destroy [her]'. If Volsung would have heard this statement, it is likely that he would have correctly interpreted Túlnessa's threat as a means of self-defense. Instead he only sees her actions as unprovoked violence towards her offspring.

Volsung struck Tuhessa's mighty heart with his spear. Volsung laid low the great serpent.

Tuhessa's children looked with fear upon the transformed Volsung. 'Your appearance frightens us,' one said. 'You are no longer the Volsung we know,' said another. 'We shall call you Balar now,' a third spoke.

Balar roared in victory over the slain body of Tuhessa, reveling in the power of his might. He raised his spear high above his head and spoke, 'Tuhessa's blood flows as a sea and from this day I shall wade through it as a ship sails the oceans.'

Tuhessa looked up and spoke to her children thus.⁵ 'My children, you have risen against your mother, and for this I curse you. Forevermore shall you plot against each other as you have plotted against me. Forevermore shall you fear that your siblings shall bring you death. Forevermore shall you be shattered.'

Balar was moved by these sad words and the blood rage left him. He was Volsung once more and he wept for his rash actions.

PALADRUS' RETURN AND THE WORLD'S FORMATION

And it came to pass that Paladrus returned from the hunt. As he reached Tuhessa's resting place he saw a horrible sight. There lay his sister broken upon the ground, blood flowing from her many wounds. Kneeling by her side, covered in her blood was the great hunter Volsung. Volsung raised his gaze to meet Paladrus' and a tear fell from his eye.⁶

'Paladrus, it was I who slew Tuhessa and in doing so, I committed a great sin. I was misled by her children when they spoke of her terrible nature. I slew her believing she meant harm to her children, but such was not the case. I give myself to your mercy.'

Paladrus felt righteous fury build within. For a moment he threatened to strike Volsung low where he knelt. Then his rage turned to sorrow, and he knew the slaughter of Volsung would not correct the great wrong that had been committed.

'Volsung, for killing Tuhessa you, yourself, should be slain. But sorrow plain rests upon your countenance, and your shame is for all to see. You shall not go without punishment, however. As you have felt Tuhessa's blood upon you, you are now a divided being. You are now Volsung who is Balar. All you create from this day forth shall bear your division, perhaps ultimately to its destruction.'⁷

Paladrus then turned his gaze to Tuhessa and thus spoke. 'Tuhessa, often we dreamed a creation. And together we shall forge this creation as a great monument. Your remains shall be the foundation

⁵ Here is where one of the contradictions of Southern Imperial religious thought is shown plain. Their god Tuhessa is clearly slain at this point in the story, and yet she still speaks and has motives of her own. According to this text it seems that death is not really of concern as it does not seem to decrease the gods' ability to interact with their surrounding world. This makes it odd that the gods grieve so much for the death of one of their number. Here, as elsewhere, Tuhessa speaks without any apparent difficulty. Indeed, the priests of Tuhessa from the Southern Empire do seem to be connected to a divine source as the miracles they are able to produce, while disturbing, are none-the-less powerful.

⁶ It is from here that one of the holy symbols of Paladrus is derived. The image of a single eye with a tear falling.

⁷ This is the point in which it seems that Ochesa who is Volsung completely attains his third form of Balar. With this final curse from Paladrus, he becomes Ochesa who is Volsung who is Balar. This curse can be seen playing out in many tales such as Volsung's creation of the Nothri.



of all creation so that none shall forget you. Your death shall not go unnoticed.'

Paladrus then took the skin of Tulhessa and held it aloft. 'Your scales shall make the sky glitter in the darkness and glorified in the light.'

Paladrus contained her blood and spoke, 'Your blood will sustain life, gathered into oceans, seas, rivers, and lakes.'

Paladrus gathered her bones together and spoke, 'Your bones shall be the lands that rise from the oceans as great mountains.'

Paladrus then called the Great Weaver to his side and spoke thus... 'Great Weaver, your skills at the loom are matched by none. I ask that you weave a shroud to cover the remains of Tulhessa, a veil more perfect and beautiful than any other. In this way, Glory shall be Tulhessa.'

'I shall do this for you dear Paladrus,' replied the Weaver. 'I shall weave not just one shroud, but many for the dead goddess. Thus she will be eternally protected.'

The Great Weaver worked and worked under the gaze of Paladrus. She created cloth the likes of which had never before been seen.

The first shroud, named Ihrefeng, was tempestuous in color and pattern. It laid over the jagged bones of the fallen goddess and quickly became stained by the flowing of her wounds. The Weaver added fire upon this cloth to purify its visage. The gods gathered 'round and their words of remembrance took form and strode across the surface, showing homage to the fallen.

The second shroud to be laid, christened Talla na Fáil, was of ochre and umber, jade and azure. The flames were thus contained as calcified color and wonder. The Great Weaver scattered earth upon the shroud to protect it from harm. The gods gathered 'round and their words of remembrance took form and strode across the surface, showing homage to the fallen.

The Third shroud lay in memory of the chaos of life and death. Woven upon its surface, the story of Tulhessa's life and death was forever set. Death had entered the realm of the gods and the shroud Æliode shall teach the lesson of mortality for as long as the monument stands. The gods gathered 'round and their words of remembrance took form and strode across the surface, showing homage to the fallen.

The Fourth shroud, Saerforn, was woven from the breath of the gods, gossamer and serous. It laid lightly upon the rest, filled with colors of terrible sublimity. The ebb and flow of power within Saerforn shroud were hypnotic. The gods gathered 'round and their words of remembrance took form and strode across the surface, showing homage to the fallen.

With the last shroud laid, the Weaver took repose and gazed upon her works.

Though the blood of Tulhessa soaked through the shrouds in some places, it was indeed a beautiful sight to behold.

'This creation is very fragile,' she said to Paladrus. 'I must gather my children upon the shrouds to stand guard o'er the weave.'

Paladrus looked down upon the work and was pleased.

VOLSUNG CREATES THE WEORG

...And lo did Volsung watch as the Great Weaver spun Tulhessa's Burial Shrouds and placed them upon her body. He watched as she gathered soil, flame, and cloud between the shrouds. He watched her close the rite and seal the last covering upon the body of Tulhessa and, her work completed, take her leave.

Volsung remained and considered the Great Monument while the Eternals prepared further honors for their dead kith.

'While the Great Weaver's children will care for the weave of their mother's shroud, they can do nothing to staunch the weeping wounds that stain,' thought Volsung. 'I shall sculpt guardians to aid the little weavers, creatures to shore up the unstained and contain the evidence of her wounds.'

Volsung reached down through the realms, through layer after layer of shroud till he grasped soil. Then he did pull this handful of clay back through flame and cloud, adding their mass to its shape. Little by little, he sculpted his new servants.

'Earth, I awaken you,' spoke Volsung, 'aid me!'⁸

His servants awoke to find themselves on a rocky shore with sea-spray in the air, the tide threatening to wash over them.⁹ They began to panic when a voice thundered from the sky above.

'I am your creator, Volsung. You have been made to bring the land from the sea. Through me, you shall cause the land to grow and flourish. Where you walk mountains shall rise; where you live the earth shall touch the sky,' the voice thundered. "You shall make a land to hold back the ocean and hold up the sky!"

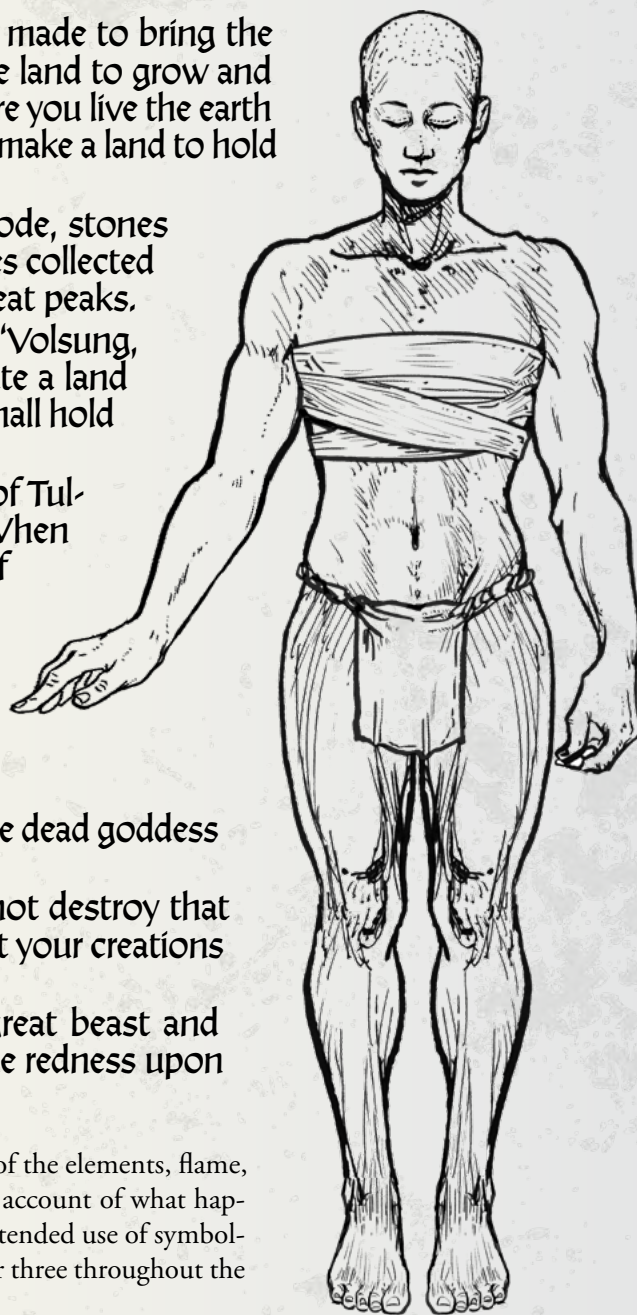
And so it was that where his creations strode, stones gathered and the land lifted. Where they lived stones collected into boulders, and boulders to hills, and hills to great peaks.

The people looked up to the sky and cried, "Volsung, Father of All, we shall do as you ask, we shall create a land worthy of you. We shall hold back the ocean. We shall hold up the sky. We shall craft as you command."

It was then that Anhr came upon the body of Tullhessa, Volsung, and the creations of Volsung. When Anhr saw the slain Tullhessa, he let forth a cry of rage, as Tullhessa was his only ally. He raged for the death of Tullhessa, and he raged for the manner in which it occurred. He was not told of her death nor allowed to aid in the building of her Memorial. The audacity shown by the Others defiled her; their creations trod upon her resplendent form as they worked, thus profaning the dead goddess and her rest.

Anhr spoke to the gods thus, 'I alone cannot destroy that which you together have wrought, but I will not let your creations demean the Great Serpent.'

He dipped his hand in the blood of the great beast and brought the dripping ichor to his face, smearing the redness upon his skin.



⁸ It should be noted the Weorg here mention the all three of the elements, flame, soil, and cloud. Most theorists believe this if a purely descriptive account of what happened. The Tristes Arcanus, however, believe that this is just an extended use of symbolism. They draw connections to the many other uses of the number three throughout the mysteries, most notably the triplicate dragons of Tullhessa.

⁹ This is most certainly a description of the realm of Saerforn, the home of the Weorg.

Then he turned his seething towards Volsung. 'Your pitiful servants do not belong near one as great as Tulhessa. They bring naught but desecration. They deceive all of Creation into believing she is but hill and mountain and plain and ocean, not a god of eternity. As they are deceivers and destroyers, I shall name your scion Weorg and I shall remove their acts and their mortal frames from my beloved. I shall purify her of your creations, tear apart her tattered shrouds, and build a befitting glory to hold her bones!' Anhr roared.

As the rage of Anhr then fell upon the land, creation began to fight and quarrel. They divided up the land amongst themselves and slaughter was commonplace.

Some Weorg dug deep into the land they created making their homes in the earth. They beseeched their god Volsung for guidance.

But some Weorg felt the call of the seas. During their creation, the cloud of their form became unbalanced. The shifting waves sang in their veins. They grew and became twisted. They built ships and rode the waters they were supposed to hold back. And when they spoke to their god Volsung, the only voice they heard in reply was that of Balar.

And so it passed that Weorg and Fomoire came to inhabit the Mortal Plane, forever to war with the other.

THE ENCROACHING EXPANSE

As the shrouds fell upon the slain and the lanterns lit, jealous eyes watched from the distance. Creatures from beyond the ways of Tulhessa's camp sought vengeance for their having been hunted for ages uncountable. They could smell the death wafting from her fallen form. Her blood's odor called beasts of all description. They all wished nothing more than to consume her.

When night fell and Paladrus' gaze fell elsewhere, they would sneak into the camp. Quietly they would approach the monument. Silently they would pick at the burial shrouds protecting the blessed remains.

But every morning as the gaze of Paladrus' gaze returned, they would scurry away. The weavers would then repair the damage wrought over the night.

Thus the cycle repeated. Whenever the guardian's of the Monument had their attention elsewhere, the beasts from beyond the camp would sneak in to claw their way through the shroud's to their goal.

Every so often one of these terror's would succeed in rending a hole in the shroud large enough for them to slip through. There they lay between the shrouds, hidden from the god's and their minions. And when they make their way through all the barriers, the sacred remains of Tulhessa will be their reward.

ESHU ENCOUNTERS THE JANN

As the morning sun rose and my gaze drifted from the fire, I was aware that I was not alone. A comely woman of middle years sat across the fire, regarding me with interest. As I prepared to speak, I happened to peer into her eyes. At first, it seemed as though the campfire's flame was reflecting in her bright eye. But as I studied its dance across her eye, I knew that the flame was no reflection. It came from within her soul.

My guest was Jann Djinn.¹⁰

¹⁰ This is the first mention of the Jann in any known Æliode text. Some crude drawings have been found in caves deep in the deserts of Rigia that are thought to predate this text, but local lore keepers disagree that the images of the Jann. They instead claim the images are of local spirits connected to the desert winds.

"Speak not, Eshu, wanderer and wonderer," the Jann spoke. "From your countenance, I know you are in the grips of Vision.

The way of things is not for mortals to know, but one may glimpse a truth. I shall reveal to you truth and lie in the hopes of pointing towards Truth, for that is the way of mortals.

The world is a monument to the great dead goddess. Built by her kith and kin to honor her and as a reminder of the dangers.

Imagine first the setting, the realm of powers eternal and unknowable. Imagine flagstones laid upon the ground and a warm dry breeze lightly blowing. A sky above showing eternity. This is the Expanse. It is the realm of eternity, the stage upon which all else unfolds. It is, at once, part of everything but, in its purity, it is that which is not. At once the null and the infinite.

Upon this stage lays the dead goddess. Forever in repose, a remembrance of treachery. Her body still upon the ground where she was slain by hunter's spear and deceitful tongue.

Four poles raise from the ground skyward, held in place by titans created for that purpose. The many armed titans strain to hold the pillars in position for atop the pillars, hanging much as a tent cloth of a market stall, is draped the fullness of the goddess's many-colored hide. The ponderous weight of her glistening scale causing titans to strain as they hold it aloft.

Laid upon the corpse of the goddess are four shrouds. Each shroud a world unto itself. As the cloth is lifted high by the bones of the goddess, there are the mountains of the world. Where it lays low collects the blood of the goddess, and there rest a world's oceans and rivers. Just as the shrouds lay one upon the other, so does the slain form of the goddess echo throughout the worlds. Thus each world resembles the others, if but in crude form.

Hanging from the tent poles, positioned around the tent's edges, hang bottles, amphora, and jars. Each contains a word of its own.

This is not Truth, but it is the only truth we may know."

It was then that I heard the call of the beasts howl in the distance. As I turned to the noise I saw several dozen pairs of iridescent emerald eyes gleaming in the darkness beyond the firelight. As I focused upon one pair, I began to see a body take form.

At first I wondered if it was a local beast on it's nightly hunting. The body then began to take the form of a great prowling cat, larger than any I've seen on my travels.

And it began to pad its way forward, its glowing eyes trained deep into mine.

As it approached I realized the eyes were the wrong color for a feline and my mind, unbidden by logic, recollected a childhood memory of an emerald necklace worn by an elder of my people. And as the beast took its second step, it morphed from feline grace to the staggering gait of an elder of my tribe walking with their staff.

The Djinn stood up quickly, placing their body between mine and that of the approaching human. They pulled out a long necklace made of hundreds of polished Lapis lazuli stones. The Jann threw the gleaming necklace in a grand arc far into the distance. Every eye followed the jewels path through the sky.





A skittering noise rose as all the beasts in the dark chased after the valuable stones. Snarls, yips, and other sounds of bestial conflict could be heard receding into the distance.

The Jann continued their lesson.

"And we are not alone. Beyond the god's memorial are others. Beings whose nature we cannot understand. They live in the Expanse beyond the protective barrier of the grand monument. Some are small like those we just encountered. Others are larger than cities or forests. They take the shapes our minds and beliefs grant them. Thus embodied, they work their will upon the realms of the gods.

They seek the weak places in the Monument. Where the spirits of the gods are not represented, they tear at the fabric that protects the dead goddess. Where the emissaries' devotions are weak and cease to hold the shrouds in place, the divine cloth becomes weak and worn. It is here that the holy becomes fouled. It is here that the foundations become rotten. It is here that the destruction of the gods' great work is found.

The rites, rituals, and symbols mortals create are the most reliable defense against such creatures, though they are far from a perfect defense. The more these items are filled with mortal belief, the stronger they are. The coalesced faith-made-manifest binds the wounds of the world. Thus the foreign beasts are kept at bay.

Remember the idols of your gods when you walk the world, for the gods experience our world through mortalkind. Hold them proudly above you and keep your faith strong. Lite the fires of your people, spread their soil, share their food and stories.

Where mortals walk, so to do the gods."

I had heard enough. I knew of the Djinn. While Jann Djinn may seem nobler than their kin, the Jann's warning of falsehood echoed in my ears. And my people know all Djinn to be deceivers.

As she stood and walked away, I knew not which words she spoke were truth and which fable.

THE TRAIL OF MIDNIGHT (The Dark Trail)

At the dawn of the third age, the power of the Sidhe was in ascendancy. Their powerful secrets grew in strength until they rivaled the gods. In their pride they believed that the land of mortals was theirs alone to mold and form. And in their arrogance, they emerged from their hills and demanded fealty from the Children of the Plains and the Children of the Sea.

The Children of the Plains, being simple folk, saw the Sidhe as great teachers and eagerly embraced their ways.

The Children of the Sea, however, were of prouder stock. These Fomoire fought against the would-be invaders. Battle after battle left the Fomoire weakened and beaten until the birth of Balar the Twisted.

Balar came forth from the depths of righteous anger and unmatched skill in the arts of war. Though he bore a twisted frame and grotesque visage, He knew the secrets contained within the blood. Balar taught his kin to take on powerful aspects of animals, twisted into indomitable mockeries of nature. Their new and powerful forms craved the flesh of the Sidhe. The lands they reclaimed soon became dead and blighted.

Emboldened with fury, the Fomoire and their god-king Balar hunted the Sidhe almost into extinction and the wars drained much of the life of the land.

The war between the Sidhe and the Fomoire erupted with such savage violence that the world itself began to split and crack. For seven generations mortal blood fell heavily upon the land, and after seven generations, the Sidhe began to waver.

The few remaining Sidhe withdrew into their places of power and hid, weaving powerful magic to protect their remaining lands from the Fomoire. But this magic had its limits; only 10,000 Sidhe could be cloaked from their enemies' keen eyes. Should more Sidhe ever gather, the latent energies of their souls would become visible.

Once the Fomoire could no longer feed upon Sidhe flesh, the rage within them burned to embers. The Fomoire withdrew from the wilderness to the sea and lived upon the islands on which Balar made his home. But without their rage and Sidhe flesh, they grew weaker over the ages.

For seven generations, the Sidhe hid under their trees. Thus protected, their numbers began to grow. As they counted their kind, they soon became troubled for they approached the limits of their magic. They knew that should they wish to survive, their people must be divided.

So one third of the Sidhe gathered great medicines and the knowledge of the stars. After collecting this wisdom, they began their journey to the far south to a land of lush mountains and vineyards. Here they hid upon the edge of the world.

One third stayed in the Lands of Summer. They gathered in their hills and lived in the shade of the last of the trees. Here they kept practiced the music of the hills and kept devotions to their queen, Danu of the Phanree, Lady of Ydraila.

One third braved the lands to the north. They gathered their pride and their ancestry, then traveled through the vast mirror of the North. For seven generations did the Sidhe travel, evading the Fomoire of the land and became close acquaintances with the marks of mortality.

Each, upon reaching their new homeland, built a ring of seven fortresses away from prying eyes. At the center of the rings, they planted the Seed of the Sky. Though many Sidhe died, they weaved their magics amongst the branches and leaves of their great trees, imbuing the shadows of the glade with the ability to obscure their works.

To this day no more than 10,000 Sidhe may live in any land by tradition and fear of the Fomoire return.



THE GRAND MONUMENT

The world of Æliode is not alone. The multiverse teems with supernatural worlds and dimensions that house all of creation. Beyond the barriers of the Mortal Realm of Æliode lay the sublime works of the divine; realms of pure dream and idea; the birthplace of souls and daemons; and the great and terrible Expanse, home to unknowable beings called the Gods. Worlds both glorious and terrible to behold await those few heroes whose fate leads them beyond the natural realm.

Stitching these worlds together are mysterious threads of barely contained energy called ley lines. These bands sew the multiverse together using strands of primal essence. Each ley line is attuned to basic concepts of reality. These concepts range from the concrete (the three elements of Cloud, Flame, and Soil), to the abstract (Emotions such as Hatred and Calm, or ideas such as War and Abundance).

The esoteric energies these ley lines contain are the basis for both magic and miracle. By combining the forces within these lines, Will becomes Reality. Wizards are living nexus points of these ley lines, spells use their energies to give thought a physical form, and mundane objects become imbued with mystical abilities if exposed to the lines for too long. Some creatures use these lines as maps and pathways to cross from one realm of reality to another.

As your character's tale unfolds, you may find that you no longer walk the paths of other mortals, but tread across lands from myth and legend. Here stand the cities and civilizations lost to the Expanse and cultures that defy belief. And the creatures you encounter may blind you with beauty or be the very manifestation of horror itself.

Together these worlds are known as The Great Monument.

THE MORTAL PLANE

The Mortal Plane, called Æliode by most, is the nexus of the Monument's spiritual design and is currently dominant among the Major Planes. It is the favorite of the gods as it depicts the nature of life and death, beginnings and endings. While other worlds are bound to other realms, Æliode is one of the few through which all ley lines must pass.

Thus blessed by the god's, most creatures native to the Grand Monument are able to survive, even thrive, within Æliode. As such, it is a destination for many foreign entities.

BEYOND THIS MORTAL COIL

The realm of mortals is but one small corner of existence. Beyond the barriers of Æliode lie other ancient worlds. Some are the remnants of lands lost to history; others are future echoes just beginning to take their place in the Great Monument.

Even further adrift upon the ever shifting Expanse lie lands beyond the comprehension of mortal minds. Myth, dreams, and perceptual metaphor are the mortal mind's way of organizing these eternal powers. Hidden behind this facade are the pure workings of reality abstracted from the mundane worlds.

PLANAR TRAVEL

Travel between the different realms and planes of existence is an experience few mortals have, and even fewer survive. Only the most brave, or the mad, seek out the lands of the dead, the homes of the gods, the cities branded forever into myth.

Once the bounds of mortality are left behind, dangers and treasures beyond count often lay ahead.

There are three ways in which a would-be traveler may travel between the different realms of reality: Spells, Portals, and Belief Voids.

Spells: There are several spells which allow mortals access to the myriad of planes within the Great Monument. Spells such as *Plane Shift* and *Gate* kill weaver spirits and tear holes in the boundaries between planes allowing passage to other worlds. *Dimension Door* and *Teleport*, tear such holes into the Expanse allowing quick travel from one spot in a realm to another. Etherealness allows a traveler purposeful physical access to the Expanse while *Astral Projection* permits the spirit to pierce the barrier and allow travel beyond mortal bounds.

Portals: Portals are more permanent, stationary, and often natural gaps in the barriers between worlds. They often occur where strong ley lines intersect or in locations inhospitable to weaver spirits. They can spontaneously form in ancient sites where the Weave has frayed with age. Signs of the world beyond mark these portals, often hinting at what lays beyond. For instance, to travel to the fiery paths of Ihrfeng one would likely have to find a source of fire or flame and pass through it while those wishing access to Saerforn may have to immerse themselves deep in a pool of water. Anywhere else and the barriers between the world are just too strong for a portal to stand for any length of time.

Belief Voids: The barriers between the worlds may be built and repaired by weaver spirits, but they are maintained

by the beliefs of the inhabitants of the realm. Many believe that the gods created living beings as tools to hold the barriers in place by the very existence of their beliefs.

This does mean, however, in the lonely places of the realms, far from civilization and the dogmas of its people, these barriers weaken and the Expanse bleeds through into reality.

Where the barriers are weak, travelers may find that they fall asleep in one world only to wake up in another. They may find sublime waterfalls of eternal life or creatures whose visage drives them mad.

Travelers often carry items of particular cultural significance to reinforce the Weave protecting their realm. Religious icons, clan banners, symbolic treasures that are symbols of a great many people's belief are sometimes enough to hold back the unknowable dangers of the Expanse. Roadside shrines, the markers of civilization, dot the landscape to offer succor to the weary traveler against the hazards of slipping away.

Should one not be too concerned about where they end up, the would-be plane jumper need only travel into the desolate unknown. Soon such unfortunate souls find themselves in the tumult of the Expanse.

THE EXPANSE

The Expanse often bleeds into other planes in remote areas. Where there are fewer sentient beings, and their beliefs, to reinforce the Barriers, the distinction between a realm and the Expanse becomes muddled. There are times that individuals wandering alone, far from civilization, may find themselves looking into the open plains of the Expanse, or wake up finding the terrain around themselves changed.

The Expanse is the realm in which all others exist. It is the space that is filled by all other realms of existence.

When traveling between realms, teleporting, gating, astral projecting, or engaging in most any other transplanar travel, the traveler is interacting with the Expanse or even traveling through it. When new planes are created, such as by Bags of Holding or spells that create extradimensional spaces, these spaces exist by pushing the Expanse back creating temporary pockets held by belief.

Spells such as Etherealness and Astral Projection allow a character to move into the Expanse, either bodily or mentally. Some creatures' natural vision, as well as abilities and spells like See Invisible and True Seeing, allow the Expanse to be glimpsed through a realm's barrier. Any spell that affects or interacts with the Ethereal or Astral Plane should be considered to have the same relationship with the Expanse.

The Expanse is constantly trying to break through the planar boundaries put in place with the Grand Monument. Were it not for the diligent work of the Weaver Spirits and the reinforcing beliefs or mortalkind, the Expanse would flow into the Monument's realms, destroying all of the god's works.

THE MAJOR REALMS

The Myth of the Grand Monument is the perfect metaphor for describing the structure of the Major Realms. Like shrouds layered upon a resting corpse, the major realms of the multiverse are stacked upon each other. They are distinct from each other. However, they all cover the same base and influence the form of each other.

If one were to stand in one location but tear through the boundaries of reality, they would find the worlds beyond to be haunting versions of the world they knew. Mountains would stand in the same locations, rivers tracing very similar paths across the landscape; sometimes even ancient cities seem to be located in the same "spots."

However, each landscape is "interpreted" by the realm. The shifting dunes of the vast deserts of central Ihrfeng become the wooded hills of Talla na Fáeil. These hills soon transform into the rolling farmland of Æliode and the cresting waves of the inland seas of Saerforn. Each realm mimics the foundational plane of Tulhessa, each tied to the other by ancient ley lines.

The Three Elements, Cloud, Flame, and Soil, each find an affinity to a world (Talla na Fáeil, Ihrfeng, and Saerforn respectively). Each major realm is also tied to certain emotions, cultures, and afterlife.

Through these ley lines, echoes of the passion, heat, and flame of Ihrfeng is found throughout the multiverse. Other ley lines transfer energies such as the fluidity of Saerforn and the vitality of Talla na Fáeil. While these ley lines emit the three elements of Cloud, Flame, and Soil to the other worlds, only Æliode is bound to all other realms, major and minor.

Alongside the Expanse and Æliode, the Great Monument is comprised of 5 additional Major Realms: the Nebris, Saerforn, Talla na Fáeil, Ihrfeng, and Tulhessa.

The Expanse: This realm between realms is known by many names. Ethereal winds blow across the empty landscape. Ghostly images bleeding through from other realms haunt lone travelers.

The Major Realms

The Nebris: The Nebris is the uppermost boundary of the Grand Monument. It is the firmament separating the realms of mortals from the unknowable realms of the gods.

Saerforn: Vast seas and oceans cover most of Saerforn, radiating the element of Cloud throughout the Grand Monument. It is the original home of the Fomoiré and the Weorg and is the realm all Ostmen spend their afterlife.

Æliode: Mortal humans call Æliode home. It is the primary realm in which most stories in the Imperiums Campaign Setting take place. It is a world of trees and castles, rivers and cities, and all that is considered natural.

Talla na Fáeil: Talla na Fáeil is home to the powerful Sidhe and all of fae-kind. When a Triufir passes from the mortal realm, their spirits come to Talla na Fáeil to be born again. After living their measure in the fae realm, they are born once again upon Æliode in an eternal cycle of reincarnation. It is the land of earth, soil, and stone.

Ihrfeng: Avitians believe Ihrfeng is the birthplace of their souls as well as where they return upon their death. It is a land of strong passions, and home to the first mortal lineages, the humans, and Djinn. The realm also fuels fire, heat, and flame.

Tulhessa: Most traditions believe this realm is the foundation upon which the Grand Monument is built. It is believed to be the realm filled with the remains of a dead god or goddess, a divine being filled with anger for what has befallen it.

Tulhessa: The Foundation

While many argue over whose bones form the foundation of Tulhessa, it is clearly evident it is a site of great violence and turmoil. Some believe it to be the remains of an immense skinned dragon. Others teach that it was a great bird covered in burial cloths whose wings are too large and fold over to form the sky.

The terrain itself is terrifying to most. Major features of one world are transformed into similar, though often grotesque, forms. Mountains have the look of bleached bone; rivers, lakes, and oceans are the color of blood; the night sky glistens with the twinkle of distant scales or feathers; a fiery reptilian eye plucked from a god crosses the daytime sky dominating the heavens and shining in brilliant pain.

Most Tulhessic natives are as grotesque and unknowable as the land itself. Called “demons” by mortal sages, these creatures vary greatly in temperament and description. But they are often a danger to any who meet them.

Ihrfeng: Realm Of Fiery Passions

Ihrfeng was the first of the four Major Realms to be laid upon the Great Memorial. It was the first boundary formed and the template for all others. Folklore claims Ihrfeng was the birthplace of the first mortals. Here humans and Djinn lived side by side for an age. Then came the boundary of

Talla na Fáeil and the fall of the First Age.

The land of Ihrfeng is harsh and unforgiving. Made from solidified fire, the landscape is awash with heat. Sometimes so arid as to dry one to dust, other times the humidity is akin to steam. But, always, there is the heat which saps away the strength of any who visit.

Those who have lived within the realm of Ihrfeng claim that they can feel how close the Dead Goddess is on the other side of her shroud. Her anger is sometimes seething in the whisper of the dry winds, other times searing in its reckless abandon. It is a land of passion, urging all to live lives of greatness or be consumed and left a cinder.

Weakness in Ihrfeng’s barriers are rare, but they are easy to notice due to the flame and heat that often accompany them. Deep within the earth pools of molten rock form permanent portals. Once in a generation, a wildfire grows so large and powerful that it tears a hole through the planar boundaries into Ihrfeng. However, some small flames have been kept lit for centuries by devotees, and, though small, their persistence has created portals.

As the souls of Avitians travel to Ihrfeng to live out their afterlife, many temples keep “Eternal Flames.” It is the hope that one day these flames might become a pathway directly to the afterlife and that the grieving may once again speak with their ancestors through the flame.

Talla Na Fáeil: Realm Of Nature

Known also as the “Hall of Hospitality,” Talla na Fáeil is home to the Sidhe and the resting place for souls from Tir Ydrail. Legend holds all plants and animals originated here and only slowly made their way to Æliode. It is the perfection of nature.

Endless forests, resplendent jungles, vibrant plains and labyrinthine underground cities dominate the landscape. Animals and plants, both “real” and “imaginary” are in abundance. The Sidhe rule from their fortresses beneath the hills.

Triufir bards hold that humankind lived here before passing through the Weaver’s barrier into their new home of Æliode. Those lucky few who have returned from travels to the land of Fae speak of ancient, massive city ruins being reclaimed by tree and vine. Pockets of humanity still can be found hidden away, though most passed into Æliode when a great disaster brought about the end of the Second Age.

The barrier between Talla na Fáeil and Æliode is weakest in the lands of Tir Ydrail. Those who are not careful have found themselves crossing worlds, lost to the Sidhe.

Æliode: Realm Of Mortals

Æliode...Realm of the Third age of mortals. All other

realms bleed into Æliode to varying degrees. It is comprised of elements from all the other worlds, combining them into a majestic whole.

Ley lines from every other realm wind their way through the Expanse to Æliode, manifesting their influences to the wonder of mortal-kind. Because of its central position in the Great Monument, it is the only realm able to represent, at least in part, aspects of every other plane in the multiverse. Oceans from Saerforn, ancient woodlands from Talla na Fáeil, and the deserts of Ihrfeng all have reflections in Æliode.

Humankind is the most numerous of the mortal lineages in Æliode. Their empires stretch great distances in attempts to tame the realm.

Nine human empires currently dominate the realm. However, for all their power and numbers, their hold is tenuous. Æliode's connection to the other realms makes it easier for these worlds and to influence the land. Powerful creatures and esoteric forces travel the less inhabited regions, often stalking mortals as prey. And the godlike Titans roam just beyond the planar barriers separating Æliode from the rest of creation, threatening to destroy the fragile mundane existence lived by most.

Saerforn: Realm Of Wind And Storms

Saerforn, meaning "Old Sea" in the tongue of the Weorg, is the youngest of the Major Realms. Many see the Realm of Saerforn as a sign that a new age is on the horizon; the time of Æliode's fall is near. As the Great Weaver settles their final veil upon the corpse of Tulhessa, the oceans of Saerforn surge with vitality while the empires and civilizations of Æliode crumble with age.

The realm is an ocean world, where the souls of all Ostmen (Fomoire, human, and Weorg), are sent when they die. The seas are rough and tumultuous.

The waters and islands near the Ostmen Islands in

Æliode closely resembles the waterways and archipelagos that span Saerforn. It is here where the barriers between the worlds are weakest. Ostmen firmly believe ships lost in the northern seas have passed over the edge of the world and fallen into the realm of Saerforn.

Most civilizations live upon chains of islands that dot the world's surface and span hundreds of miles. However, tales abound of cities built upon the backs of massive turtles, inside the bellies of gargantuan whales, or on the decks of ever-expanding, floating vessels. The Fomoire of Æliode live beneath the ocean waves in ancient fortresses; they arise only to raid and war with the surface world.

Five great mountains, called the Poles of the World, erupt from the surface of the water and pierce the skies above. The Fomoire and Weorg believe these mountains lift the ceiling of the Great Monument from the realms below. On dark nights, warnings are told by firelight of the destruction to come on the day even one of these mountains falls. These rocky landscapes are the largest regions of solid ground to be found in Saerforn.

Nebris: The Skin Of Tulhessa

Hung above the other major realms is a grim reminder of divine murder. Nebris is often described as the skinned hide of a dead goddess, propped above the rest of creation by five pillars. The stars of the night sky are but the glittering scales from her hide. A falling star is one of these scales being released from the hide and falling through all the realms till it violently lands upon the ground. Some theorize that rain may be blood falling from the hide.

Others claim the sky to be the curled-over wings of a great bird. While reality rests upon the bird's stomach, the wings protect mortalkind from the dangers of the Expanse. On occasion, a feather is released



from the wing and falls to the ground, burning to a cinder by the descent.

Regardless, stories tell of a landscape of ever-changing colors. One can, by looking “up,” see the whole of creation above them. Legends persist of powerful heroes that had even passed beyond this barrier. Having beholden the true faces of the gods, these heroes joined the ranks of the divine to live forevermore in the Expanse.

DEMIPLANES

Dangling from the framework of the Grand Monument are numerous smaller extradimensional spaces, each with their own rules and role in the Monument. Some demiplanes are permanent, set into the multiverse to influence the course of reality. Others are temporary realities left behind with the ebb and flow of the Expanse.

Permanent demiplanes are central to the proper functioning of the Grand Monument and the multiverse. Demiplanes help organize the esoteric energies of the ley lines into a form that is understandable by limited minds. The Realm of Ideation, for example, is accessed by mortals when they think of any object, from chairs to birds to numbers. If these primal ideas of objects are destroyed, they become forever unknowable to mortal kind.

Transient demiplanes, however, rarely play such a fundamental role. They can be created by spells such as *Demi-plane* or by the will of powerful creatures. As the Expanse, and its influence, grows or shrinks, demiplanes form in the space left behind; only to be washed away the next time the Expanse increases. Sometimes if the beliefs of mere mortals become strong enough, their collective willpower may cause the Expanse to retreat and a demiplane to form. If their will ever wavers, the fledgling reality crumbles into nothingness.

Below are a few of the many pocket worlds found in the *Imperiums Campaign Setting*.

Ignus Oculus. The Sun realm.

Luna Oculus. The Moon realm

Realm of Ideation. The realm where the ideal forms of all knowable are located.

Hall of Sorrows. A prison built by the Gods of the Watchful Storm to imprison the Gods of Sorrow.

Ignus Oculus

The sun realm is understood by the people of the Issian Peninsula to be the eye of a god, torn free in a fit of despair. The eye sears with unknowable pain, and tracing its path across the Nebris. Avitians claim it is a burning chariot

housing a great forge. A goddess stands upon the chariot striking against the heated forge, creating the forms of living souls. One thing is in agreement; the Ignus Oculus is the focal point of all energies other than the animating force of Life.

Luna Oculus

The moon that hangs in the night sky is a plane of existence all to itself. Thought to be the living eye of a deity, the realm exudes a positive energy that grants all living things movement and growth. Lunic Energy is the animating power behind all living things and constructive growth.

Realm of Ideation

Tucked away in the Grand Memorial is a realm containing the totality of mortal thought and understanding. It is the eternal home of all ideas and forms that sentient minds visit in dreams and contemplation. Stories, songs, and art of all forms tap into the realm to fuel their creative processes.

Avitians claim the plane is the workshop of the god Esus. Here Esus stores its plans for the physical bodies of every beast, object, or idea the god has made manifest. As such it contains the pseudo-physical Ideal Forms of every animal, object, or abstract concept understood by mortals.

Dæmons of all types guard the realm against destructive forces. Irreparable harm could befall mortal-kind should any Ideal Form be destroyed. Since these Ideal Forms of objects are the framework for all the instances of these objects in the mortal realm, the destruction of a Form destroys all representations of it throughout the Grand Monument.

For Example, the destruction of the Ideal Form “horse” would cause all horses to cease to exist. Moreso, no one would likely recall such a creature ever existed.

Hall of Sorrows

The Hall of Sorrows was formed to act as a prison for the Gods of Sorrow. With the aid of the Gods of the Final Veil, the Gods of the Watchful Storm constructed the realm to house the crucified forms of their eternal enemies. To the mortal eye, the realm is a massive hall, with marble floors and walls, and great arching cathedral ceilings that hang higher than any mountain found on Æliode. The titanic bodies of the three gods hang nailed from one wall, each deity seemingly a mile in height. The opposite wall has three expansive windows into which an oppressive heat flows.

Designed by the Gods of the Watchful with the aid of Esus, the hall is a prison for the divine aspects known as the Gods of Sorrow.

THE EMPIRES OF ÆLIODE ARE AS MORTAL AS THOSE BEINGS WHO BUILT THEM. THROUGH-OUT THIS AGE, PEOPLE HAVE GATHERED TOGETHER IN LARGER AND LARGER NUMBERS, ESTABLISHING UNIQUE CULTURES, EACH WITH THEIR OWN BELIEFS, KNOWLEDGE, AND VIEW OF THE GRAND MONUMENT. MANY OF THESE CULTURES HAVE PERISHED LEAVING ONLY THEIR SKELETAL RUINED REMAINS HALF BURIED BY TIME.

TODAY, A MAJORITY OF ÆLODE'S LAND FALLS UNDER THE RULE OF ONE OF ONLY A DOZEN MAJOR CULTURES.

Chapter Two

The World of Æliode



While there are many different cultures and lands found on the face of Æliode, this chapter discusses the three which have the largest parts to play within the Plight of the Tuatha storyline. Here you will find details of the far-reaching nations of the Avitian Empire, the hardy Ostmen living upon their islands in the northern seas and the ancient people of Tir Ydrail.

In each region, you will find a listing of the lineages and classes that call the empire home. You will also find what languages are spoken in the area as well as what alignment virtues the land most values. A brief description of the nation will follow providing a basic history and current status of each people. Each region also has detailed descriptions of the lineages commonly found within.

While the details provided may or may not arise in play during your Plight of the Tuatha campaign, they may be useful for both the players and the GM both when starting the campaign and when unfolding the story's background.

There are three major regions which have a part to play in this Campaign Saga.

Avitian Empire: A beacon of intellectual and civil light amongst less advanced civilizations. A military powerhouse striving to bring their knowledge to the rest of the known world.

Ostmen Islands: Home to the seafaring people of the northern Tulmolic Ocean. Considered by many to be raiders and pirates.

Tir Ydrail: The land of fae and ancient magics. Clans of deeply spiritual humans still fight to protect their lands from the endlessly acquisitive the Avitian Empire.

AVITIAN EMPIRE

Classes: Cleric, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer, Warlock, Wizard

Common Lineages: Weorg (Nothri, Vestri), Sidhe (Huldufólk), Ulda, Human

Common Human Languages: Avitian Standard, Issilini, Ostyr, Huldufólk

Alignment Tendencies: Authority and Loyalty

Until recently, the Avitian Empire was the most extensive political power on the face of Æliode. It is a highly advanced nation having made advances in engineering, philosophy, metaphysics, magical theory, language, and

political theory; though the Avitians acquired many of these advances through conquest. The ruling Emperor shares his power with the Senatus Aeternalis (a senatorial body comprised of representatives from all noble houses), and together they control the largest armies ever gathered by one government.

Where the Avitian Empire now stands, only the squabbling of hundreds of city-states once existed. Historically, these city-states were each ruled by a king or chieftain. They possessed unique cultural identities, traditions, and beliefs. However, a prophecy revealed by a conclave of priests and saints devoted to the god Advenus warned of dark days to come. These predictions came to fruition as House Galabadon warred and cajoled, gathered allies and crushed enemies, and with the blessings of the gods formed the Avitian Empire.

Today, many subcultures comprise the Avitian Empire. Some cultural norms and laws span the whole of the empire, such as belief in the Avitian gods and assent to the rule of the Emperor and the Senatus Aeternalis. Past these maxims, the local governors maintain control over their duchies. As a result, many diverse cultures coexist within the Avitian framework.

Travel is relatively safe in the empire compared to other lands. Politicians and generals frequently require their military legions to move from one garrison to another to represent that general's strength. A highly advanced and well-planned network of roads and military forts cover the landscape allowing for significantly improved logistics. Septs, centuries, and even full legions are relatively common sites on the Avitian roads and rivers.

THE LANDS

Though it no longer spreads over two continents, the Avitian Empire maintains tenuous control over tens of thousands of square leagues. From the frozen rocky homelands of the Huldufólk, to the cultivated fields of the Arva Plains; From the arid colorful stones of the Rigian Waste to the thousand waterways crisscrossing the far southern realms, The Avitian Empire rules over nearly ever possible climate and ecosystem. Don't like the land where you live, you are certain to find a place more suited to you somewhere in the Empire. Of course the land might already be inhabited by something that doesn't wish to leave.

The Northern Empire is dominated by the Rikstrn's Hammer peninsula and the Smederij Mountains.

Rikstrn's Hammer

North of the Stadji Mountains and the Slaking Sea is the long peninsula of Rikstrn's Hammer. This region once



contained only small fishing villages surviving by fishing the cold northern waters. After annexation by the Avitian Empire and exposure to the Empire's advanced building and farming techniques, combined with the local clan's long-held knowledge of the sea, the villages quickly grew and prospered. Advances made in shipbuilding and the construction of stone buildings have allowed locals to begin to fight off raids by both the Ostmen to the east and the vicious beasts descending the mountains to the south. Soon cities and stone keeps began to dot the land.

Beginning in 12,165 AE, Emperor Galabadon XXIII started to break treaties with the nation's clans and leaders, ultimately denying them their right to representation with the dissolution of the Senate. In the summer of 12,168 AE, the clans tired of the Emperor's deviousness, united under Jarl Retrivr, and rebelled.

The people of Rikstrn's Hammer are in a precarious position. Only the Avitian Empire's greater concern over the Ceravossian Republic, as well as minor rebellions happening across the Rigian Waste, has kept the region from gaining the Empire's full attention and the legions of troops that would soon follow.

Arva Plains

As the birthplace of the Imperial Bondsworn and the location of the capital city of Avitus, the Arva Plains are the cultural, spiritual, and political heart of the Avitian Empire.

When the average person thinks of the Empire, this is the land that most commonly comes to mind.

The plains are the center of Avitian agriculture. Much of the landscape of the central empire is temperate grasslands. Farmers gather in small communities for protection, planting fields of grain in the midlands. Along the western coast are large olive and citrus tree groves. As the plains reach the eastern foothills of the Godspine mountains, vineyards dominate the arable lands.

The Avitian legions have worked hard over the past 200 years to domesticate the region. The crowning achievement is the network of roads crisscrossing the landscape allowing relatively safe travel between communities. Main roads are paved and marked with signs and mile markers. Minor roads are also frequently patrolled by troops engaged in military movements.

Merchants have also set up a network of rest stops. While primarily for merchants and crafts people bringing their goods to market, other travelers sometimes are found in these permanent camps. Of course, they are first vetted for safety by the local caravan guards.

While there are few "wild" dangers to be found in this land, the amount of "civilized" threats are on the rise. Desperate revolutionaries attempting to escape the influence of Avitus travel the roads. Rumors are shared by the common folk of governmental and military officials under the sway of insidious demons. Conflicts between Avitian





Bondsworns, be they subtle machinations or outright skirmishes, are commonplace.

Rigia

The Kingdom of Rigia was officially annexed into the Avitian Empire in the year 11,856 AE at the completion of the War of the Red Stones. Since that time the Rigan Wastes, and more precisely the vast ore deposits found in the Ironfold Mountains on the southern edge of the Wastes, have been supporting the Avitian Empire. This region is now the primary source of metal items such as weapons and armor, as well as a source of architecture and engineering innovation.

The Kingdom of Rigia (especially its capital city Chandegar) is well known across Aeliode as a center of education and innovation. Rigan citizens have historically placed a high value on scholarship, literacy, and inquisitiveness. Even after its annexation by the Avitians, the region's deserts and badlands have staved off the more intellectually conservative influences of Avitus. Many sages, intellectuals, and mystics travel here with the hopes of gaining apprenticeships in one of the many guilds and academies.

Rigia boasts a moderately religious citizenry, though atheists are far from rare. Clerics and sages are a common sight both in the cities and badlands. There are the occasional

paladins in the region, but they tend to come from other parts of the empire.

Classes that rely on advanced inventions can be found in this region.

Issian Peninsula

The southernmost area of the Avitian Empire is called the Issian Peninsula. It is also the most recent addition to the Avitian Empire, officially annexed in the year 12,098 AE at the conclusion of the War of Three Snows.

Though a vassal kingdom of the Avitian Empire, the region still maintains a surprising amount of independence. This is due, however, to the mountains that block the land routes to the peninsula and the hidden reefs and shoals that impede sailing the region's waters.

This near isolation allows the local temples to retain their considerable sway over its citizen's freedoms and rights. Priests are a common sight around the larger temples and cities. Worshipers of the forbidden Gods of Sorrow, however, are scarce since their worship is illegal. In more remote villages far removed from learning centers which produce clerics, warlocks can be found taking up the mantle of a religious leader or community. On extraordinary occasions when the god Paladrus can extend his influence outside of his prison, a paladin is chosen to work the god's will.



Arcane spellcasters are also rare as the practice of arcane magic is illegal on the peninsula. Stigma and superstition surround the use of this type of magic, discouraging its study. Only the most daring, or desperate seek arcane powers. Practitioners of the “white art” still exist, but they live hidden lives full of fear. Their discovery would lead swiftly to their death. The culture of the peninsula is highly suspicious of any education outside of that taught by the local temple and, therefore, most professions that rely on formal education are a rarity.

The Iessian Peninsula has no strong central government and conflict is very common between the city-states that dot the landscape. Due to the constant ebb and flow of small-scale disputes, most citizens have had to pick up the sword to defend their home. The shifting political landscape also favors those of quick wit, adaptable morals, and an abundance of comfort with shifting alliances.

The far west is comprised of two major regions, the Acquis Plains and the Needles of Taphos.

Acquis Plains

This land is covered with numerous rivers, lakes and other bodies of water. Even though there is an abundance of free water, the area is divided into forests and lakes; little of the landscape is covered by swamps of bogs.

The region is considered to be extremely dangerous and many manner of beast is rumored to live beneath the waters. The locals are fairly superstitious and often use folk magic to protect their houses and villages from the dangers of the deep woods and dark waters.

Even so, it is not uncommon for a farmer’s cattle to go missing once the sun sets. Travelers are cautious and reticent. Many huddle by shrines laid out upon larger roads in the hopes that the shrine’s power and talismans will ward off the dark creatures and demons said to wander the roads in search of lone travelers.

If one sticks to the roads, travel is fairly reasonable. Those who dare leave the well-worn path are frequently never seen again. Whether the lost disappear due to fell creatures hunting in the night, or more mundane,

but equally unforgiving, dangers matters little to those left behind. They know the spirits of their loved ones must endlessly wander the back roads and hinterlands.

The Needles of Taphos

The Needles of Taphos are unique. Not only because of the thousands of colossal stone spires which give the region its name, but also due to the hundreds of square miles covered by the spires. The bedrock of this area is comprised of a large swatch of limestone. This stone has been slowly washed away over thousands of years leaving the landscape pockmarked with caves in younger regions, and dominated by massive towers of stone in older ones. To the east, many of these caves have filled in with water over time leaving the landscape filled with thousands of lakes. While several kingdoms and peoples make their homes in these lands, many live most of their lives tied to the

THE PEOPLE

The Avitian Empire is home to many lineages. Humans are the dominant species in the region. For over the past thousand years, the human knack for working in large groups on massive projects has ensured their identity has left an indelible mark upon the region.

Under the shadow of the empire several smaller kingdoms, and the demihuman lineages that built them, have been able to hold onto their unique identities.

In the northern regions, the Sidhe known as the Huldufólk have found a home in the Godspine Mountains, though this has put them in a multi-generational conflict with an offshoot of the Weorg pronounced in the colloquial Avitian as “dwarves”.

Along the border of the Avitians and the Huldufólk, a Sidhe-kin known as Ulda has arisen. For many years this people have acted as a cultural buffer between the northern empire and the lands further to the south.

Deep in the south, upon the Issian Peninsula, the Weorg-kin known as Vestri have settled, though tragedy has threaten their continued existence in the realm.

And finally, the deserts of Rigia are controlled by the Djinn.

DJINN

The Djinn are one of the first of the humanoid lineages created. For ages, the Djinn bloodlines strode across Ihrfeng acting as the hand of the gods. Even after humankind left Ihrfeng to settle within other realms, the Djinn remained to fulfill their role as caretakers of the realm.

Forged from solid flame, the Djinn are physical representations of the passions inherent to Ihrfeng. They live life to the fullest, seeking new experiences to consume and thereby gain a deeper understanding of the world. This lust is both the greatest gift the gods gave the Djinn as well as their greatest curse. For all they learn as a people, the Djinn lack the ability to reflect upon what they have experienced. As such, they are unable to extract all the value from their rich tapestry of experience. Should they ever learn this, they just might extend their rule across the Grand Monument.

Physiology

To the casual observer, a Djinn is easily confused with a human. Their size and proportions are reminiscent of humankind as is their general tolerance to environmental extremes. The Djinn's fiery origins, however, engender fundamental differences between the two species.

Djinn were shaped primarily from elemental flame. Sculpted from the element of passion and chaos upon the similarly inclined realm of Ihrfeng, strong emotion and desires are fused with the core nature of every Djinn. This flame is never far from the surface. When one looks into the eyes of a Djinn, especially in conditions of low light, a burning flame can be seen dancing within.

The eyes are truly a window to the soul of a Djinn, for the role of a Djinn within their society changes the colors

of the Djinn's eyes. The more thoughtful and cautious Djinn, as well as the elders of a community, have eyes of deep blue, while the young or more daring have emerald eyes. When a Djinn becomes a leader of a community, their eyes change to a golden yellow, and those rare Djinn who lead nations have eyes of deep coal. Aggressive Djinn, those who relish combat both physical or mental, have the flame of their soul closest to the surface. This causes their eyes to become an intimidating red color.

While subtle variation in these colors reflect subtleties in the Djinn's personality, most Djinn fall within these categories.

Djinn reproduce sexually and a majority of Djinn-kind exhibit either masculine or feminine traits. However, as Djinn's bodies are tied so closely to a Djinn's soul and desire, Djinn who blend masculine and feminine traits to different degrees are not uncommon.

Society

Much like humans, the Djinn have a varied social structure. Many different Djinn societies have arisen, each with their own traditions and beliefs. Djinn, however, manifest their society in more physiological and mystical ways than humankind. The bodies of a Djinn can undergo transformations to reflect the needs and values of their society.

The Ghul are a great example of this. This small tribe faced extinction due to famine generations ago. In moments of desperation they turned to cannibalism and began to eat the dead. Ever since, the Ghul require humanoid flesh in their diet. The presence of a Ghul also brings the spiritual “flesh” once tied to a dead body to reform so that it can be consumed.

Djinn societies tend towards hierarchies. A Djinn feels most comfortable when they know who the leaders of their group are and who they themselves have responsibility for. Though not dogmatic, they are slow to change their rituals and habits, both on the personal and the communal level.

This does not make them somber or stoic however. They approach all in their life with a fervor seen in few sentient species. Religious holidays are passionate affairs. A Djinn approaches their chosen craft with an unwavering drive, and the Djinn see the beauty in nearly every aspect of life (even those seen as repugnant by others).

Arts

Djinn art is sublime. No matter the medium, Djinn infuse color, mathematical complexity, and grandiose design in every artistic enterprise. Djinn artists strive towards either phenomenal realism or mathematical abstraction.

Most Djinn architecture includes complex shapes and colorful fractal mosaics. Poetry infuses rhyme scheme and

patterns reflecting deep mathematical truths while portraying images on insightful and inspiring descriptions of the world.

Dance, music, storytelling...all their arts contain this same combination of the mathematical abstract and the insightful realism.

Djinn art does stay away from representations of the body. Partially this is due to the feeling that the soul of a Djinn is worn so openly that its representation is of little interest. Others state that attempting to trap a Djinn's soul in something so static is an insult to the Djinn.

History

The history of the Djinn is among the longest of the sentient lineages. They were created during the first age of the Grand Monument, when Ihrfeng was first laid upon creation. The Djinn were formed alongside humankind as custodians of the realm. They took to their task wholeheartedly, as is the way of Djinn.

For the First Age, the Djinn were rulers of all the Grand Monument. This came to a tragic and cataclysmic end with the beginning of the Second Age and the laying of Talla na Fáeil.

As the Second Realm was laid upon creation by the Great Weaver, it crushed the mighty towers of the Djinn. The earthen foundations stifled the searing flame of Ihrfeng and nearly extinguished the passion of the Monument. As the realm crumbled, so did the Djinn. As the humans, migrated to the new realm, the Djinn stayed in their towers and ruins fighting against their inevitable decline.

During the third, and current, age, the Djinn have begun to leave their towers and realm. Some seek to gain glory in the new realms, others seek to bring treasure, power, and knowledge from beyond back to Ihrfeng in an attempt to bring back its past glory.

Currently, many Djinn have begun to find themselves upon Aeliode. A majority have found weaknesses in the barriers between Ihrfeng and Aeliode in the deserts of the Rigid Wastes. Small communities have begun to form out among the dunes, far from humankind. And while some more daring communities have settled in distant lands, the majority remain near the gates to Ihrfeng.

HUMAN

Humanity, more than most demihumans, are gifted with a great variety in both body and mind. While relatively short-lived compared to the other humanoids that roam Aeliode, the heights to which humans may soar mark them as blessed by the gods. Humans have the ability to change the world to their heart's desire. They can use clarity of

thought, brute force of their muscle, and the rare skill of being able to form large, stable social groups to adapt the world to their desire. Symmetrical in form, divinely inspired intuition, adaptable to any challenge placed before them - were it not for their short lifespan, humans would most assuredly have risen to the heavens and become gods.

Physiology

Avitian human body types run the same range found in the real world. Further to the north pale complexions are most common while in the south darker skin and hair tones become the norm. Most Avitians tend towards olive skin tones and darker hair colors commonly found in the central regions of the continent. The average Avitian male is between 5'6"-5'11" tall while the female average lies between 5'2"-5'8".

While demihumans more typically are manifestations of the will of reality, almost archetypal representations of ideological archetypes, humanity is free from such restrictions. As intensely social creatures, both body and mind seem capable of changing to fit the needs of society. Body shape, color, gender - most characteristics are highly adaptable.

Society

The lives and values of the citizens of the capital city of Avitus are the models on which most of the Empire chooses (or is forced) to conform. Society is based upon static social classes. Individuals are all believed to be intrinsically suited to the social group they are born into. Those with wealth tend to have more advantages and opportunities than the lower classes. Few Avitians have the chance to change their social station. Slavery is common throughout the Empire. Large segments of the population are forbidden by law from even attempting to change their class or station. The best way to move from a lower social class to a higher one is by distinguishing oneself in military service.

Those who reside within the capital city of Avitus and are considered official citizens (mostly due to birth) are deemed "better" and more valuable people than those from the rest of the Empire. Citizens have more rights than those who are merely inhabitants of the Empire and, for the most part, these citizens are exempt from imperial taxes as well. Indeed, the glory and beauty of the city of Avitus can be thought of as primarily financed and constructed by those who do not have the same rights and responsibilities as those relatively few considered a "true citizen".

Avitians place high importance on an individual's honor and bravery as well as the individual's ability to work towards the strengthening of the Avitian Empire (mainly those who reside in the capital city). The society

is militaristic in its outlook on life so that the values of the soldier and the general are the measuring stick used to gauge the value of others.

While many subcultures within the Avitian Empire maintain remnants of their ancestral traditions, most either incorporate Avitian traditions in place of their own or create new traditions as a reaction against their overlords in Avitus.

Arts

In visual arts, Avitian humans prefer geometric abstract design or realistic depictions of perfect human forms. These guide most art - from fashion, to storytelling, to music, as well as the visual arts and theater. Statuary and stone work are considered more valuable since they resist the ravages of time better than paintings or the written word. Acting and theater, though watched by large portions of the population from every class, is considered a base and common art form. Common themes include stories about the gods, depictions of great heroes or famous ancestors, and the glory of war.

History

Humans dominate both the land and the history of the Avitian Empire. Through military might and skillful diplomacy, humankind spread their influence and established control over the majority of the continent. Even the kingdoms demihumans once held sovereign now pale in comparison to the might of the Avitian Legions. Though human political unification is recent and tenuous, they have undoubtedly flourished more than any other humanoid this past age.

However, the brutality and callousness displayed by Avitian soldiers and diplomats are not quickly forgotten by acquired lands. The citizenry of vassal states and kingdoms often recall the ruthless efficiency which with their lands were "shown the light" their conquerors "offer".

SIDHE: HULDUFÓLK

Forged in the heat of battle and tempered by centuries of diaspora, the Sidhe soul did not fracture when it collided with the Godspine Mountains. Generations of hardship stripped away the chaff of the Sidhe mind and body and reformed them in the image of their new homeland. The Sidhe of the Empire are referred to as Huldufólk by most others in the Empire, a name they gained during their voyage across the Ightfal Tundra.

Physiology

For the most part, the Huldufólk Sidhe of the Empire are physically similar to their Sidhe cousins from the wilds. Height, stature, build and physiological ranges are comparable though the skin coloration tends to be slightly darker than Tuathan Sidhe. Typical hair colors include brown, dark brown, and black, though gray and silver are not uncommon. Eye colors are usually shades of gray, light blue or dark brown which seem to have flecks of light eternally reflecting off them.

Society

Many that journeyed The Sidhe Dark Trail did not survive the path past the Fomoiré of the Ostmen Islands.

The nightmare of the move to the Godspine Mountains has still scarred the psyches of those travelers. The Sidhe of the Eejinmod have lost some of the joy and carefree spirit they once held, a more severe and somber spirit has taken its place in the Sidhe communities' heart. Most of their outlook and philosophies of living have not changed; they still believe in self-sufficiency, helping family members, and the importance of finding one's way in the world. But they have turned to more somber intellectual pursuits to help ensure their survival and spend less time celebrating life overall.



Arts

The arts of the Huldufólk Sidhe have changed slightly from those of their ancestors, due in part to the geography of their residence. Where once their creative imagery was arboreally based, now animal and mineral designs dominate the major artistic motifs. Stonecraft has been studied and adopted as a primary mode of artistic creation, but unlike Weorg stonecraft, the ideology of Sidhe stonecraft centers on adaptation rather than domination of the medium. These Sidhe excel in the production of statuary which adorns many of their buildings' facades.

Huldufólk also use the fur of local animals throughout their wardrobe. They line and trim their clothing from the pelts from foxes, rabbit, bears, wolves, and even deer. Animals and mountain landscapes are often embroidered upon their clothing or are etched upon their metalcraft.

History

Nearly two dozen generations ago, the Sidhe completed their millennia-long search for a new homeland and founded their kingdom in the Godspine Mountains. Family lines were torn asunder as the Sidhe formed two camps; each marched to separate horizons and destinies. The Tuatha De Danann moved into the mysterious depths of the Loc-Sil Forest. Their brethren ambled to the north in search of a new homeland lost to legends for generations. So it has been until recent years, each bloodline in self-imposed isolation as set in the pacts and deals made by their ancestors to ensure their survival.

The first generations lived in peaceful accord with their adopted lands and used their magics to shape high towers in the mountains. Winds conjured from high in the sky blew over the face of the mountains forming the passages and bridges needed for a new Sidhe city, all the while hidden by great magics from the mountain's other inhabitants.

After many generations, the magic began to fail. The Sidhe found themselves at odds with one of the other denizens of the Godspine Mountains, the Nothri. In the Year 703 AE, the Nothri, on a spiritual pilgrimage to Eejiinmod Peak, found the reclusive Sidhe claiming rights to the peaks of the mountains. Soon the First War of the Peaks began between Sidhe and Nothri.

The Nothri were deaf to Sidhe claims that they had been drawn to the land by their gods as a place of haven. The Sidhe, already weary of war, wove new spells into their mountains. The paths to the Sidhe city were obscured and

made treacherous for the Nothri armies.

It was not enough. By the beginning of the Third War of the Peaks in 11,349 AE, the Sidhe were on the edge of destruction. The Sidhe would have been slaughtered were it not for the fledgling Avitian Empire's formation and subsequent challenges to the Nothri. The Sidhe warily formed pacts and treaties with the Avitians, trading magic spells and secrets to appease the Emperor and form bonds of trust. The year 11,358 brought the signing of the Treaty of Songs and a stable peace between Huldufólk and Avitians. The treaty culminated in

a series of intermarriages between the nobility of the two peoples. The current Keale Bondsworn is a direct result of a marriage between the human house of Ke and the Huldufólk Aladone bloodline.

SIDHE-KIN: ULDA

The offspring of a Human and Huldufólk Sidhe, the Ulda hold some things in common with the progeny of such pairings in Tir Ydrail. However, the Huldufólk blood seems more potent than other Sidhe and is evident for generations. So persistent are the Ulda bloodlines that the Ulda have become their own people.

The multicolored "ring within ring" Ulda eye is the surest way to identify their heritage. To most, the Ulda



seem to be a well-proportioned human. However, their unnaturally smooth movements betray an inhuman unity of natural talent with decades of training. The eyes and the practiced movement of their body reveal.

Physiology

Ulda heavily resemble their human ancestry. Only a keen eye might notice anything non-human about them. They are more muscular with broader shoulders than the average Huldufólk Sidhe and tend towards a rounded face. However, the slight point of their ears and dark Sidhe hair color hint at their mixed blood.

It is in the eyes that the balance between their blended ancestry is most evident. The iris of an Ulda is two concentric rings. The outer ring matches typical human eye colors while the inner ring is the neutral sun-flecked Sidhe shades.

Society

The Ulda originate from the ancestral lands of the Keale family. They are a deeply spiritual people who strive to combine the efficiency and strength of their human Avitian ancestry with the powerful call of their Sidhe blood. The result is a society that has birthed an unusually high percentage of politicians, diplomats, actors, and poets when compared to other communities.

Education is of great importance among the Ulda, especially in the fields of history, oratory, politics, and the more subtle magics of divination and enchantment. Most Ulda, no matter their station, spend considerable time listening to the tutors of Wealdrath.

Arts

Ulda art tends more toward rhetoric and musical performance than the visual arts. While fine pieces of carved stone and wood are found, it is performances by actors, storytellers, and musicians that come to mind when thinking of their great works. Many noble families in both the Avitian Empire and the Ceravossian Republic seek out these performers not only to add to the prestige of their family but also to be used as tutors in the skills of oration and speechcraft. Many of the more famous Avitian sagas are written, or at least performed, by Ulda.

Among the most famous of these poems is the "Dance of the Autumn Leaves." This story tells of the love affair between the human noblewoman Aloras Ke and the Huldufólk warrior Valerian Aladone. Set upon the backdrop of the War of the Peaks and the negotiations of the Treaty of Songs, this piece is a highlight of poetic verse. Not only is it an accurate description of the unification between the Avitians and Huldufólk, but it also set the rules for chivalry and courtly love.

History

A millennia ago, when the Sidhe and Nothri of the Godspine Mountains were locked in a cycle of destructive warfare, the Sidhe sought out allies in the hopes of turning the tide. They found this partner in the fledgling Avitian Empire; in particular, the Keale family.

It was the members of the Keale family who first met with the Sidhe and negotiated the Treaty of Songs which brought together the Sidhe and the humans. While the Keale spent years working on behalf of the Sidhe, many from both sides became romantically involved with their counterparts. Many marriages and children resulted from these relationships.

The bloodlines mingled over the centuries resulting in a new half-elf bloodline that rules over the border between the forests of the Avitians and the mountains of the Huldufólk Sidhe. As the bloodlines mingled, so too did the two cultures and the Kingdom of Keale come into being. Today most Ulda originate or have ancestors who originated, from this region.

WEORG-KIN: NOTHRI (DWARF)

Life has changed for the Nothri since their treaty with the Avitian Empire. Ink stains and pounce dust now stain hands once covered with calluses and flecks of stone. The grand caverns deep in the earth were exchanged for the dark halls of the manor house or the filth of seedy alleyways - everywhere the stooped shoulders and cramped hands of the slave labor. The perfumed beards that please the Nothri's human masters cover the odor of honest work. Though there is beauty working through the minute details of house accounts, rigor in the duties called upon in a manor's daily running, the muscles ache to be once again beneath a stone sky burning overhead.

Once a proud people who freely ruled the mighty peaks and valleys of the Godspine Mountains, the Nothri of the Avitian Empire find themselves a shattered people. Years of war have weakened their hold over their traditional lands, and they now find themselves reluctant "citizens", more truthfully slaves, of Avitus.

Physiology

Most Nothri from the Avitian Empire average 4'-4'6" in height and around 200 lbs. in weight. They are stocky and tend towards dense muscles. Nothri who have been forced from the mountains to serve noble houses have smoother skin than their rough and callused cousins who still reside in the homeland. House Dwarves also adopt close-cut beards to identify them as a House Dwarf as opposed to the long-kept of the Free Nothri.

Free Nothri tend more towards a robust physique gained from long hours of physical work within their mountain homes. As long as they stay out of human society, they may grow their hair and beards long and keep them in the traditional ornate plaits.

Society

The conflict against the Avitian/Huldufólk alliance and the resulting Treaty of Aactos shattered Nothri society. Nothri who did not engage in direct conflict with the Avitians were allowed to stay in their mountain halls as a vassal kingdom. This group is referred to as Free (or Mountain) Nothri.

Nothri who actively engaged in combat or forged weapons and armor for the combatants were captured and brought back as slaves to the imperial city of Avitus. The leaders of the communities were also dragged through the capital's streets in a parade of humiliation. These Nothri who were forced into servitude by the treaty's terms are referred to as House (or City) Dwarves.

Free Nothri are similar to the Nothri of legend, living in their mountains crafting and mining. They wear their beards long, and their hair is adorned with gold and silver. Typically gruff, they dislike interruptions to their work and lives. Though they are called Free Nothri, this freedom is relative to the House Dwarves as it is severely limited. They are forbidden from forging items of war unless they have received permission to do so from the *Senatus Aeternalis*. The restriction has resulted in a further collapse of Nothri defenses as well as a flood of Nothri made weapons flowing into imperial armories. Many Free Nothri still resent the terms of the Treaty of Aactos and have been quietly petitioning for new terms.

House Dwarves, on the other hand, have had their lives shaped by those they serve. As they are considered representatives of noble houses, these Nothri tend to be

well groomed and lack the scars and calluses that come with work under the mountains. As a symbol of their servitude, House Dwarves are forced to keep their beards short (no longer than a few inches) and unadorned. While in the past Nothri looked down on their kind who would perform such practices, this hatred is not directed at the short-bearded Nothri themselves, but the Lords who forced this cultural oppression upon them. Due to their years and generations in servitude, House Dwarves have also learned quite a bit concerning how to navigate the human political world. They have shaken off their gruff demeanor and have become well skilled in diplomacy and teaching. As such, many Houses use Nothri in these roles.

Arts

Due to the limitations placed on them by the Treaty of Aactos, Nothri have focused their creative energies into stonework/carving, cutting gemstones, jewelry, and sometimes forging ornamental weapons and armor. Their crafts tend towards the geometric in design and so are in line with the aesthetics of the general Avitian population. Many Nothri have made their name carving the statues and busts found in the wealthier cities and manor houses.

Since it is illegal for a Nothri to practice most of their traditional crafts, carving statuary and cutting gemstones now form the basis of Nothri art.

History

In the early days of the Empire, human and Nothri lived together in relative peace and harmony. But humankind grew in number and power. Soon humanity looked towards the riches of the Nothri holds and felt envious. War between man and Nothri soon exploded. The fledgling Empire, in need of both an expansionist cause and new source of coin, plundered ancient Nothri kingdoms throughout the land. The survivors were enslaved and used to build the great temples and towers of the Empire.



With such vast financial resources at their disposal, the Avitians were now able to pursue their desire of conquest and expansion.

The Treaty of Aactos, signed in the year 11,783 AE, instituted the state of enslavement of the Nothri people in lieu of total annihilation. Even though many have bought or gained freedom, the lineage continues to be in a state of semi-restriction. Due to knowledge and experience acquired during their long lifespan, Nothri are commonly found working as tutors or Guild members. The Major and Minor Bondsworn all hold Nothri as retainers in one capacity or another.

WEORG- KIN: VESTRI (GNOME)

The eerie gleam deep in the forest from eyes reflecting light from a campfire, a tiny hand with dirt-encrusted fingernails slipping through a crack in the wall quietly grabs a few crumbs of stale bread. On rare occasions, one might spy oddly curled ears so shaped to help prevent dirt or small rocks from entering as the Vestri digs its burrow. This is all most see of a Weorg gnome.

Physiology

Vestri are among the smallest lineage, usually around 3 feet in height and weighing around 30-40 lbs. While they are physically weaker than many other lineages, the attention the god Esus took in their creation has made them resilient to damage and fair to look upon.

Where once the coloration of Vestri was brilliant and remarkable, centuries of hardship have muted the once cacophonous palate of bright skin and hair tones, producing a muted shadow of past variance. Skin tones tend towards standard human tones with only the occasional hint of green, blue, or reddish hue.

Society

Much of gnomish culture and society has been destroyed over the past 500 years due to the lineage being hunted

and killed by the shape-changing servants of Syn. Most Vestri lead solitary lives hiding in dark burrows and forever traveling across the land. Vestri may work together for short periods of time, but they have learned that long-term cooperation will likely lead to their death as Syn seems to sense groups of Vestri.

Vestri still marry and have children, but the couple rarely stays at the same place for any length of time. It is safer to limit meetings to a couple times a year. Children born will spend their life with only one parent at a time. When the parents meet they exchange the child.

Vestri have begun a greeting ritual over recent centuries. This salutation, called "showing one's color", doubles as a method of proving that one is not a shapechanger. Issian Vestri believe a shapechanger's blood will always flow blue, Vestri scratch their skin just enough to show their blood is red and, therefore, truly Vestri. While not all Vestri perform this ritual, all know it. It is considered rude not to show your color.

Arts

Art has all but disappeared from gnomish practice, at least in the sense by which most lineages identify art.

Vestri have turned camouflage and calligraphy into an art. Many Vestri are masters at weaving beautiful cloth that can blend into most surroundings. Their skill at applying pigments to their skin to aid in their stealth is a skill most other humanoids have little talent for. Vestri have employed these skills in their writing as well, crafting letters and words so that they can hide on a page amongst other words and letters. This calligraphy, though not magical, only becomes apparent when viewing the lines from the correct angle.

Many Vestri also wear well-crafted rings they use in their "showing one's color" greeting ceremony. The rings have at least one barb used to bloody their skin with minimal pain and scarring.



History

Many hundreds of years ago, prior to the 11,700s AE, Vestri flourished across the Issian Peninsula. They were farmers and fishers, living beneath the hills in warm and cheerful burrows. Great celebrations were held throughout the year, most notably during midsummer. Vestri would welcome travelers, tinkers, and visitors of all sort to their celebrations as well as into their homes. Gnomish hospitality was known across the peninsula as a thing cherished and always counted on.

Then, one summer, priests of Syn turned their attention to the fair hill folk. Some say that a cult of Syn, due to their wicked ways, was turned away from a gnome community on a rainy night. Others say that Syn hated these children of Mahte because of the gifts she gave them. No one is entirely sure when or why it began, but during this fateful summer, Vestri began disappearing from their homes. They would retire for the evening, but in the morning they would not be found in their beds. Sometimes they would be found huddled alongside a road. More often than not they would never be seen again. Once they gathered to express joy, but soon the Children of Mahte began to gather out of fear.

Vestri began to tell tales of strange travelers coming to town. The visitors would suddenly disappear simultaneously with a villager. The next summer the disappearances stopped. But once winter came, the Vestri's reprieve was replaced with bloody murder. Individuals were found slaughtered and dismembered. In most cases, the slain were last seen in the company of a trusted family member. The subsequent disappearance of the accused only added to the incomprehensible nature of the events.

Celebrations ceased as the death toll rose and many Vestri began to carry weapons at all times. Relatives became suspicious of each other, and paranoia shattered many families. Individuals would slink off and lock themselves in hidden burrows with the hope of surviving till the morning.

After a third of the population had been killed or gone missing, a gnome seer named Rainouart claimed that Mahte had come to him in a dream. There she told him the god Syn had been offended by the fair lineage. He has cursed gnome-kind and sent duplicates, doppelgangers, into their midst to mete out Syn's punishment. By the will of Syn, no gnome shall feel safe wherever they call home. The hearth itself shall turn against the gnome.

The seer was soon found crucified mere days after reporting his dream.

Today, the gnome population is a quarter of what it was five centuries ago. The warning of the seer Rainouart

is seen as true prophecy, and a majority of the gnomish Weorg have become paranoid xenophobes, obsessed with security and identifying shapeshifters. Instead of cheerful welcomes, travelers near gnome lands will only find locked doors, strange tests to determine if the traveler is "real" or not, and thinly veiled threats.

CLASS DETAILS

The people of the Avitian Empire are a well educated, though often warlike, people. Gifted soldiers undergo extensive training while citizens with skills useful to the Empire are rewarded.

The classes more commonly found in the Empire are below.

Cleric: The saints that roam the Avitian Empire are fanatics to their cause. Moved by visions from the gods, most clerics are less concerned with evangelism or the organized temples and worship. They seek new signs and revelations to understand the will of the gods. They strive to make these visions a reality upon Æliode.

Fighters: Most fighters from the Avitian Empire tend to either come from the military or from gladiatorial arenas found throughout the empire. Most healthy individuals between the ages of 14 to 30 have been conscripted at some point for one of the many campaigns of the Avitian Legions. Some degree of weapon and armor training is typical. No organized force outside of the military, or forces hired by the wealthy, exists to police territories.

Paladin: The Paladin is the rarest of all callings. They have been personally chosen by a god. While clerics become saintly through unwavering devotion to the ethos of a pantheon, the Paladin has been awoken to the desires of one particular god. They are generally tasked with a single goal. A paladin will pursue that purpose with passionate devotion verging on madness. Some paladins believe themselves to be avatars of the gods made flesh. Most commoners either revere paladins as demigods to be worshiped, or demons to be purged.

Ranger: A Ranger gains their specialized skills through years of patronage and devotion to the Septus Primus Academie. They are professional soldiers of the highest pedigree. No expense is denied the training of this cornerstone of the Avitian Military. A Ranger is reserved for only the most critical missions.

Rogue: The Avitian Empire is filled with intrigue and diabolical politics. Few are able to survive the forum and the Senatus Aeternalis without an overabundance of wit and cunning. Some might call such a person a rogue, but

a merchant, Lord, senator, or aristocrat might be just as suitable a name.

Sorcerer: Æliode is a dangerous realm. Supernatural forces hide in shadows and corners, seeking to ensnare. These entities sometimes mark mere mortals with powerful blessings and curses. Near death experiences and tragedy worthy of the poets have been known to awaken abilities within a person, allowing them to shape the world around them. These powers are seldom fully understood by their possessor. Many sorcerers strike out into the world in hopes of better understanding the magic flowing within them.

Warlock: While wizards devote themselves to the study of proven formulae and rituals to control ley line energies, warlocks gain their magical power through pacts made with beings from the Expanse. They leave the relative safety of the wizard enclave to forge new alliances and study forgotten, often forbidden, philosophies.

Warlocks are feared by the populace as demons and despised by wizards as dangerously uncontrolled. Many warlocks hide their abilities, acting as hedge wizards for small villages. Most, are destroyed by entering into poorly conceived pacts with otherworldly beings or trying too quickly to control forces beyond their abilities. However, those few individuals that have survived have left their marks indelibly upon the history of Æliode. Both as masters of new schools of magical thought, and as nigh unstoppable forces nearly bringing the empire, even Æliode as a whole, to an end.

Wizard: The ability to control magical forces is a rare talent that requires not only a devoted and disciplined mind but a natural aptitude as well. Those few who show the ability are quickly “recruited” by one of the mystical schools for training. Most often they are taught by either the Tristes Arcanus or the Wayfarers Guild.

The secretive Tristes Arcanus devote themselves to the study of sigils and the betterment of the Empire. They imbibe potent concoctions to focus their minds and facilitate their control over strands of magic.

The Wayfarers Guild, on the other hand, devote themselves to the mysteries of the realms. To most, they are seen as powerful wizards skilled in the arts of travel magic. Some believe their goals are much darker and grander. There are hints that the Wayfarers seek to control the Weaver’s boundaries separating the realms of existence. While there is little evidence for why the Wayfarers seek this power, the implications of an organization gaining access to the realms of the afterlife and the gods are ominous.

THE OSTMEN ISLES

Classes: Barbarian, Bard, Cleric, Fighter, Ranger, Rogue, Sorcerer

Common Lineages: Weorg, Fomoire, Human

Common Human Languages: Avitian Standard, Fomoire, Ostyr

Alignment Tendencies: Binding, Loyalty

The Islands of the Ostmen are cold and rough, much like the people who call them home. These seafaring people have carved a life upon the rocky shores and frigid oceans of the far north of the world. Some live honestly by farming what they can in what poor soil that is available, herding cattle upon the few grass plains, or fishing the dark waters, but many supplement these honest labors by gathering on large ships and raiding villages and towns to the south. It is said that the god Volsung Who Is Balar chose these islands for his home, and his people will do what is necessary to live near their god.

THE LAND

Life on the Ostmen Isles is harsh. Most outsiders find the rocky landscape imposing or bleak. However, to the Ostmen eye, the land is filled with sublime majesty, both terrible and beautiful to behold. From majestic fjords and ancient forests to mirror-like lakes and ever changing tidelands the Ostmen landscape is filled with a rugged beauty.

The land is the home to several titans who exist just beyond the vale to the Expanse. They rule the landscape from their ephemeral homes, bringing with them the cold and ice of the north and the mystical energy bound in the oak and ash of the forests.

It is the titan Marrnathr that most have had some encounter with. This giant serpent circles the Ostmen Isles in its massive coils. When storms sweep through the region, the beast’s body can be seen for miles undulating beneath the waves.

The Southern Fjords

The younger southern isles are marked by their temperate forests clashing against the edges of fjords, massive waterfalls, and grasping mountains. The few plains to be found are barren scree or talus fields.

These islands are far enough south to allow for a some farming, but the land itself is not well-suited to agriculture. The land here is young and, assisted by the Weorg, prone to change on both large and small scale. Over the past several human generations, whole islands have risen from the water, and islands have produced ever-rising mountains. Farmers who spend ten years leveling the land for fields find their field's coarse landscape returned to its rocky inclines over the following decade.

The Weorg and Fomoiré call this area home. The land's strength and chaotic beauty aligns well with them. Their non-human constitution and perseverance has allowed these folk to even build permanent communities.

Storbolge: Holy city of the Weorg. Built on the coast, the city is the location the Weorg feel closer to their gods. The city has a near permanent sea-spray is the air. This mist is called the Divine Breathe by the locals.

The Midland Forests

As you travel northwards, you enter bands of ancient, dark forests, first populated by oak, elm, and maple, then

gradually being replaced by evergreens. These forests dominate valleys, hills, and what little flatland there is. The site of these woods fill many with awe, though many feel hidden eyes watching them while they travel beneath the leaves.

Some coasts, freshwater bays, and wide river banks provide clear space for human settlements. Small fishing crafts wander the waterways netting the large amount of fish that becomes the main food source for the human clans. Hunting is also fairly common and is practiced with respect. While there is plenty of wildlife this far south, the trees judge harshly those who take too much from this bounty. All know the dangers to be found deep in the old forests. The land demands respect, and it will bring doom to the foolhardy.

A jarl will often choose to build a longhouse or other defensive fortifications atop cleared, nearby hills. From here, the land under the jarl's protection can be easily surveyed. The echoes of message horns and signal fires can also be seen and heard for miles. As few are willing to hazard the deep woods for trivial matters, most travel is



achieved by the nearby river and messages sent by long distance messaging.

Dubhaegir: When Fomoire rise from their home in the ocean and walk the surface world, Dubhaegir is the first place they head. Buildings are hewn from the living boulders and cliff faces. The roads fill with Fomoire of every description. Many consider it a lucky thing the city is carved from stone; the constant fights and fires would have destroyed most other cities long before.

Felleith: Though small in size, this city could scarcely have more importance to the Ostmen clans of human descent. Thought to be an ancient fortress built by the ancient Sidhe/Weorg alliance, mortals still gather here to speak to the gods and other powers who call the city home. Felleith is the religious and judicial center of the Ostmen.

Grarvatn: Protected by a great natural bay, tall cliffs, and ancient forest, this city is the largest of the human strongholds. It is a center of trade and the political and economic center of the all the human tribes of the isles.

Hevejor: Nestled at the foot of a massive red stone cliff and a small icy bay, this village acts as the gate to the largest iron and silver mines so far discovered upon the isles. The land available for buildings is quite limited, in part because of the massive stores of ore readied for smelting and the workshops of blacksmiths.

Nethrivirk: Settled upon the hills and valleys of the sea floor, Nethrivirk is the ancient capital of the Fomoire. Safe beneath the cold waves, the city houses a majority of the most valued treasures of the Fomoire people. This is also where the Fomoire royalty, such as it is, holds court.

The Aosfrlaand

As the Ostmen Isles approach the Ightfal Tundra, open boulder fields, tundra, and crystal-clear, icy lakes begin to dominate the land. Few mortals creatures roam these lands, due to the harsh winds that sweep frozen death down from the glaciers and polar seas to the north, but also because it is said the land is cursed, so that little will live there.

Legends tell of a time when the land was habitable. On these plains two immortal lineages, the Weorg and the Sidhe, made their home for hundreds of years. A great city once stood proud against the cold and darkness. They became as gods to the fledgling mortal tribes, protecting



them from fell beasts from the Expanse and the monstrous Fomoire.

The land was ruined by the will of a powerful foreign god. Trees were torn up by the roots and mountains crumbled. Great sheets of ice covered the land, much as they are to these days. The City by the Lake has been lost ever since.

There are few who brave the Aosfrlaand. The cold and darkness is treacherous enough, but the land itself seems to take pleasure in the death of travelers. Crevasses open quickly underfoot, swallowing whole caravans, while mile avalanches have buried many travelers and settlements. Beasts freely roam the landscape, hunting down any whose flesh might make fine sustenance. Mysterious figures haunt the long nights; the ghosts of long dead Sidhe.

Gods have even been reported wandering the region, bringing their own sense of awe and power.

Few willingly travel the Aosfrlaand. Those who do are most often desperate or incompetent.

THE PEOPLE

Three lineages (Weorg, Fomoire, and humans) live on these islands, which have devoted themselves to one of the two paths set forth by the dual god Volsung/Balar.

The Weorg are the chosen of the Volsung aspect of their god. His path is one of crafting, hunting, and building these islands till they reach the sky. The Weorg of the Ostmen help the islands grow ever larger and are devoted to the earth and stone which they and Volsung bring forth.

Fomoire are dedicated to the dark and bloody god Balar. They follow him across the sea. They submerge themselves in the blood lust of Balar and strive to cause the blood of man and Sidhe to flow over the land. They were brought forth from the sea and are the masters of the oceans. They long for the day that the oceans cover all Creation; the seas will rise with the blood of their foes.

Humans and half-Fomoire are caught in the middle of the warring natures of Volsung-Who-Is-Balar. Some are drawn to the destruction of Balar and his tumultuous oceans. Their bodies change to resemble Balar's as the salt air penetrates them. Humans transform into half-Fomoire, half-Fomoire into Fomoire. Others follow the creation of Volsung, forging the islands and creating objects of great beauty. They feel called to the ways of the Weorg.

WEORG

With their calloused hands and skin stained from the dust of ancient stone, Weorg are the very manifestation of tenacity, devotion, and the power that can be had through honest labor. Their backs are as solid as the mountains their ancestors produced from the ocean floor.

While the Ostmen Isles are their most recent home for the Weorg, it is not their first homeland. Weorg tradition holds their people are divinely tasked to raise the hallowed earth to hold dominion over the sea. As such, most Weorg choose to live close enough to a coastline that they may travel to the ocean side and perform their rites. However, their fear of the maddening lure of the briny waters ensures that they choose to rest away from the water's edge. The temptation to heed the call of the sea and become Fomoire is great.

Physiology

Stocky and thick-skinned, the Weorg are as rough and resilient as their homeland. Their hair color ranges from dark brown to white, while black or red hair is uncommon. Most Weorg eyes are a shade of gray. The appearance of blue eyes is considered unlucky as it is thought such a Weorg has too much of the sea in them.

Their primordial nature sets them apart. Weorg are not born as other lineages are. Instead, Weorg are the awoken spirits of large stones buried deep beneath the earth. When the time comes for a Weorg to be brought into the world, the spirits of earth seek out unique stones buried deep beneath the ground. If these stones contain gemstones such as rubies, sapphires, or emeralds of sufficient size, the rock awakens as a Weorg.

After awakening, however, the Weorg must still burrow its way out of the ground unaided. Other lineages have likened this method of birth to that of maggots. Those wishing to offend a Weorg call them a "maggot".

This birthing process causes two effects. First, Weorg do not have biological parents. Being born from the earth itself means that no Weorg comes into being by sexual reproductions like most animals do. This means Weorg do not have biological parents. A young Weorg is taken care of by a small number of older Weorg in a parent/child type relationship. However, this relationship is formed by choice.

Secondly, Weorg are agendered. While they have some physiological characteristics, such as beards, that coincide with gendered features of other lineages, a Weorg is neither male nor female. There simply isn't a need for such a division.

Society

Weorg society is a highly religious and tight-knit clan structure. All of the Ostmen pantheon are honored in rites and rituals. However, Volsung's divinity is paramount. Doctrine dictates that Volsung himself tasked the Weorg with holding back the raging seas and protecting fragile civilizations. Volsung's priests weave blessings and mystical energies to bring forth new stone and soil from the Expanse. Meanwhile, other Weorg carry this newly-made earth to the coasts to build shoals and, eventually, new islands.

While Weorg live in such a way as to celebrate life, through holding great feasts and competitions of skill and wit, they are aware of the darker side of these activities and the call of the god Balar. On occasion, a Weorg's passion for life transforms into lust and from lust into rage. Their blood fills with the "blood storm," and they are in danger of heeding the call of Balar and becoming Fomoire. Much as when Volsung transforms into Balar, a Weorg lost to Fomoire lust and rage begin to worship the chaos and fury of the sea. Thus transformed, they seek to destroy all they once labored to build.

Arts

The Weorg find great beauty in angular geometric designs and tend to place them wherever possible; carved into

stone walls and wooden doors, sewn into clothing, forged into the hilts of their blades, most anywhere. The works favor abstract designs representing concepts such as “the dominance of land over the sea,” “the purity of the roots of the Oldewood,” or “the strength of the Four Pillars of the Fjallbarn.”

Jewelry, tattoos, and other bodily adornments are popular, especially hollow cylinders which are woven into the hair and beards. Usually made from metal, though sometimes also crafted from leather or wood, these hair and beard rings are sometimes seen as a status symbol or declaration of one’s achievements in life. Runes or scenes are etched into the ring telling a bit of one’s history.

History

The Ostmen Islands are not the original home of the Weorg. Lore holds that all land on Aelíode was raised from the depths of the ocean by ancient Weorg. The Ostmen Isles are merely where they currently focus their labors.

For centuries, the Weorg have had occasional conflicts with Fomoire tribes. Most of these conflicts were due to the limited resources available in the region, but none of these conflicts were long lived. Most lasted no more than a season or two.

Weorg also played a vital role in the survival of the Huldufólk Sidhe during their ancient migration from Tir Ydrail. They welcomed the destitute Sidhe into their halls at Grimaland, providing food and rest. For 1,700 years Sidhe and Weorg lived in peace, sharing magic and skills. This cooperation allowed mighty artifacts to be forged, catapulting the city into prominence. Humankind believed the city was home to the gods.

Bards tell of a foreign god that became jealous of this burgeoning civilization. The god’s jealousy was so great they sent a plague and eternal night to destroy the bonds between the lineages. Over the next dozen years, thousands died beneath a sunless sky. None born under this clouded sky survived longer than a year. As the death tolls increased, tension mounted between the humans, Weorg, and Sidhe. The civilization split with the Weorg heading to the islands to the south and the Sidhe continuing their travels eastward.

HUMAN

Much like the trees of their forests, Ostmen humans are stout and proud. The harshness of the Ostmen Islands forged humanity into exemplars of strength in both body and spirit.

Humans were the last to find a toehold on the Ostmen Isles, becoming the stewards of the ancient forest that covers the hills and mountains of the central islands. Though the

truth is lost to history, tales speak of humankind traveling with a troop of northern gods. These gods are believed to have gifted humanity with dominion over the forest and the seas.

Others believe that humans were here soon after the Weorg raised the lands, but only those who hid amongst the dense foliage survived hunts lead by the neighboring Fomoire.

Physiology

Ostmen tend towards fairer skin and lighter hair colors. While Ostmen have blonde or light brown hair, reddish hues are not unknown. The harsh environment of the Ostmen Isles has resulted in a larger and sturdier human frame. Males tend to be between 5’10” and 6’6” while females are most commonly between 5’7” and 6’1”.

Society

The humans of the Ostmen Isles have an agriculturally-based society, with a focus on fishing and the rearing of cattle. Plots of land require much work as the bulk of the island’s soil is too rocky to produce much. However, the humans have shown great skill in working the land and in a growing number of locations larger areas of fields and forests now can be seen.

While most Fomoire have taken control of the coastal waters and bays, and the Weorg reside in the mountains or stone-shrouded coasts, the humans live in the dense forests that lay between. An uneasy peace exists between humankind and their demihuman neighbors. The Fomoire merely require wood for the construction of their ships. They would rather leave the tending and harvesting of the trees to humankind. They do have a genuinely friendly relationship with the Weorg clans. Many Weorg see human habitation as the will of Volsung; Weorg create the land and human-kind transform it from rock to field.

Arts

Ostmen human art is approached religiously. Very little art is created for the sole purpose of enjoyment. Instead, the goal for the majority of Ostmen art is to either glorify their pantheon or attempt to control and guide the mystical forces in which the islands are immersed.

Most art is created by carving wood or bone into the desired shape, though those with more affluence will tend to work metals such as steel, gold, or silver into their pieces.

Particularly important sites, however, are marked by the inclusion of stonework.

History

Humans are relative newcomers to the Ostmen Islands. They arrived around four to five thousand years ago via

the Ightfal Tundra and, having found a somewhat more hospitable environment, began to build settlements. Their arrival to the islands was initially met with some hostility and conflict, but soon the humans became entrenched in the easily defendable forest areas.

FOMOIRE

Ferocity and brutishness are marks of the Fomoiré. Though their bodies vary substantially, the power of the Fomoiré is plainly written upon their rippling muscles and thick hide.

Physiology

The Fomoiré are an extremely physiologically varied lineage. They range from stocky frames 4 feet tall to gangly giants reaching almost 9 feet in height. Some bare sharp teeth and possess a voracious appetite; others have small gills on their necks; even others might be seen with unnervingly large eyes.

All Fomoiré, however, are tied to the ocean and its waters, so much so that they must consume salt water in much the same way as other lineages drink fresh water. The consumption of salt is such a physical necessity that many Fomoiré carry bags of it to add to any liquid that they consume.

Society

Fomoiré society is brutal, harsh, and violent. Most tenets are based on the premise that only the strongest deserve to survive. Families provide little aid to the sick or weak. If the infirm are worthy, their god Balar will instill within them the fortitude to survive. The young are given demanding physical tasks and trials. The difficulty of these tests increase throughout their youth, thereby weeding the weak from the clan's bloodlines.

While Fomoiré build formidable ships and weapons, many of the more day-to-day objects are acquired through a raid. This is particularly the case with "luxury" items such as food, clothing, jewelry, and coinage. It is an aphorism that in crafting an item, one imbues a part of their soul into what they create. No self-respecting Fomoiré would want a part of their soul to reside in something as paltry as a coin, or wash basin.

Raiding is so central to the Fomoiré culture that even their calendar is designed around raid cycles. Celebrations mark the days when the northern waters are deemed safe for travel. The harvest days of nearby settlements are known and tracked. Market days in Fomoiré villages are determined by the return of their raiding vessels.

Arts

Fomoiré art is virtually non-existent. What art exists is typically taken from the people a Fomoiré clan has recently pillaged.

There is a moderately strong oral storytelling tradition that passes tales of glory and bravery down through the generations, but such tales are coarse entertainment, and few Fomoiré put much work into story craft.

Some Fomoiré painted images can be found if one knows where to look. These paintings are monochromatic, uninspired, simple forms left upon rocks, boulders, or cave walls. Typically an image lasts no more than a season or two before they are washed away by the elements.

History

According to Ostmen sagas, Fomoiré are kith and kin to Weorg. Before the humans and Sidhe came to inhabit Tir Ydrail, Weorg settlements dotted the landscape. Eventually, most of the Weorg felt a tug on their soul. They felt the need to leave the grassy plains for the north, past frozen mountains and icy tundra.

Many Weorg stayed, however, and began to celebrate their accomplishments.

Their revels became more crazed as the years of celebration passed. The raucous din of the Weorg became so great it awoke the god Balar from his slumber. Balar's presence set fire to the blood of the ancient Weorg. Their bodies began to transform and molded them anew until, one sunrise, only Fomoiré stood upon the land.

The Fomoiré continued their bloody revels, hunting and killing animals and beasts from the spirit world. No force stopped them, until a new type of being found its way to the fertile plains and vast forests of the Fomoiré. These newcomers, who called themselves Sidhe, claimed the land



for themselves, calling it Tir Ydrail. Battles raged between the Fomoire and the Sidhe for thousands of years.

The constant war killed many and forever changed the face of the Fomoire homeland, but they were beginning to win as Sidhe numbers dwindled. Then came the day when all the Sidhe vanished from the land. Had the Fomoire bloodlust not been so great it might have been their victory. However, the Fomoire turned upon themselves when they could not find their foe. And with this tidal shift in the war, Balar grew weary and fell into a deep slumber.

Without their god and their enemy, the Fomoire were lost. They took to the seas in search of their one-time kin the Weorg. As blood calls to blood, they found them building a new land up in the northern waters. Upon these islands that the Fomoire have lived ever since.

CLASS DETAILS

Barbarian: Barbarians from the Ostmen Isles primarily arise from an elite religious fighting force devoted to the god Odr. Those who choose the path of the barbarian class engage in hallucinogenic-fueled rituals to gain the power of their spirit animal. The barbarian wears the fur of the beast they wish to draw in. The animal soul dominates the barbarian's actions and choices. When in combat, this provides them with inhuman strength and abilities. Barbarians believe that they are a type of lycanthrope and that their rage occurs when they have transformed. Most who have fought against an Ostmen barbarians tend to agree.

Bard: Stories are the measure of one's worth upon the Ostmen Isles. Live well, and your name will echo for all time in the sagas; live poorly and be forgotten. Some few Ostmen devote themselves to the study of these tales, discovering secrets hidden within. The bards become the skalds of chieftains, holders of the past, wielders of unknown powers. Bards are afforded great respect during times of peace and as advisors. Some believe bards waste time memorizing the tales of old instead of living lives worthy of new sagas.

Cleric: The gods are said to walk among the mortals of the Ostmen Isles. The gods provide challenges as opportunities for humanity to prove greatness. While the Isles boast many priests who worship the divine, some choose to walk the paths of the gods themselves. Many believe these holy wanderers are embodiments of the gods themselves. And seeing the powers some clerics wield, some become worshiped as minor gods themselves.

Fighter: The winter forests and fjords deal death to any that do not show proper respect. It is a harsh land that teaches

all who live there how to survive. Through skill, study, and sheer force of will, the path of a fighter is well suited for those Ostmen who have the freedom to practice the arts of war and combat.

Ranger: Not all worshipers of Odr give in to the more hedonistic rites of the barbarian. Or, more precisely, not all seekers of Odr give into drug-induced displays of passionate violence. Those who commune with their inner bestial natures in a more holistic manner are rangers. They embrace this portion of their soul and seek out the Expanse, acting as spiritual guides and defenders.

Rogue: Cunning is a dangerous tool. One has but to look to the sagas and you will hear hundreds of tales of what cunning will bring. While commonplace rogues are not respected due to their devious ways, some become so famous for their cunning that tails of their exploits are told around campfires.

Though rogues may be skilled and useful, they have a more difficult social position. Many finding themselves having to prove their value over and over again. Their accomplishments frequently overshadowed by deeds focusing on physical strength and constitution.

Sorcerer: The barriers between the worlds is thin in the north. There are secret locations, known by heroes and gods, where esoteric knowledge and power seeps through, staining the world with its presence. Folk tales abound of those who sought out these trees, wells, and cliff faces, prepared to engage in lethal rituals for the chance at a glimpse of the worlds behind and the power found there.

These sorcerers are considered a necessary evil by most Ostmen. Like the bards, the knowledge sorcerers hold may be very useful. However, the sagas are very clear that a good axe in your hand is more reliable than the whims of other-worldly powers.

Sorcerers are a rare breed, met with scorn as often as with respect, but most often met with a degree of fear.

TIR YDRAIL

Classes: Barbarian, Bard, Druid, Fighter, Ranger, Rogue, Sorcerer, Warlock

Common Lineages: Human, Sidhe (Tuatha de Danann), Sidhe-kin (Changeling)

Common Humanoid Languages: Avitian Standard, Triufir, Tuathan Sidhe

Alignment Tendencies: Community, Sanctity

The people of Tir Ydrail are strong, proud, and deeply spiritual. Though not as technologically advanced as some other cultures, the Tir Ydrail were the first people to have created written language and metal working. However, their own histories claim they are not the first to call this land home.

Though the inhabitants of Tir Ydrail currently share a unified identity, it was not always so. For thousands of years, the people were divided along family bloodlines. Conflict between family groups was frequent. Many families held generational feuds with the clan over the next hill. Squabbles over land ownership or clan members' honor were a yearly occurrence. Then came the Avitian Empire's war machine. Its seemingly endless need for conquered lands and conquered peoples was incomprehensible to the Triufir. Slowly, the small family bands began to gather together to fight off this threat of invasion.

The humans of Tir Ydrail began to identify themselves as Triufir (or Second Men); so named because of their arrival to the land was preceded by the Sidhe Tuatha de Danann (the Children of Danu). Although the Triufir unified, the Tuatha de Danann remained at a distance from the humanity, choosing to keep to their cities under the hills.

At this time there is relative peace between the clans of Tir Ydrail. With the arrival of the Avitian Empire and the ensuing wars, which cost the Tuatha and the Triufir a majority of their land, acts that once would have caused inter-clan strife are now easily forgiven. While there has been an uneasy peace brokered between Tir Ydrail and the Ceravossian Republic, many clans have not forgotten their stolen land, and small skirmishes occur from time to time.

Triufir commonly dress in rough-spun wool and leather. While many are primarily farmers and shepherds, most Triufir learn to wield the long spear or pike. Though not as warlike as many believe, the Tuatha value individual honor. Most will not back down from a fight if their honor is questioned.

THE LAND

Tir Ydrail is a land with an ancient history. Several powerful cultures have ruled over this land, each leaving their own marks upon it. The remnants of ancient cities and gathering spots dot the landscape. Just beneath the surface lie the signs of massive battles fought between peoples long dead,



Much of this land is hilly and though the soil is fertile, the large amount of stone found within the ground makes large-scale agriculture difficult.

There are three regions of Tir Ydrail of special importance to the land's inhabitants the Forest of Loc-Sil, the banks of the Phanree River, and Loch Tighearna .

Forest of Loc-Sil

This forest has existed since the dawn of history. The hills and trees exude a sublimity that is rarely found in the mortal realm. The animals of the forest are healthy and strong and the bushes filled with berries. It is clear to all when they pass from a normal wood into the realm of the Sidhe.

Since the Sidhe arrived on Æliode from their home on Talla na Fáeil, they have claimed all within the region's borders as under their protection. They have built their villages and cities beneath the hills and ride out to meet any who trespass under the canopy of Loc-Sil.

At the heart of the forest lies a massive tree, thousands of feet high. Few outsiders have seen this tree firsthand. The tree is central to Tuathan society and magic. It is the focus of their magic and powers the spells which protect the Sidhe. Many theorise that the death of this tree might mean the death of all the Tuatha de Danann as well as all of the forests of Tir Ydrail.

Banks of the Phanree River

The Phanree River is among the largest rivers on Æliode. When the goddess Danu first cast her eyes upon it, she was drawn to it. Ever since, she has claimed the river and all the land near it as under her protection.

Much of the waters of Tir Ydrail feed into the Phanree River, at least part of the year. Hundreds of small creeks and rivers flow into the massive waterway along its thousand-mile path to the sea. These tributaries are frequently used by the Triufir to travel the land in relative safety.

All along the riverbank small villages are found. Shrines to the goddess Danu are a fairly common sight, which many travelers stop to pray.

Loch Tighearna

When humans first set foot in Tir Ydrail, it was upon the shores of this massive freshwater lake that they made their first settlement. Since those days, the Triufir have maintained shrines and villages all along the shoreline.

In the center of the lake are a series of islands of great importance to the Triufir political realm. Within a stone megalith shrine atop a sacred hill a mystical stone lies, half buried. It is upon this stone that all true leaders of the Triufir must be blessed and their nobility proclaimed for

their leadership to be accepted by both the people of Tir Ydrail, as well as the land itself.

These islands also serve as the meeting place where the thirteen cantrevs meet in peace to discuss peace or concerns that may affect the Triufir in general. The gods of Tir Ydrail also meet here twice a year for secluded divine rites.

THE PEOPLE

Three main lineages make up the majority of the population of Tir Ydrail; humans, Sidhe, and Sidhe-kin. The Sidhe of this land are the Tuatha de Danann, the first of the Sidhe clans/lineages to arrive in Æliode from Talla na Fáeil.

The humans of the region, called the Triufir, were cared for by the Tuatha de Danann, and learned many skills at their feet. Their relationship has not always been smooth.

There are times when a human child becomes lost in the land of the Sidhe, or a child is the result of an affair between a Sidhe and a human. The resulting blend of mortal and immortal powers is called a changeling. These hybrids are respected, but often also feared, by both the Tuatha de Danann and the Triufir.

SIDHE-KIN: CHANGELING

Tied to the humanity of their birth, the half-Sidhe have seen a glimpse of immortality and the infinity beyond the mortal veil. A fleeting glimpse, yet enough to mark them with a strangeness. They feel the call of the winds in the forest and the babbling of the creek outside the village, they know there must be a message for them held within, but the meaning is just out of grasp. The circumstances of their birth have made them lost, belonging to all worlds... and to none.

The origin of changelings is shrouded in mystery. Sometimes a child born from human parents will develop a changeling's oddly shaped ears or almond shaped eyes. Just as often the infant is left on the doorstep in the dark of night by mysterious figures that come from the woods.

Folklore states that a child conceived deep in the woods or among ancient and powerful standing stones may become a changeling. Just as many parents claim to have had brief romances with alluring beings met along the banks of the Phanree River only to find themselves with child.

However the changeling arrives, their odd behavior and features cause them to stand out from their fellow villagers. Many view them with a mixture of awe and fear. The populace rarely shuns or idolizes a changeling, but it often takes time for the community to think of the changeling as "one of them".

Physiology

Changeling features tend towards those of their human parent with only a slight oddness that betrays their Sidhe ancestry. Their faces are a bit thinner and angular, and their ears have a hint of a point. The eyes best speak to the changeling's mixed heritage. Inevitably, the iris is a combination of or the eye colors of their parents with the portion of the iris closest to the pupil being the color of their human parent being encircled with the eye color of their Sidhe. Why the concentric iris is reversed among their Avitian equivalent is a mystery with many conflicting theories.

Society

Changelings do not have a society of their own. They instead are a tenuous part of the human village from which they hail. A changeling becomes part of their community in one of two ways; either found at the edge of a building or born to a human mother. Most strive to embrace the society of their human half, but this relationship is strained due to the changeling's subtle unearthly quality. All too often the changeling will feel driven to leave their human village and heed the call they feel deep in their bones; a call that pulls them from the safety of their home to the awe-inspiring and often dangerous world beyond the farms.

Arts

Changelings who have a disposition towards the arts conform to the artistic practices of their human community. However, no matter the artistic medium, the changeling is often drawn to include a water theme at some level. Many say this is their Sidhe blood calling out to the Goddess Danu who lives within the Phanree River.

History

The changelings of Tir Ydrail have existed on the fringe of history since humans first came to inhabit the land. While

changelings of note do exist in the stories of the bards, most of their history is folded up into either the tales of the Triufir or the Tuatha de Danann.

HUMAN

When our ancestors arrived in Tir Ydrail, they had the wisdom to learn new ways from the spirits that inhabited the land. They had the strength to carve out their own homes from the monstrous creatures that crossed its high plains. When the invaders came, we had the fortitude to withstand their ceaseless tides. Hear me when I say we still possess these traits and with them, we will one day take back the land of our forbearers.

Though there are many tribes and differences among the humans of the Tir Ydrail, they have a strong cultural identity that loosely binds them all under the name Triufir. Ever since the invasion of the Avitian Empire into their lands, this cultural identity has become even stronger. The clans may bicker and fight on occasion, but when push comes to shove with the Avitians, the Triufir know their allies from their enemies.

Physiology

In general, Triufir humans possess fair hair and skin. Hair colors tend towards blondes, light browns, and reds. Hair is worn long, and a full head of long hair is a minor source of pride among the people. Beards and mustaches are common among the males and are well groomed. Braids and metal hair adornments are common among both sexes.

Men average in height from 5'7"-6'2" and women from 5'4" to 5'8". The average Triufir is slightly taller than the average Avitian, though slightly shorter than the average Ostman.

Society

The tribal society built by the Triufir is complex and possesses both quasi-democratic as well as oligarchic features.



This form of government allows for greater flexibility in both day-to-day life and matters of state but can be a liability as the Triufir do not have a centralized power structure. While other societies have surpassed Tuathan skill in language and crafting, the Triufir are known worldwide as a culture of fierce and deeply spiritual warriors. Visitors to Tir Ydrail are often surprised by the coexistence of two contradictory strains of cultural practice, but it must be remembered that the Triufiri gods are much closer to their people than are the gods of other regions.

The Triufir culture's basic social unit is the clan. A clan is comprised of family members, both natural and adopted, who live in the same area. These clans band together in loose alliances to form cantrevs. The thirteen cantrevs can be thought of as kingdoms, though the area a cantrev rules over is fluid without the defined borders of a Kingdom. The ties that bind a cantrev together are less than permanent, and for that reason, it is not unusual for a clan to change allegiance from time to time.

In addition to clan chieftains, druids and bards are highly respected advisers and judges in the Tuathan community. Unlike chieftains, bards and druids can roam from clan to clan with little fear of being accosted even if the clans in question are at war. Their role is as advisers and carriers of news to the entire of Tir Ydrail, not merely one particular clan.

In the past, clans commonly fought bloody battles against each other, if for no other reason than glory. Traditionally, a victorious warrior takes the head of a defeated foe as a trophy. These trophies would be displayed for important feasts and holidays. Superstition also holds the heads are powerful talismans able to keep evil Fae and spirits at bay. Heads would be passed down from generation to generation.

Though these "treasures" continue to be valued and inherited, intra-clan conflict and ritual beheading have recently fallen out of fashion. The close proximity to Avitian and Ceravossian soldiers has reduced the practicality of "wasting the best Triufir warriors in petty intra-cantrev conflicts". Recently, cattle raiding has replaced outright warfare. A successful raid of another clan's cattle is understood as a show of strength, bravery, and skill, which does not result in the death and beheading of warriors and chieftains.

Arts

Most Triufir art is carved stone or worked metal. Intricate geometric patterns and abstract representations of people and animals are often carved into stone for adornment or display. Soft precious metals, most often gold, are worked into intricate jewelry or added as embellishments to worked wood or leather.

Adorning the body with artwork is common among the Triufir. Elaborate geometric patterns, often said to possess or trap mystical energies, are also commonly drawn or tattooed on the body. Ornate gold torcs, often depicting animals, are regularly worn by the wealthier Triufir. And though most cloth is rough-spun, elaborate patterns are embroidered with brightly-colored thread.

History

The Triufir have lived in the land of Tir Ydrail for thousands of years. Once looked after and protected by the Sidhe Tuatha de Danann, the humans have come into their own. Taking the skills of language, natural magic, and metal-working taught to them by their guardians, they built a robust and thriving civilization.

That was until the year 11,973 AE when the Avitian Empire made enough advances in seafaring to cross the Tulmolic Ocean in safety. Once the Avitians landed, they began claiming swaths of Tir Ydrail as their own.

For the last nearly 200 years, the invaders conquered or killed many of the tribes of Triufir. Though well trained in battle, the Avitians arrived in overwhelming numbers. If the Triufir had banded together, it is possible that the Avitians may have determined the land too difficult to conquer. But infighting between cantrevs weakened the Triufir, and the Avitian legions marched forward.

For 130 years the Avitians slowly took over Triufiri land. They conquered until, even with their great numbers, the Avitians could not maintain an adequate presence in all they captured. In the year 12,142 AE, the Avitians began construction on the massive Pliniusi Wall, completing it in 12,157 AE. This wall was to mark the edge of Avitian



influence in the land. The Treaty of Three Stones solidified the borders held by the Ceravossians and Triufir to this day.

The Triufir now reside mainly beyond the wall, occupying only a quarter of the land that was once theirs.

SIDHE: TUATHA DE DANANN

The Sidhe of Tir Ydrail are known as the Tuatha de Danann. They are also called the Ever-living Ones, the Hill Dwellers, the Air Folk, and the Children of Danu. Once they lived beyond the realm of mortals where they were one with the forces of nature; then they crossed the veils. While they still manifest the ferocity of the spring storms, the brilliance of the summer sun, the depth of the autumn sky, the beauty of the winter snowfall...all the power and glory of nature unleashed, they still mourn their lost immortality. Still, with an unearthly countenance, they live out their long span of years amongst the splendor of nature.

Physiology

For the most part, Tuatha Sidhe are physically similar to the Huldufólk Sidhe. Height, stature, build and physiological ranges are comparable, though the skin coloration tends to be slightly darker for their Tuathan cousins. Huldufólk hair color commonly falls between red and dark brown while eye color ranges from dark blue to dark green.

Society

Tuathan Sidhe society also shares foundations with the Godspine Sidhe. While the latter live upon the rocky slopes of the Godspine Mountains, Tuathan Sidhe reside in the trees or under the hills of Tir Ydrail. The core of Sidhe society, such as self-sufficiency, close connection to familial bonds, a desire to act in concert with nature, and philosophies

of self-reflection and communal harmony remain if both societies.

Arts

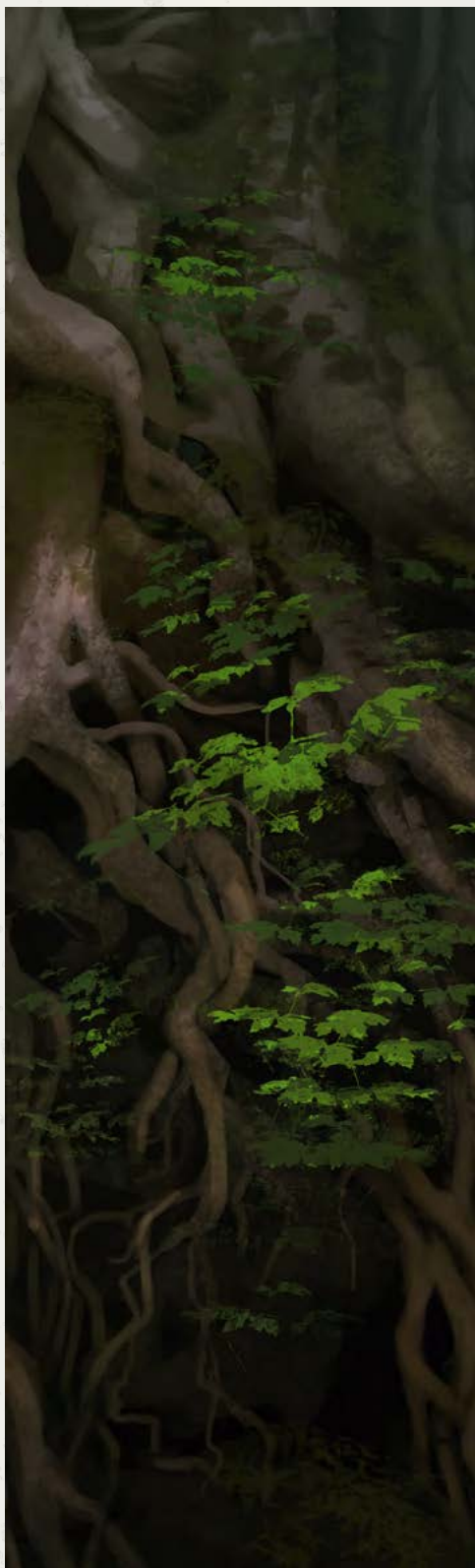
The arts of the Tuathan Sidhe are also easily identifiable. Visual arts produced tend towards the arboreal in design. Leaf, tree and vine designs dominate the focus of visual arts along with, to a lesser degree, representations of animals. This artwork is fused into the Sidhe everyday life as very few textiles are unadorned with at least some simple artistic design. Music for these Sidhe tends towards complex series of pedal tones weaving in and out of each other, forming deceptively simple chordal changes. Many who hear this music for the first time, and hearing this music if you are not a Tuathan Sidhe is rare, have difficulty understanding when a piece of music begins and ends as the tones slowly rise and fade in volume. Many who live near the realm of the Tuatha Sidhe claim the forests themselves sing long resonating tones that echo under the canopy.

History

Though the Sidhe currently live a peaceful life, long ago they were a lineage of great warriors. They engaged in massive battles against the fiendish creatures that once roamed the land. Before humans were given the gift of language, the Sidhe lived in far greater numbers in sprawling cities. In the stories, centuries of war destroyed most of these great cities. More were deserted as the Sidhe numbers dwindled from bloody conflict. Some of the ruins of these deserted cities are said to exist still, though buried under hills, lakes, and forests.

There is only one known enclave of Tuathan Sidhe that survived to this day. Deep in the forests of Loc-Sil stands the great tree Cran Tsamhriadh, and most of the remaining Children of Danu; though no reputable source has seen this tree firsthand. Regardless of Cran Tsamhriadh's actual existence, this last

community has been named after this legendary tree.



CLASS DETAILS

Barbarian: Triufir who are drawn towards a martial calling tend towards the role of a barbarian. As Triufir believe single combat is the most honorable form of combat, and heavy armor is a rarity, the high hit points that come with this class helps them become a formidable combatant.

Bard: Bards are seen as some of the most influential individuals in the land of Tir Ydrail. As keepers of the lore of the Triufir, bards are often deferred to in the dispensing of justice as well as sought after for advice. Bards are given free room and board by any of Triufir decent, though they are expected to make rulings on local issues. Most people, including clan leaders, will try to stay on a bard's good side.

Druid: Druids are the priests within Triufir society. They are responsible for conducting rituals, give spiritual advice, and pass judgments in local legal matters for any village they pass through. Their position is considered equal to any major clan and above the heads of most hamlets and towns. Many druids claim an area of land overseeing several villages or cities that they regularly visit.

Fighter: Few in Tir Ydrail are privileged enough to devote their lives to the skills of the warrior. Most Triufir spend their lives working the land, growing crops or herding cattle. Some few, by luck or position, are able to devote themselves to the practice of warfare. Their spare time is filled with combat training, performing feats of strength and dexterity, even sometimes learning the ways of the heroes that came before them. They often engage in friendly bouts or contests with warriors of renown from other cantrev. While these fighters quickly learn the names of local skilled combatants, and they may have respect for them, no Triufir warrior will let these personal bonds stay their blade should two warriors of renown meet on the field of battle. These skilled warriors are honored and celebrated by all.

Ranger: Many who have devoted their lives to the defense of Tir Ydrail as a whole, as opposed to an individual cantrev, follow the way of the warrior set forth by the legendary CúDana. Once accepted into the CúDana, these heroes learn how to call upon ancient pacts made forged between the Sidhe and spirits of the land. They adhere to a three-part motto: Purity of heart; Strength of limb; Act as you speak.

Rogue: Most Triufir value devotion to a single craft. Those with the audacity to seek skills from outside their station, or knowledge of the world beyond their village, are nearly universally looked down upon. They are seen as foolish at

best, and an insult to their betters, even the gods, at worst. Cunning, trickery, and innovation are valued little.

Most rogues, therefore, are afforded little worth. Even when shown that the rogue has useful skills, they are usually met with derision. It is thought that the gods have used cunning and new ways, but they are divine beings. Does the rogue believe they are equal to the gods?

Sorcerer: Most of those exhibiting sorcerer powers in Tir Ydrail do so because of one of three reasons: influence of the Sidhe, influence of the gods, or return from the afterlife.

The Sidhe and their fae companions are known to interfere with the lives of mortals. Many gain Sorcerer powers because they were changelings at birth. Others were granted powers from a wish, or powerful Sidhe.

Gods have also been known to interfere with the fate of mortals. On occasion, the gods give powers to mortal-kind in reward for their devotion or sacrifice. The Morrigna in specific has been known to grant powerful warriors with supernatural abilities before they enter into a great battle. Lugh has also given supernatural skill to those who have proven themselves to be exemplars of "rightness".

Warlock: Though rare, there are those who seek the quick and easy way to power. They do not wish to spend the time to learn the bardic poems and sagas, nor do they wish to study the laws of the druids. These folk instead make bargains of their own with dangerous forces beyond their understanding. Fey, Sidhe, dead ancestors, strange creatures from the Expanse... these few will deal with whomever may grant them control over the mortal world. Warlocks have turned away from "rightness" in search of strength and they are marked by such a dark choice. Few triufir will openly deal with a warlock.

ADDITIONAL FOLK

While the above cultures cover the major players in this region of the world, they do not represent all those who can be found there. Wars, natural disasters, and the intervention of gods have seen the rise and fall of dozens if not hundreds of nations and cultures. Below is a small sampling of a few of the other cultures and lineages that either wander the ever winding roads or have tucked themselves away in a remote landscape of Æliode.

WEORG: SUTHRI (AHL'KAF)

Along the edge of Æliode, at the southernmost ring, wander the Ahl'Kaf. The rise of these fierce people are the result of the Weorg merging with the mortal lineage of

Ihrfeng which clawed their way over the edge of the world from the realms below. They are a blend of the passionate fervor of Ihrfeng with the Weorg's sturdy strength. Such a dangerous combination of bravery and ferocity is a necessity should one choose to live upon the edge of the world.

Physiology

Ahl'Kaf are a meeting of the strongest of two peoples. Only the strongest Weorg were able to reach the southern ring of Aeliode. Likewise only the strongest few mortals from Ihrfeng were able to survive climbing through the barriers of the Grant Monument.

The merging of these survivors formed a people of powerful constitution, muscular build, and large size. Both masculine and feminine Ahl'Kaf stand between 6 and 7 1/2 feet tall. Their muscles grow large and they often are barrel chested. Their blended heritage also resulted in skin colors ranging from blues to dark purples to greys.

Society

Little is known about the Ahl'Kaf. They are a fiercely pragmatic people. Living this close to the edge of the world has forced many hard decisions. Being so close to the Expanse has also placed the Ahl'Kaf in near constant contact with the Expanse.

Society has therefor become quite flexible. Survival is the goal and all traditions, rites, and laws are focused upon this end. Some focus on the survival of the self, while others dictate the survival of one's community.

A odd sect of Ahl'Kaf called the Halqa even claim to be responsible for the survival of the grand monument. Their singular purpose is the protection of the Monument from the titans, daemons, and other creatures of the Expanse.

History

Little hard facts are known about the history of the Ahl'Kaf. Most that is known has been cobbled together from a highly contradictory oral folklore. While tales state the Weorg first arrived along the southern ring several thousands of years ago, the first contact with the Ahl'Kaf occurred merely 300 hundred years.

If one takes the Ahl'Kaf tales at face value, the Halqa has defended Aeliode from destruction by the Expanse twice. The first time nearly 2,000 years ago, the second nearly 1,000 years.

WEORG: THE OSTRI

The lithe and toned bodies of these nomadic horsemen share much with the magnificent steeds they breed. Years of endless travel has made the Ostri natural athletes. The soles of their feet are toughened from a lifetime of walking

barefoot, while the sun of the endless plains has turned their skin a rich nut brown tone. Their movement is poetry.

Physiology

Short in stature and wiry in build, the Ostri are well suited to the nomadic lifestyle they embrace. Most Ostri have cinnamon-colored skin, and their hair ranges from dark black to light brown. Slightly pointed ears emerge from rounded faces. Aside from the thick hair on their heads and upon the tops of their feet, the Ostri have little other body hair. Beards when grown, are light and sparse.

Society

Ostri found in this region of Aeliode travel in tight-knit family groups. It is said that in far off lands, the Ostri gather in significant numbers. But in this area of the world, communities are mobile and typically number in the hundreds.

The Ostri are well known for their mounts, be they horses, deer, or hounds. They take great pride in their animals and have bred them to outperform most other mounts of their kind. On the rare occasions when a Ostri community is roused to battle. They will ride larger horses three-to-a-mount in unique saddles. One rider guides the beast outside of the reach of enemy infantry. Two other passengers are strapped in on opposite sides of the horse's torso. The straps allow the riders to fire bows, or attack their enemies with spears and protecting the horse's flanks with large shields. These warhorse's strength and speed allow them to dominate most battlefields.

Since most Ostri tend to travel in the more southern regions of Aeliode, they typically feel the need to wear minimal clothing. Most clothing that they do wear tends to be either wool or leather and is well suited for a traveler.

Arts

Because of their nomadic lifestyle, Ostri art created to be both portable as well as practical. There are very few examples of artwork created for its own sake. Most items that are used on a daily basis, however, have images carved or painted somewhere upon them.

Not all art has such an obvious practical use, however. Ostri tribes create massive images by piling long lines of rock or digging shallow ditches. The patterns often cover acres of land are their full form is unrecognizable from the ground. These intricate and beautiful designs, the Ostri say, are for the gods above.

History

The Ostri have spent most of their lives traveling, hunting and living on the vast plains of the Tuatha. Throughout their history, they have had a relatively neutral relationship with the humans who have controlled the eastern portion

of the continent. There have been minor skirmishes and wars between individual Ostri tribes and human clans, but no more-so than the tribes and clans have fought against themselves. It wasn't until the Avitian Empire arrived that the Ostri had to deal with war and combat on a societal scale. The newcomers were not taking control of land from individual tribes, but from all tribes indiscriminately.

Most tribes have an uneasy peace with the Avitian newcomers. Several have formed alliances with the Tuathan humans who have suffered the most in regards to lands and life lost to the Empire.

YŌKAI

In the empire of the Emerald Vale, it is known that the land itself is full of spirits, more so than any other region of Aeliode. Streams, stones, flora, and fauna all may be the physical form of a spirit. Some state that the unusually high number of spirits is because the heart of an ancient dragon is buried deep below. Others claim it is place where the barrier between the world of mortals and other realms has worn with age. All who visit the land, however, agree that spirits reside here.

These spirits find themselves on a path towards perfection. Striving towards understanding.

Physiology

To protect themselves from revealing too much of their nature, Yōkai maintain the ability to transform themselves. A Yōkai may choose to transform themselves back into their animal form if they need. Yōkai are very reluctant to do so as such an action is moving backwards along the path of enlightenment. Each time a Yōkai reverts to their previous form, they forget some of what they have learned. It is thought that should a Yōkai do this too much they will once more become their first form and the path to enlightenment is lost to them.

The Yōkai do have a "true" form. The average height and weight differs among the various types. Some Yōkai spirit-lines average four feet in height while others are known to reach upwards of eight feet tall.

All Yōkai do share some characteristics. The skin of their true form is a bright white. Designs in red, black, grey, and gold appear all over their body, especially their face. The exact shapes and colors depend upon the type of Yōkai and the soul that is dominate.

Society

When a Yōkai is brought into the world, be it fox, river or road, it is said to have brought with it eight million souls. Throughout its life, every choice it makes, every experience it undergoes causes one of these souls to be no

more. Sometimes the soul leaves the Yōkai, sometimes it is absorbed into the other, and sometimes it ceases to be.

Arts

Yōkai are strongly drawn towards the arts, especially poetry and plays. They consider words, especially the spoken word, to be a wonderful way to convey ideas relating to The Path. Plays and readings are often held in natural settings. The audience may be other Yōkai Though it is common place for groups of performers to perform a play just for themselves with no outside audience.

Plays and readings are also performed for the land itself. As Yōkai are intimately familiar with, the land itself holds many spirits in many different forms. Though mortals may not see the audience, the Yōkai know them importance of sharing their art with the spirits which inhabit trees, hills, rivers, or other objects.

Because they know the importance of the arts, they do not believe just anyone should perform lest they lead people off The Path. Some Yōkai have been known to attacks traveling groups of human performers for daring to try their hand at these arts.

However, Yōkai rarely pay too close of attention to performers. Non-Yōkai performers learned that by painting their faces with masks similar to those of the Yōkai, they are able to perform without insulting the jealous spirits. The Yōkai see the performers masks and believe they are Yōkai themselves. This has led to very complex traditions or art within the non-Yōkai artists. The performers masks taking on meaning of their own.

Yōkai do not create other types of arts as it is seen as creating or destroying potential Yōkai.

History

The history of the Yōkai stretches past any mortal memory. However, until recently, the spirit folk were content to stay within the Empire of the Emerald Vale. The Tengu guarded the mountain borders of the land and all were content.

Recently, however, that has begun to change. The Tengu have relaxed their borders somewhat and Yōkai have slowly been exploring areas outside of The Vale. These explorations are typically on an individual basis; No large-scale plans have been compiled by Yōkai to spread their influence.

So far these individual interactions with the mortals of Tir Ydrail have gone fairly well. The Sidhe are a bit cautious, however. They have concerns the damage to the land and animals of the realm such sentient spirits could cause if too many awaken.

IT IS BY UNDERSTANDING THE VIRTUES OF BOTH THE INDIVIDUAL AND OF THE STATE THAT MORTAL KIND LEARNS HOW BEST TO ACT. MORALITY, KNOWLEDGE, AND ADHERENCE TO THE ELEMENTAL MAKE OF THE SOUL DETERMINES WHAT MAKES A “GOOD PERSON”.

-DOCTRINE OF THE AVITIAN ORTHODOX TEMPLE.

WISDOM IS KNOWLEDGE OF FORM AND FUNCTION. SEEK OUT THE BOUNDARIES AND UNDERSTAND THEIR LIMITS. CARVE AWAY AT THESE BOUNDARIES TO CREATE THE SUBLIME FORM. THIS SUBLIMITY BOTH EXTOLLS THE VIRTUES OF THE GODS AND HONORS THEM.

-CRAFTER OF ESUS

EXISTENCE IS CHAOS AND DECAY. TO THE WEST DARK STORMCLOUDS GATHER; THE EASTERN RIVERS THREATENS TO OVERRUN THEIR BANKS; THE SOUTHERN PLANES BECOME ARID DRIES WHILE PLAGUE CLOSES IN FROM THE NORTH. ONE CANNOT ESCAPE THE DECAY OF OUR WORLD, MERELY DELAY IT, AND PERHAPS TEMPORARILY SATIATE ITS APPETITE ELSEWHERE. THUS DO WE OFFER THIS SACRIFICE.

-TULHESSIC PRIEST

Chapter Three

Religion and the Gods



Within the lands of the *Imperiums Campaign Setting*, many pantheons strive for dominance. From the dark and vengeful Gods of the Watchful Storm who preside over the Issian Peninsula to the animist daemons of the Emerald Vale, each land worships according to their traditions. This chapter provides details on the pantheons for the most likely encountered in the *Plight of the Tuatha* storyline; Triufir, Ostmen, and Avitian.

The Triufir and the Ostmen nations each have a single pantheon dedicated to their lands. The large size of the Avitian Empire enables it to encompass multiple pantheons. This book contains details on two: the official state gods and the pantheon of the Issian Peninsula.

DIVINITY IN IMPERIUMS

There are three types of divinity in the *Imperiums Campaign Setting*: Eternal, Acquired, and Daemonic. These categories differ according to the limitations each place on the abilities of the gods, how widespread their worship is, and how dependent the being is on the Grand Monument for its existence. While the Eternals are the least limited and least dependent, Acquired Divinity is limited by what the mortal mind can conceive. Daemons, or spirits, are divine beings who fall between the other two; though not limited to mortal understanding, they are constrained by the rules that were set up during the creation of the Grand Monument. Indeed, some daemons are best understood as sentient versions of these rules.

ETERNAL DIVINITY

These divine beings exist throughout all planes and are the creators of existence on the grand scale. These gods forged the world out of nothing and created all plants, animals, and lands by their will. They are indestructible and immortal, and their behavior is beyond the understanding of all save other gods.

A prime example is the goddess Tulhessa. All planes of existence sit upon the foundation of her slain corpse. She is the basis for the mortal world. Though slain, she still exists and exerts her plans upon creation. Her mere existence shapes all the realms of the Great Monument.

Eternal divinities are also worshiped by multiple cultures, but not always in the same manner. The divine being manifests in a form that the inhabitants of a land

or culture can comprehend. The god's avatar changes as do the rites, rituals, and religion that it inspires.

For example, Paladrus is worshiped in the Southern Empire and often takes the form of a colossal silver serpent. Paladrus in the rest of the Avitian Empire is known as the Allafar, an aging man who is the father and judge of all creation.

While the divine force behind these various avatars is the same, the avatars' appearance, their histories, and the practices of their religion reflect the region that worships them. While the avatar Paladrus of the Southern empire was imprisoned, reducing his influence upon the Issian Peninsula, the avatar Allafar is the most powerful of all the Avitian gods. Paladrus holds sway over a handful of clerics who pass his blessings upon the world. The Avatar Allafar, however, guides the destinies of millions and numerous saints reflect the god's power.

This connection of a land's avatars to the eternal divine is esoteric knowledge considered heresy by most mortal religions. None but the most learned scholars even believe this state of affairs to be possible.

ACQUIRED DIVINITY

While the religious practices tied to those with acquired divinity is similar to the worship of the Eternally Divine, the nature of the gods is entirely different. The power behind the avatar, however, is eternal and unchanging.

The divine strength of the Eternals exists prior and separate to the beliefs of mortals that worship them. They are forces too alien to be understood by limited minds, and so they take on forms that can be comprehended.

Acquired divinity gains its power from the beliefs of a community. In the same way that the unified belief of a population holds back the fluid chaos of the Expanse, steadfast faith grants divinity to mortals with a Shard of Creation within their soul. The needs and values of the populace shape and mold a mortal being into the semblance of immortal godhood.

The power of this type of Divine being is limited to the four major planes of the Grand Monument; Ihrfeng, Talla na Fáeil, Æliode, and Saerform. Though these gods travel to other planes, their powers are much more limited when compared to their home realms. Since acquired divinity began their godhood after the creation of the Grand Monument, their authority and fate are intimately linked to it. Thus their influence in the greater Expanse is dramatically weaker.

Belief ties the acquired divinity to the geography in which the worshipers reside. Within these borders, the deity gains near omnipotence and omniscience. For instance, if a

god wishes, they may create week-long earthquakes in their home region without difficulty, or feel when war is brewing between clans. That same god may still have the power to create an earthquake outside their homeland, but the strain of doing so would quickly tire them. Often, they send their clerics into foreign lands to do their work instead.

The Morrigna is an example of an acquired divinity. Her domains represent the values of the Triufir. She is tied closely to the lands of Tir Ydrail. Most of her worshippers hail from the Tuathan lands, and while within those borders she may resurrect at will and smite enemies down with impunity. Outside her traditional lands, her powers become more limited. She is still able to grant her clerics their spells if she or they travel too far away from their homelands, but her abilities diminish.

DAEMONIC DIVINITY

Natural religion differs from the above as the objects of worship are not gods, but daemons and spirits inhabiting the natural world. Daemons are powerful creatures, but their sphere of influence is more limited and specialized than an acquired divinity. A daemon is the spiritual manifestation of a particular geographical feature, (such as a river, forest, or mountain) a concept (like plague, happiness, or grief), or even artificial constructions (such as temples, crossroads, or sword).

A daemon within their realm is quite powerful. A daemon can heal or bring sickness to nearby creatures, grant blessings or curses, or even influence their sphere (perhaps causing a landslide or a river to flood).

Outside their realm, they are virtually powerless. Many spirits are unable to leave their home except under exceptional circumstances. Nature spirits often visit the Expanse, however, or perhaps an ideologically suitable Major Realm. However, further travel is impossible unassisted.

Clerics who worship daemons do not focus their attention on single entities. Instead, they interact with groups of spirits conceptually bound together. For instance, a cleric with the domain of war primarily communicates with daemons of violence, ancient weapons, battlefields, or the spirits of long-dead warriors.

It is by making deals with these daemons that these divine casters gain their abilities. Unlike clerics of eternal or acquired divinities, these holy people do not pray to obtain their blessings. Instead, they perform specific rites, offer gifts and make deals with their daemons, in return for their powers and spells. The cleric may leave piles of food or trinkets facing towards the east, or perhaps tell amusing tales to their daemons. What actions they perform is dependent upon the deals they make with these spirits.

EFFECTS ON GAME-PLAY

All in all, this has no mechanical effect. All clerics still gain, cast and refresh their spell lists as laid out in the core rules. These distinctions reflect the different flavors of clerics within the *Imperiums* setting.

DIVINE DOMAINS

ANIMAL SPIRITS DOMAIN

Some cultures on Æliode recognize that the moral soul is not one single thing. For some there exists a part of the soul responsible for connecting the mortal to the material world. Without this component, the soul would lose its ability to inhabit a physical body. Some people call this the Flygja; others simply call it an animal spirit.

Devotees of the Animal Spirit domain focus on the relationship between this animalistic portion of their soul and the rest. They have an unusual connection to their animal nature from which they draw supernatural wisdom and powers. Some devotees may even manifest their spirit animal in the mortal realm. While these clerics are not protectors of animal-kind in general, their close relationship with their spirit animal does allow them a unique insight into the ways of beasts.

ANIMAL SPIRITS DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Find Familiar, Speak with Animal</i>
3rd	<i>Beast Sense, Enhance Ability</i>
5th	<i>Phantom Steed, Spirit Guardians</i>
7th	<i>Faithful Hound, Polymorph (animal only)</i>
9th	<i>Awaken, Commune</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons.

SPEAK WITH THE BEAST

At 1st level, you call your animal spirit into a physical, albeit invisible, form. You gain the ability to cast *Unseen Servant* a number of times per day equal to your Wisdom Modifier.

CHANNEL DIVINITY: CALL THE BEAST

Starting at 2nd level, Gain the Rage.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a cleric, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You can't cast them or concentrate on them while raging.

Rage lasts for a number of rounds equal to your Wisdom Bonus. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

CHANNEL DIVINITY: SEE THE BEAST

Starting at 2nd level, you gain the ability to show a target their own spirit animal. For the next 24 hours, the target gains double their Proficiency bonus on all active Wisdom (Perception) checks.

SPIRIT GUIDE

At 6th level, you gain double your Proficiency bonus to Passive Wisdom (Perception) checks.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with your choice of bludgeoning, piercing, or slashing. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an

extra 1d8 damage of this type to the target. When you reach 14th level, the extra damage increases to 2d8.

CALL THE PACK

At 17th level, Call the Beast now affects all allies within 30 feet. Allies retain rage if they move further than 30 feet away. Rage for all affected lasts for a number of rounds equal to your Wisdom modifier. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end everyone's rage on your turn as a bonus action.

CRAFTS DOMAIN

The gods of crafts include smithing - gods, such as Allamar, Esus, and Lugh; gods of beer and wine, weaver-gods; scribe-gods, and many others besides. They are closely related to gods of knowledge, but value labor and excellent creations above wisdom for its own sake. This also connects them to gods of commerce and trade, and the darker gods of crafts emphasize greed. Because of their skill with their hands, they are more inclined towards wielding weapons, when battle comes, than some priesthoods. Gods of crafts charge their clergy to create reliable, worthy goods. They denounce those who would pass off shoddy workmanship, which costs lives when the finished goods are put to the test.

CRAFTS DOMAIN SPELLS

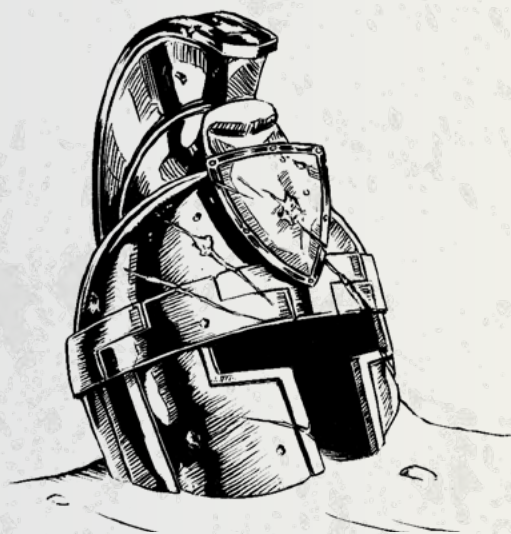
Cleric Level	Spells
1st	<i>Detect Magic, Identify</i>
3rd	<i>Shatter, Spiritual Weapon</i>
5th	<i>Glyph of Warding, Tiny Hut</i>
7th	<i>Fabricate, Stone Shape</i>
9th	<i>Animate Objects, Creation</i>

THE WORKS OF OUR HANDS

When you choose this domain at 1st level, you gain proficiency with one type of artisan's tools of your choice, and when you roll an ability check using them, you can choose to use Wisdom in place of any other ability score. You also learn the *Mending* cantrip.

THE LESSON OF THE FORGE

Also at 1st level, you gain proficiency with the warhammer. While you wield them, any hammer and any weapon you created count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.



CHANNEL DIVINITY: EXALTED MASTERCRAFT

Starting at 2nd level, you can use your Channel Divinity as an action to draw an object closer to its ideal state and fill it with power for 1 minute. The effect varies based on the object you choose.

- If you choose a weapon, the weapon becomes magical and gains a bonus to attack and damage equal to your maximum number of uses of Channel Divinity per rest (maximum +3).
- If you choose clothing, a shield, or a suit of armor, that item grants its wearer a bonus to AC equal to your maximum number of uses of Channel Divinity per rest (maximum +3). A single creature with two or more imbued items gains this bonus to AC only once.
- If you choose any other item a person can easily carry, such as a necklace, a cloak, or a horseshoe, the item grants its bearer a bonus to all saving throws equal to your maximum number of uses of Channel Divinity per rest (maximum +3). A single creature with two or more imbued items gains this bonus to saves only once.

CRAFTER'S BOND

Starting at 6th level, you can attune one additional magic item. That magic item must be one that you took part in creating.

Further, you can conjure a toolkit with which you are proficient as an action. It is obviously magical and radiates dim light to 5 ft. It lasts for 1 hour or until you use this feature again. The toolkit created can't weigh more than 10 pounds.

PERSONALIZED EQUIPMENT

Starting at 8th level, when you hit a creature with any hammer, any weapon you created, or any tool you are proficient with and could use as an improvised weapon, you deal an extra 1d8 damage to the target. You can't deal this extra damage more than once on each of your turns. When you reach 14th level, the extra damage increases to 2d8.

MYSTIC CREATION

Starting at 17th level, you treat *Instant Summons*, *Magnificent Mansion*, and *Demiplane* as cleric spells. When you cast any of these spells or any of your domain spells of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

DEATH DOMAIN

The Death domain belongs to the gods who hold sway over the gateway between mortality and the afterlife. They are the judges who determine who is allowed to pass from life to death as well as the destination of a mortal's soul.

Clerics of death take their responsibility seriously. They are guardians of the Pale Gates and the judges of those who tread near. Though the gods they represent are the actual power of death, these clerics have the authority to nudge those close to their gates towards one side of the wall between life and death or the other.

DEATH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>False Life, Unseen Servant</i>
3rd	<i>Gentle Repose, Misty Step</i>
5th	<i>Speak with Dead, Vampiric Touch</i>
7th	<i>Blight, Death Ward</i>
9th	<i>Contact Other Plane, Raise Dead</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with two of the following: Medicine, Religion, or embalming tools.

GATE OF DEATH

From 1st level, spend an action to cause one target to pass or fail a death saving throw.

CHANNEL DIVINITY: GATE OF DEATH

Starting at 2nd level, you can use your Channel Divinity to automatically know when someone within 30 feet has been exposed to poison or disease. Additionally, as a reaction, you may use your Channel Divinity to grant advantage or disadvantage (your choice) on saves against disease, paralysis, or poison to any target within 30 feet.

CHANNEL DIVINITY: KEY MASTER

At 6th level, you may lock or unlock any door or gate secured by non-magical means. This only affects mechanical locks or bars but does not remove barricades, seals, or the like.

CHANNEL DIVINITY: GATEKEEPER OF THE AFTERLIFE

At 8th level, you can use your Channel Divinity to push those at death's door in the direction of your choosing. As a reaction, you may choose to make any damage roll against a creature within 120 feet do either maximum or minimum damage. You may choose to use this ability only when the potential damage of the attack would be enough to kill its target.

Additionally, when an attack reduces a target to 0 hit points, you may choose if the target is either killed or unconscious. Your choice supersedes the choice made by the attacker.

JUDGE PATH

At 17th level, you gain the ability to determine the afterlife of a deceased creature. When a target creature dies within 30 feet of you, they must make a successful DC 20 Wisdom saving throw or you decide their afterlife. You can choose to force their spirit to reside within a particular plane, remain disembodied on the mortal plane, or become reattached to their body by a revenant trait of your choosing.

EXORCISM DOMAIN

Gods or religious sects particularly invested in protecting mortals from demonic influence and possession may include the Exorcism domain. The Exorcism domain is never a deity's only domain, but a small and active arm of a greater church. In rare cases, nature deities take a strong enough position against the intrusion of creatures from the Expanse that they consecrate a cleric with the power to banish intruders. As paladins and many clerics defend their faith and innocents under their care against physical threats, including warfare, pestilence, and oppression, exorcists defend against spiritual threats from other planes: daemons, elementals, and fey. These enemies may manifest in subtle ways, and an exorcist must exercise great insight to root them out without destroying innocents in the process.

EXORCISM DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Detect Evil and Good, Protection from Evil and Good</i>
3rd	<i>See Invisibility, Zone of Truth</i>
5th	<i>Magic Circle, Remove Curse</i>
7th	<i>Banishment, Private Sanctum</i>
9th	<i>Dispel Evil and Good, Hallow</i>

SUBTLE AGENT OF THE FAITH

At 1st level, you gain proficiency in one of the following skills: Arcana, Insight, or Intimidate. You also can speak, read, and write Lagashi, the mother tongue of all spirit languages.

ARMED FOR SPIRITUAL WARFARE

At 1st level, you gain proficiency in heavy armor and the *Word of Censure* cantrip.

CHANNEL DIVINITY: TURN THE FAITHLESS

Starting at 2nd level, you can use your Channel Divinity to turn daemons and fey. As an action, you present your holy symbol and speak a prayer censuring the daemon or fey. Each creature of those types that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned. (This ability does not include destroying daemons or fey.)

CHANNEL DIVINITY: RETRIBUTION AGAINST DECEIT

Starting at 6th level, you can use your Channel Divinity to punish those who would invade your allies' thoughts. As a reaction, whenever an ally (not including yourself) within 30 feet fails a saving throw against the charmed or frightened conditions, or becomes possessed, you may grant that ally a new saving throw against the same saving throw DC.

If the second roll is successful, you may deal 2d8 + your Charisma modifier radiant damage to the creature that forced the initial saving throw. At 11th level, the damage caused by this effect increases to 3d8 + your Charisma modifier radiant damage. At 17th level, the damage caused by this effect increases to 4d8 + your Charisma modifier radiant damage.

POTENT WEAPONS OF THE SECRET CRUSADE

Starting at 8th level, once per turn when you make a weapon attack, you deal an additional 1d8 radiant damage. When you reach 14th level, the damage increases to 2d8. Further, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

THE DIVINE INTERDICTION

Starting at 17th level, whenever you force a daemon, elemental, fey, or undead to make a saving throw and they roll a natural 1, or whenever you deal a critical hit to a creature of those types, it suffers a banishment effect as if cast by you. If you are currently maintaining concentration on another effect, you can choose to drop the spell you are currently concentrating on in favor of the banishment. If you do not, the banishment lasts until the end of your next turn. For the purpose of this ability, your holy symbol is an item distasteful to that creature. If casting banishment is what triggered this effect in the first place, you may choose a new target within 30 feet to be affected by banishment. Further, you gain advantage on all saving throws against the charmed or frightened conditions, and against any form of possession.

HYGGE DOMAIN

The gods of Hygge include gods of hearth, home, and hospitality. This domain is most often attributed to its namesake, Hygge Uhygge. They grant comfort to the afflicted, and they frighten away those who would threaten their charges. When the night is dark and full of lurking dangers, these gods provide a sanctuary and a relief from fear, even when that sanctuary is but a humble cookfire. Many deities of Life also have influence over this domain.

HYGGE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Protection from Evil and Good, Sanctuary</i>
3rd	<i>Arcane Lock, Calm Emotions</i>
5th	<i>Beacon of Hope, Tiny Hut</i>
7th	<i>Compulsion, Private Sanctum</i>
9th	<i>Dispel Evil and Good, Hallow</i>

HEARTH-KEEPER

At 1st level when you choose this domain, you gain proficiency with heavy armor.

Also, when you or any friendly creature within 30 feet expend Hit Dice to regain hit points, treat any die roll result that is less than your Wisdom modifier as if it were equal to your Wisdom modifier. When you or any friendly creature within 30 feet completes a long rest, they gain temporary hit points equal to your Wisdom modifier.

SHROUD OF POWER

Also at 1st level, you manifest signs of your deity's power to comfort believers and unsettle your foes. You learn the *Thaumaturgy* cantrip. When you cast a cleric spell using a spell slot of 1st level or higher, you can cast *Thaumaturgy* as a bonus action, and you can choose to have its duration be the same as that of the other spell you cast.

CHANNEL DIVINITY: COMFORTING PRESENCE

Starting at 2nd level, you can use your Channel Divinity to relieve fear or to allay suspicion in those near you. As a bonus action, frightened creatures of your choice within 30 feet roll a new saving throw against the effect, ending the frightened condition on a success.

As a reaction, when a creature of your choice within 30 feet rolls a Charisma (Persuasion) or Charisma (Deception) check, use your Channel Divinity to cast *Guidance* on that creature, even if you do not know that spell. The target adds a d6 to their ability check rather than a d4.

NIGHT VIGIL

Starting at 6th level, you and creatures friendly to you within 60 feet cannot be surprised if you are in the midst of a short or long rest. You and creatures friendly to you in the area awaken if you are sleeping. If one or more creatures approach without hostile intent, this feature awakens you, but no other creatures.

DIVINE STRIKE

Starting at 8th level, you gain the ability to infuse your weapon strikes with psychic dissonance. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

HALL OF HYGGE

Starting at 17th level, your god blesses any dwelling in which you are host or guest, from the humblest tent, to a traveler's vardo, to the grandest palace. To use this feature, you must either own the building, or be formally welcomed in as a guest and given food to eat, by its owner or their appointed proxy. You pronounce your god's blessing upon the structure in a 1-minute ceremony. Once used, this blessing lasts for 72 hours, unless you end it sooner as an action. Once you grant this blessing, you regain the ability to do so after you complete a long rest.

When the building's owner or their guest completes a short rest inside a Hall of Hygge, they reduce their exhaustion level by one and regain hit points as if they had spent three Hit Dice. They gain resistance to cold, fire, or lightning (your choice when you bless the building) until their next long rest. For the duration of their short rest, they cannot be the target of a *Scrying* spell.

When the building's owner or their guest completes a long rest inside a Hall of Hygge, they reduce their exhaustion level by 1d4 and regain an additional 1d6 expended Hit Dice. They can choose to receive the effect of a *Greater Restoration* that cannot remove further levels of exhaustion. They gain resistance to cold, fire, lightning, necrotic, or psychic damage (your choice when you bless the building) until their next long rest. For the duration of the long rest, they cannot be the target of a *Scrying* spell.

HALL OF UHYGGE

Also at 17th level, your god permits you to curse the dwellings of your enemies with Uhygge - fear and danger. This feature can target any constructed building, from the lowliest hovel to the citadels of mighty overlords. To use this feature, you must have been personally attacked or wronged by the building's owner or their subordinates. You pronounce your god's curse upon the structure in

a 1-minute ceremony. Once used, this curse lasts for 72 hours, unless it is ended with a *Remove Curse* or similar magic cast with a 9th-level spell slot. Once you utter this curse, you regain the ability to do so after you complete three long rests.

For the duration of the curse, any creature who resides in the building (not including intruders) must roll a Charisma saving throw against your spell save DC at the same time that it rolls initiative in any encounter. On a failure, whenever the creature makes an attack roll or a saving throw, it rolls 1d4 and subtracts the result from the attack roll or saving throw. The effect ends after 1 minute. Creatures that are immune to the frightened condition automatically pass the Charisma saving throw.

LAW DOMAIN

Gods of Law are the foundations of the mortal concept of rule and legality. Their clerics are the prophets and avatars of these gods in the mortal realm.

When the gods wish to punish mortals who transgress their dictates, they inspire a cleric of law to act as an intermediary between the divine and their charges. These clerics often travel, teaching the laws of the gods to those who do not know them and judging those mortals who break covenants between the creators and the created.

Clerics of law are distinct from lawspeakers. While clerics are interpreters of the will of the gods of law, lawspeakers are tied directly to the abstract and secular concept of law.

LAW DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Bane, Command</i>
3rd	<i>Detect Thoughts, Zone of Truth</i>
5th	<i>Dispel Magic, Remove Curse</i>
7th	<i>Locate Creature, Stoneskin</i>
9th	<i>Geas, Scrying</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

MASK OF THE LAWSPEAKER

From 1st level, you have an iron mask that marks your allegiance. When you make a Charisma (Intimidation) or Investigation check while wearing your mask, you can add double your proficiency bonus to the check instead of any proficiency bonus you normally apply.

Additionally, when you are hit by a ranged attack while

wearing your mask, you can use your reaction to cause the attacker to make a Wisdom saving throw. The creature takes 2d8 psychic damage on a failed save, or half as much on a successful one. You can use this reaction a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: ENFORCING PRESENCE

Starting at 2nd level, you can use your Channel Divinity to fill lawbreakers with dread.

As an action, you present your holy symbol and choose a type of law (see *Modus Lex*). For 1 minute, you generate an aura of dread. For the duration, any creature within 30 feet of you that performs an action that will break the chosen law must make a Wisdom saving throw. On a failed save, the creature fails to perform the action, and the action is wasted. A creature that succeeds on its saving throw is immune to your Enforcing Presence for 24 hours. Creatures that can't be frightened are unaffected by this feature.

CHANNEL DIVINITY: WEAPON OF JUDGEMENT

At 6th level, you can use your Channel Divinity to imbue your weapon with divine wrath.

As a bonus action, you infuse a melee weapon you are holding with divine energy for 1 minute, or until you drop the weapon. For the duration, the weapon is magical and gains a +1 bonus to attack and damage rolls.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy that torments your foes with their guilt. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage. When you reach 14th level, the extra damage increases to 2d8.

VOICE OF LAW

At 17th level, you can use your action to pronounce a guilty verdict on a creature, or organization. For 1 hour, you gain the following benefits:

- You have advantage on attack rolls made against the guilty party
- If the guilty party starts its turn within 60 feet of you, and is aware of your presence, it becomes frightened until the start of its next turn. While frightened in this way a creature has disadvantage on saving throws against your spells and Channel Divinity features.
- All laws that would prevent you from taking actions against the guilty party are suspended by divine

mandate. A creature other than the guilty party that attempts to interfere with your pursuit of the guilty party must succeed on a Wisdom saving throw or become charmed by you for the duration. A creature charmed in this way treats the guilty party as its enemy.

OCEANIC DOMAIN

Oceans cover most of the surface of Æliode. Some view it as the blood of an ancient dead god, others as the slaking liquid left over from when the gods cooled the land. No matter the myth, it is accepted by all the ocean is a dominant force hiding mysteries beneath its dark depths.

This devotion arises most often in those lineages whose livelihood depends on the briny waters. Some clerics wish to raise the secrets of the depths to the surface; others want to hold back the waves of destruction from washing away civilizations. But no matter the goals, clerics and their gods exist in a constantly changing ebb and flow of power; sometimes performing rites to awaken wind and wave, other times becoming calm. The cycles of the oceans, gods, and their clerics follow their own eternal rhythms and do not bow to the will of mere mortals.

OCEANIC DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Fog Cloud, Speak with Animals</i>
3rd	<i>Alter Self, Gust of Wind</i>
5th	<i>Call Lightning, Water Breathing</i>
7th	<i>Control Water, Dominate Beast</i>
9th	<i>Conjure Elemental, Destructive Wave</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with the Athletics and Nature skills, tridents, and nets.

WRATH OF THE STORM

At 1st level, you can thunderously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.

You can use this feature a number of times equal to your Wisdom modifier (minimum once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: LORD OF THE SEA

At 2nd level, you may use your Channel Divinity to charm any and all marine creatures within 30 feet of you.

As an action, you present your holy symbol and

invoke the name of your deity. Each creature must make a Charisma saving throw. Any creatures that fail the save are charmed by you for 1 hour or until they take damage. This effect applies to all fresh and saltwater creatures as well as to marine birds and marine mammals (including transitional mammals such as polar bears and otters). Plant creatures composed of seaweed or swamp foliage and intelligent creatures, such as merfolk, may also be targeted by this power, though they have advantage on the saving throw and may repeat the save every 10 minutes until the power expires. Unlike other charm powers, this ability affects swarms composed of these creatures, such as a swarm of quippers. While the creatures are charmed, they are friendly to you and other creatures you designate.

CHANNEL DIVINITY: SEA BLESSING

At 6th level, you may use your Channel Divinity to grant yourself and all allies within 30 feet the sea's blessing. Any creature may expend their blessing to gain Advantage on one of the following checks: saving throws against cold, lightning or thunder, or Dexterity (Acrobatics) or Strength (Athletics) skill checks. Sea's Blessing lasts one hour or until expended. Those targeted may choose which roll to use the Advantage on and they need not remain within 30 feet of you to retain this bonus. A character may only have one sea blessing at a time. If the cleric uses this ability again, any blessings still active are dismissed at the end of the following round.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns, when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage to target. This damage may be cold, lightning or thunder damage (your choice). When you reach 14th level, the extra damage does not increase. Instead, all targets that are hostile to you and are within 10 feet of the target must make a Constitution saving throw or take the same amount and type of damage as the target. If used underwater, the targets of the area damage have disadvantage on the saving throw.

SEA LORD

At 17th level, when using the Sea's Blessing Channel Divinity power, targets may gain Advantage on three checks or saves before it is expended and the blessing lasts 12 hours instead of 1. In addition, plants and intelligent marine creatures, such as merfolk, no longer have Advantage on saves against the Lord of the Sea Channel Divinity power.

GODS OF THE AVITIAN EMPIRE

Avitian religion is two-tiered. All Avitians worship the gods of state: Allafar and Allamar. However, most also worship local “household gods” and holy folk called Sants.

Both gods and Sants have holy days, shrines, priests, and can grant spells to their followers. Where the gods influence universal themes such as honor, or self-discipline, Sants are tied to towns, households, or family bloodlines.

Sants are household gods. They are the accumulation of the spirits of a family’s ancestors which become a daemon. Many families worship their lineage as personified by the ancestor who exemplifies the families best qualities. Some worship multiple ancestors as a pantheon. Most Avitian families engage in ancestor worship, but few families possess devotion is robust enough to produce a Sant.

Recently, the Emperor declared himself a major god. Through his influence, he has convinced a sizable portion of House Spiritus to agree. There is some confusion as to whether he can bestow spells or not. He has risen four new Sants to godhood alongside Allafar, Allamar, and Advenus.

These theological divisions grew into a major schism within Spiritus Bondsworn (and the religious population in general). The conflict split the devout into the Orthodox Church and the New Church. Both claim to be right. The Orthodox worship the Three (Advenus, Allafar, and Allamar) as the ultimate divine trinity. The New Church argues that there are seven gods and do not to accept the Emperor God as divine as well (which refers to itself as the True Church). This third True Church is the official religion sanctioned by the empire and is composed of the seven, plus Emperor-God, plus house gods.

All three churches accept ancestral Sant worship.

There is a little confusion by many Avitians regarding who to worship and how that worship should occur. Rumors of pogroms and crusades are on the horizon.

Below are the gods that are accepted by the Orthodox Church as divine.

SANT WORSHIP

Titles: Varies by family or village; Blessed Bloodline; Heroes of Yore.

Portfolio: Any portfolio that reflects the history of the family or village. Usually, this collection concerns itself with very localized affairs.

Typical Worshipers: Members of the Family in question or those wishing to ingratiate themselves to the family. Villagers who live in the village.

Domains: Any domain that reflects the family or local history.

Minor Ritual: Applying fresh oils to the wooden figurines representing the Sant.

Sample blessing: “The blood of your ancient kin flows in your veins, offering you the guidance of their wisdom.”

Players may choose to worship Sants and gain powers and spells from them if their class allows. The player may choose any domain to which the Sant are tied. There is a limit, however, to the power of spells the Sant may grant to their followers.

Sants of powerful and ancient cities, villages, or families may grant spells up to 4th level. However, Sants from smaller or less influential villages or families may only grant 2nd or 3rd level spells. If the cleric wishes to gain access to higher level spells, they must pray to Allafar, Allamar, or Advenus.

A Sant will typically have a fairly restricted portfolio. They typically are concerned with a very specific cause, location, or ideal. There are Sants of battle, Sants of travel, and even Sants of baking bread. The key is that the Sant performed miraculous acts in the service of the gods. Now they themselves are now able to bestow spells as blessings.

Priests: In most families, the eldest member of the family is responsible for being the caretaker of the family gods. However, in larger households with enough wealth and power, a small number of the household or hired experts are trained to be professional priests.

Village Sants are the responsibility of locals. Hereditary titles are passed down through bloodlines closely tied to the origins of the community. These priests ensure that the Sants are respected and that worshipers attend the proper holy days.

Worshipers: Typically, a family or worships their ancestral Sants and not those of other families. The same holds true for village Sants. It is not unusual, however, for a village to have several Sants forming a small pantheon of sorts. Offerings, rituals, and prayers occur on religious holidays. However, each family often has several holidays set aside that honor dates important to them. Most of the time these prayers and rites are short, simple affairs. The form of these prayers and rituals are very personal and reflect the group’s values.

ADVENUS

Titles: The Wandering Ox, Mist Bringer, The Grey Guide

Portfolio: death, secrets, traveling, trickery

Typical Worshipers: preparers of the dead; con artists; seekers of lost knowledge

Domains: Death, Knowledge, Trickery

Minor Ritual: Reading the entrails of a falcon.

Sample Blessings and Aphorisms: “May the Ox be waiting far down your road.” ; “Plans are chains. They are slavemasters of the uninspired.”; “The quick mind grants its own prayers.”; “Seek not a destination. There is no destination worth the pain. Instead look for opportunity. It is the face of Advenus.”

Outside of the priesthood who tend his shrines, very little is known concerning the god. In the Holy Texts of Calabus, Advenus can be seen weaving his way into the plans of Allafar and Allamar. His goals are always hidden and mysterious. There is a secret text, the Scrolls of Tacitus, read only by his priests. It’s said to reveal the mind of the god, but his priests hold the god’s secrets well.

Advenus is the only one of the Avitian gods who is known to travel among mortals. He takes on the outer shape of travelers, merchants, and even livestock, and walks the dusty roads of Æliode. As he travels, he aids some he meets and harms others. He has given powerful gifts to some, while with others he takes all they own. If there is an endgame to all of his actions, it is likely that only he knows what it is.

Avitians know that when they die, Advenus appears before them in the form of a massive ox. He carries them from life to the Manor of Allamar to await judgment. During the journey, Advenus always takes the time to whisper a single secret to the soul, a secret so powerful that the spirit may never repeat it. Every soul has a different secret. Advenus’ reason for sharing these secrets is itself a mystery.

Those who have delved into the god’s secrets know that Advenus is not content with creation as Allafar and Allamar have divided it. He wishes to add his own influence.

Priests: Priests of Advenus are few and rarely encountered. They are reclusive and nomadic. No major temple to the god is known to exist. Priests may keep a small shrine in a larger temple dedicated to another god or build small shrines in remote locations, but this is rare. Most priests travel with more portable shrines that are ornately sculpted clay vessels containing an icon or two.

The exception to this rule is the Sect known as the Ladies of Passing. This sect is a silent order whose role in society is to gather and prepare the dead for funerary services. The members of this sect are well versed in the death rituals of most other cultures and, though they ultimately serve Advenus, are comfortable and able to perform the rituals proper to the beliefs of those they serve. Even though the sect is called the Ladies of Passing, some men have joined the sisterhood.

Worshipers: Worshipers of Advenus often engage in morally gray pursuits and find themselves in situations in which “the unknown” plays a great role. People who find themselves lost, both physically or metaphorically, often offer up prayers to Advenus in the hope that he shall show a path. Worshipers warily

follow the advice received from the god. It often holds hidden meanings and results in problematic unforeseen consequences. Those who have suffered a recent loss to death often pray for their loved one’s safe passage to Allamar. Sailors and merchants make offerings when they begin new business ventures. Criminals and ne’er-do-wells pay homage and sacrifice when embarking upon a dangerous and illegal activity. Most believe Advenus’ sole purpose is to guide the dead to Allamar. Few are aware of the god’s more malevolent teachings. Those who do know of this darker path are dangerous folk indeed. They seek to emulate the god’s ways by committing acts of treason or sabotage as the opportunities present themselves.



Symbol of Advenus

ALLAFAR

Titles: Bearer of the Heavens, Father of the Sky, Noble Shield, The Eternal Scale

Portfolio: Avitian Empire, cities, spirit of gatherings of people

Typical Worshipers: those going to war; politicians; seekers of nobility; merchants; fathers

Domains: Law, Oceanic, War

Minor Ritual: Anointing an icon of Allafar with blessed oil.

Sample Blessings and Aphorisms: “May the voices of your ancestors guide you.”; “I am the heart of the mountain, pillar upon which the heavens rest.”; “The lone stick is crushed when placed under great pressure. But many sticks in a bundle, bound together with a common cord, find their resilience has grown exponentially.”; “Wisdom comes from understanding the self. But Wisdom alone will not change the world. One must learn to pass wisdom to others. A movement will not face the death of a single thought.”

Allafar, husband to Allamar, is an exemplar of community, war, competition, and trade. It was Allafar who created language and gave it to mortal kind, he who holds back the pillaging barbarians who seek to destroy the cities, and he who teaches from his temple upon the peak of Mount Caelum far above the Arva Plains. By Allafar’s guidance, all civilization strives forward for the betterment of all.

Allafar resembles the perfect physical form of humanity, muscular and unmarred by the harshness of living. His hair is a halo of clouds on the edge of a storm and a fine black toga woven from volcanic stone covers his frame. He is often depicted racing his silver chariot across the sky, drawn by two gray mares whose hooves spark lightning as they stride.

While Allafar strives for the harmony shown by his wife, such harmony often conflicts with his desire to protect his chosen people. As he wrestles with balancing his conflicted nature, so too do the populations over which he presides fall into conflict and strife. Such is his connection to civilization; many saints have claimed that the conflict and disorder seen in any city have less to do with its material conditions than it does with the spiritual state of Allafar.

While all these are the realm of Allafar, he does have his darker side as well. There are times when outsiders threaten civilization and the only path available is war. When the need arises, Allafar dons his armor of silver and obsidian, gathers bolts of lightning as though they were pilum, and unsheathes his sword Tempestas whose blade is the biting north wind itself.

Priests: Priests of Allafar are most commonly found in cities or with large military units. They are always present for large civic functions such as significant senatorial votes, citywide holiday celebrations, the opening of games at arenas, and the formation of new legions. These priests are masters of social functions and are commonly outgoing personalities. Many priests are also skilled merchants who may be called upon to bless new business ventures. The moods of Allafar directly affect the health and prosperity of a city. Priests take it upon themselves to make frequent sacrifices and hold regular celebratory events in

the hopes of appeasing the god.

Worshipers: Allafar is lord of the social sphere and all that occurs within. All who wish to excel in society offer prayers to him, be they merchants, politicians, or the common folk. Gladiators who fight in arenas across the empire know of Allafar’s love of competition and offer prayers and sacrifices to him before significant events. Soldiers and military types often wear symbols and idols dedicated to Allafar for protection. Citizens of most Avitian cities have their own versions of Allafar that they worship, each highlighting the characteristics the populace is most proud of.



ALLAMAR

Titles: Queen of the Sea, The Blue Lady, The Chalice

Portfolio: architecture, craftwork, justice, truth

Typical Worshipers: judges and those in the legal profession; crafters; birthing mothers; those about to die

Domains: CRAFTS, Death, Knowledge, Life, Light

Minor Rituals: A prayer spoken over a cup of strong wine heated to near boiling. Drink the wine while hot.;

Sample Blessings and Aphorisms: “The soul is the basis of all existence. A well-ordered soul shall bring forth your greatness.”; “Form and craft is prayer made physical. It is both the question asked of Allamar, as well as her answer.”; “The goddess has placed a blend of metals within your soul upon your birth. Use every experience to skim the dross from your soul.”

Allamar, wife to Allafar, is a powerful goddess who watches over the souls of all mortals. She is said to have discovered the secrets of working with stone and iron, taming the flames’ destructive inclinations, and is the manifestation of individual perfection.

She manifests as a dark-skinned woman with a fiery halo of hair. She wears a dark blue toga woven from the first water that fell upon the land to make the oceans. Most portraits show the goddess beside a kiln working metal, clay, and stone. Others show her studying the works of mortals from her manor in the sky.

Allamar and her husband create all the humanoids of the world. Before their birth, Allamar tells all future mortals the goals she has set forth for their lives and then places a single shard of metal within each of their hearts. As mortals progress through life, their hearts work upon the metal, their acts in life either purifying or corrupting it.

Wisdom claims that when one commits an evil act, the soul cries tears, visible only to the gods. Allamar collects these tears in a clay amphora she makes for each and every mortal. She places these pots in her manor house which passes over the land each day as the sun.

Once a mortal reaches the end of life, she measures the tears and removes the shard from their heart. If the shard is corrupt, she tosses it down from heaven where it buries itself deep in the earth. If it is pure, she uses it to make weapons for her husband and his army. If the mortal’s jar of tears is full, she casts the soul into the flames of the sun; if the jar still has room, she allows its owner to become part of her husband’s army.

One day Allamar’s jars will be too full of the sins of mortals, and the tears will overflow. On this day the tears shall extinguish the sun.

Priests: The priests of Allamar are rigid individuals who prefer a formal approach to both their temples and daily life. Rites are performed according to what tradition dictates as proper. Meals are plain and eaten when it is least likely to interfere with priestly contemplation.

It is not to say that Allamar’s priests are callous; rather, they believe by exemplifying self-control, they are following the path set out to them by their goddess, and are better citizens of the Empire as well. One can conquer the challenges presented by the outside world much more completely once they have mastered those within.

The priests and priestesses of the Allamar wear robes of brown and green, brown and blue, or brown and red. “Gardener” is the chosen honorific for priests of the goddess.

Worshippers: Allamar is the Queen of Earth paired with the elements of Flame and Cloud. She is the goddess of self-perfection and individual honor. Many pray to her during childbirth, traveling, sickness or suffering, along with sailors and those seeking atonement. Her worshipers come from all walks of life, though fewer Avitians dedicate themselves to her challenging ways than they do to the more communal-minded Allafar.

Many “swear to Allamar” as a way of expressing their sincerity. There is a 1% chance that Allamar takes notice of such statements and, if the statement is a lie, immediately strike them blind. If the setting is a legal one, this chance rises to 5%.



Symbol of Allamar

GODS OF THE ISSIAN PENINSULA - VISCIAN PANTHEON

The gods of the Issian Peninsula belong to the Viscian Pantheon. As a whole, the gods are fickle and demanding. The capricious gods interfere with the goings-on of Æliode to ensure the continuing imprisonment of the Gods of Sorrow by the darker deities of the land.

The Viscian Pantheon rules over a land of fear. All who inhabit the Issian Peninsula know that their lot in life depends completely upon the whims of the gods. Where once there those to whom one could offer up prayers of thanks, now most prayers are pleas or bargains offered up in the hopes that misfortune will settle elsewhere.

The Viscian Pantheon is itself broken up into three groupings of gods.

First are the Gods of the Watchful Storm. These three gods are the dominant force on the Issian Peninsula. They are cruel and demanding, requiring frequent tributes from their worshipers lest they release their anger. Though they are evil, many of their worshipers are not. Most of the people of the Issian Peninsula worship these deities out of fear and offer homage as a form of placation. Most clerics and priests on the peninsula worship these gods openly. All temples upon the peninsula must be dedicated to at least one of these three gods, and shrines to these angry gods are everywhere. Choice has little to do with it when it comes to worshipping the Gods of Storm. It is a requirement lest you are torn apart by their furious winds.

Second are the Gods of Final Veil. These three gods are amoral and focus their attention on the mortal realm. While the other gods have interests that include all the realms and planes of existence, these three are almost solely concerned with the land they inhabit and the souls who reside with them. Most temples erected to these gods are in disrepair, and their clerics are few. While worship of this pantheon is not illegal, the gods are not as destructive as the Watchful Storm and, therefore, receive less attention. They have few holy days and these tend to be important markers of the calendar such as planting days or harvest days.

Third are the Gods of Sorrow, so named because of their current imprisonment within the ominous Hall of Sorrow by the Watchful Storm. Worship of these overthrown gods is illegal and dangerous while on the Issian

Peninsula. Many such worshipers are rooted out by their communities for fear of incurring the awesome wrath of the Gods of the Watchful Storm. Zealots destroyed most of the temples to the Gods of Sorrow years ago, burning relics and priests alike.

GODS OF SORROW

The Gods of Sorrow, Mahte, Myn, and Paladrus are champaigns of mortal-kind. Trapped in their prison, the Chamber of Sorrow, they have little power to aid their worshipers.



MAHTE

Titles: The Dreamer of Forms, The Tome of All, The Stiller of Waters

Portfolio: speech and writing, cities, peace, self-sacrifice

Typical Worshipers: sages; diplomats; those who martyr themselves for the good of all

Domains: Exorcism, Knowledge, Life

Minor Ritual: Inscribing a prayer onto a piece of paper and then burning it.

Sample Blessing: “Thy deeds are inscribed in the Tome of All, the Dreamer does not forget the faithful.”

Mahte is the goddess of knowledge, healing, and peace. She is also the wife of the god Paladrus. Along with Paladrus and her ally Myn, Mahte has watched over all existence since its creation.

When appearing to mortals, Mahte manifests in one of two forms. The first is a red-haired woman dressed in iridescent orange robes, a halo of soft light surrounding her head. She holds a large heater style shield with the runes for “City,” “Peace,” and “Knowledge” emblazed upon its face in front of her. The second form is that of a thick book opened to reveal pages of etched white marble. The cover of the tome is composed of brilliant silver with sigils of inlaid gray crystal and delicate gold leaf edgework.

Since her imprisonment in the Hall of Sorrows, additional accoutrements have appeared on her avatars. Her humanoid form manifests with fine golden manacles on her wrists. The manacles themselves have a golden chain connecting them to the ground below. Her tome avatar is now closed and locked with a finely-etched golden clasp.

Though imprisoned, Mahte’s concern for all the denizens of every plane remains. As the holder of all knowledge,

Mahte strives to pass wisdom and awareness to those mortals ready to accept it.

Priests: Due to Mahte’s imprisonment, her priests are scarce. In fact, her priests are granted divine power due to a degree of luck. Once every few years, a drop of Mahte’s blood falls from her crucified form within the Hall of Sorrow. Occasionally one of these drops passes from the Hall of Sorrow, descends through the Expanse, and strikes a mortal, providing divine ecstasy and a direct connection with Mahte. Through this bond, Mahte passes along divine inspiration to her priests and thus retains a small degree of influence upon Æliode.

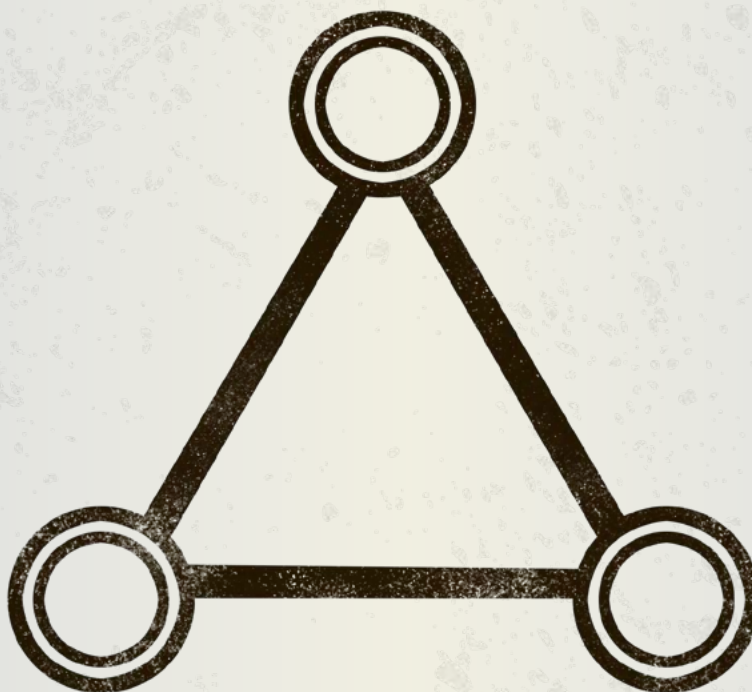
To memorialize the day of a priest’s first connection with their goddess, all priests of Mahte carry a red cloth. Some wear a red belt or scarf while others sew a patch of red cloth into their vest or tunic. Others still honor their goddess by stuffing a red handkerchief or other favor up one of their sleeves.

Aside from this red cloth, there is no official uniform or garment worn by the clerics of Mahte. All records indicating the design of traditional priestly garb has been lost to the fires of the Culling.

Worshippers: Worshipers of Mahte are few and far between. Inhabitants of the Issian Peninsula believe that Mahte is an evil demon bringing the ire of the Gods of the

Watchful Storm’s wrath upon them if they have even heard of the goddess at all. Most who come to worship her are either members of families that have continued to worship the goddess in secret for hundreds of years or happened upon some ancient writings penned by one of Mahte’s Sants by chance.

Culling purges of centuries past destroyed most rites and prayers to Mahte. A few minor prayers and rituals have survived, however, as Issian folklore. While speaking these prayers is a dangerous act, those who face life-threatening illness often have nothing to lose.



Symbol of Mahte

MYN

Titles: The Maker of Paths, The Wayfinder, The Refreshing Storm

Portfolio: traveling, weather, good fortune

Typical Worshipers: travelers; merchants; tinkers; the homeless; orphans

Domains: Tempest, Trickery

Minor Ritual: Helping a traveler in need or leaving three coins by dropping them on the road at the beginning of a journey.

Sample Blessings and Aphorisms: “Thy journey is the reward, may it be fruitful and never dull.”; “Stagnation is the true loss of self. Seek one new experience each day to hold back the mundane.”; “Travel need not diminish luxury.”

Myn is one of the few God’s of the Issian Peninsula who could be said to have any interest in the welfare of the mortals who populate the world.

Myn is the cunning and aloof sister of Syn. She is the incarnation of good luck and fortune. The goddess’s avatar is an attractive woman with the head of a cat. Myn rarely stays in one place and wanders the world satisfying her curiosity. Her nomadic nature does not interfere with her adoration for creature comforts. The goddess often changes the weather to suit her travel needs.

Myn is a fickle god, but this behavior is not born of any ill-will towards mortals or their realm. Most often it arises due to inattention or distraction. She often becomes aware of the attempts to gain her attention only after it is too late to help.

Myn is the only member of the Gods of Sorrow who escaped imprisonment by the Gods of the Watchful Storm and the Gods of the Final Veil. Myn escaped the ire of the other gods and, with the aid of her brother Syn, an effigy took her place chained to the Wall of Contemplation in

the Hall of Sorrow, the prison built to contain the Gods of Sorrow. Fearful of giving the Gods of the Watchful Storm cause to examine the effigy more carefully, Myn keeps her interactions with the mortal realm to a minimum. Guiding mortal kind too often could alert her foes to the ruse, and she fears the imprisonment that would soon follow.

Priests: Because the worship of Myn is illegal on the Issian peninsula, priests of the goddess are rare and hard to find. Most priests try to remain hidden for fear of being captured by The Culling. The pogroms do not stop Myn’s priesthood from performing rituals and blessings to those who seek them out.

Most priests of Myn devote themselves to one of two sects; Dvorian (dedicated to Sant Dvor) or Jardaic (dedicated to Sant Jardin). Members of the Dvorian sect

claim an area, often no larger than two or three villages, to watch over. They offer aid to travelers who pass through and help those in need who reside there. Priests of this sect often have opulent hidden shrines devoted to providing physical, as well as spiritual, comfort to those who seek it out.

Priests of the Jardaic sect are incorrigible wanderers. They travel incessantly, often tending to weary travelers or passing messages between the hidden enclaves of the Dvorian. Maintenance of Myn’s shrines often falls upon the Dvorian as well. This sect frequently proselytizes in the hope of keeping

the worship of the goddess alive. Of course, they take care not to let these potential converts to allow them to run afoul of The Culling.

Worshipers: Though worshiping Myn is illegal on the Issian Peninsula, those preparing for long journeys, rolling dice in a back-hall betting parlor, or wishing for the sun to dry out their rain-soaked fields, often offer up a quiet prayer after looking around to make sure no one is watching.

Many who find themselves without a home seek the goddess’ blessing. They pray for her to watch over them as they live their precarious and nomadic lives.



Symbol of Myn

PALADRUS

Titles: Crepus, Serpent of Kartish, The Hanged One

Portfolio: freedom from oppression, nobility of blood and spirit, the sky

Typical Worshipers: the oppressed; those seeking redemption; those seeking strength against the Gods of the Watchful Storm

Domains: Knowledge, War

Minor Ritual: Lifting a poisonous viper coiled around one's left arm to the sun or the moon.

Sample Blessing: "Be the sun and moon forever in your sky."

Paladrus, lover of Mahte, brother of Tulhessa often appears as an enormous silver serpent and other times as a muscular man with prematurely graying hair. In any form he has one eye plucked.

Paladrus believes himself responsible for the death of his sister. While he hunted the Great Hind, a barbarous monster known as Balar slew Tulhessa. In sorrow, Paladrus plucked out his left eye and placed it in the sky where it shines in brilliant pain. The god's remaining eye became the moon, waxing and waning as it blinks. Thus Paladrus watches over the memorial to his slain sister, protecting it from the ravages of decay.

Before the formation of the world, Paladrus devoted himself to the arts. But after the death of his sister Tulhessa, the god found himself in conflict with Anhr. The two gods fought over how best to memorialize the goddess; Paladrus wanted to build the world he and his sister often dreamt of, Anhr believed such an act diminished the goddess. Ever since, the two have fought; Anhr seeking to destroy the Grand Monument, Paladrus to preserve it.

For centuries armies devoted to the two gods clashed in a titanic struggle. However, Anhr and the gods of the Watchful Storm captured Paladrus through treachery. Anhr

nailed his rival to the wall of the Hall of Sorrows where Paladrus hangs to this day. While imprisonment has reduced his influence, he is still aware of the destruction the Watchful Storm brings about. He watches as the armies of Anhr clash, leaving trails of death behind them. He watches Syn twist Æliode into a pathetic parody. He watches and plans.

Priests: Ever since the worship of Paladrus was made heretical on the Issian Peninsula, the number of priests worshiping the god has fallen to almost non-existent. It is not a lack of faith that results in these small numbers. Those discovered worshiping the god are swiftly punished with execution. Most priests have been captured and killed long ago. Some priests still travel the land in secret and fighting the evil Watchful Storm. They are aware of their

small numbers and do so carefully. Some priests have formed small enclaves where they worship Paladrus and discuss plans to fight back against those priests who seek to bring ruin to the people. When they go into battle, they paint the symbol of Paladrus over their right eye as a sign of their devotion to the god. It is commonly held that this practice will grant the priest knowledge of the righteous path ensuring their

Worshippers: Worshipers of Paladrus are rare and secretive by nature. To be discovered means death in most cases. The pogroms, however, have not halted belief in the Gods of Sorrow. Those who offer prayers to Paladrus do so in secret, but

they do so with a passion rarely felt by worshipers of other gods. Secret networks exist to resist the dark gods. The most influential of these is "The Stained".

The Stained are named from the manner of their blessing. Paladrus' blood, dripping from his crucified form in the Hall of Sorrows, on occasion makes its way through the planes of the Grand Monument. Should the blood fall upon a mortal, they receive powerful blessings from the god. Some state they hear the god's voice as the blood forms a link between their soul and that of their creator. The Stained are almost fanatical in their devotion.



Symbol of Paladrus

GODS OF THE FINAL VEIL

The Gods of the Final Veil, Esus and Meliki, care little for the politics of the other gods. They prefer more abstract realms the those of the Grand Monument. Esus prefers sculpting his shells or crafting new idealized forms to populate his workshop. Meliki rules/is ruled by the abstract laws that govern the world. Her devotion to these ethereal rules ensure the Grand Monument functions properly.

The Gods of the Watchful Storm are content to allow them freedom to pursue their goals. That is, as long as they do not interfere with the will of the Storm.

ESUS

Titles: The Crafter of Form, Marker of Ages

Portfolio: creation, crafting, life, death

Typical Worshipers: those celebrating a birth or mourning a death; artists; healers and those interested in the function of the body.

Domains: Crafts, Death, Life, Nature

Minor Ritual: Crafting a crude idol of a living creature and offering it to Esus.

Sample Blessing: “The body that houses your soul is a miracle, Esus protects his creation.”

Esus is the cyclical god of life and death. Icons depict the god with the Flame of Creation in their right hand and the Stone of Destruction in their left. Esus has been born, died, and was reborn at the changing of the ages. More elaborate versions of their holy symbol represent this cycle by adding five points of flame laid equidistantly around Esus’ Circle. Avatars of Esus have always appeared as hairless and androgynous and their skin tone varies from a sapphire blue to a light gray depending on Esus’ age in their current incarnation.

It is Esus who is the very manifestation of natural life. Esus is the guardian of all bodies of creatures who live or have ever lived. Indeed it is only these bodies, and not the souls that inhabit them, that are of concern to Esus. It is

the only god of the Issian Peninsula who has the power to create the bodies for the habitation of the souls that the other gods wish to place upon the world. These other gods may craft the souls, but should they require the spirits to reside on Æliode, they must go to Esus for bodies to house them.

Esus cares little for the souls that inhabit their creations. The god has been known to reanimate mortal remains to further their work on the physical plane. Sometimes this is done by replacing the soul in the once-dead body, but as often as not Esus will restore bodies without souls to guide them.

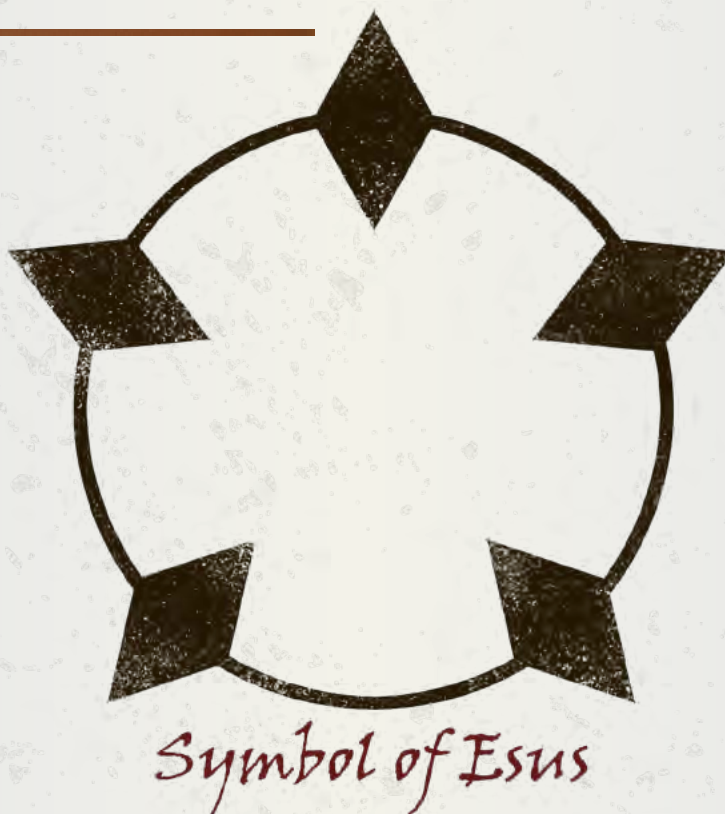
Priests: Those who have devoted their life to Esus are few when compared to the clergy of other deities. As most individuals go through their life without much thought as to their physical bodies, few are motivated to focus their life on understanding the mysteries of Esus.

Those who do, live a reclusive life apart from the everyday hustle. These clerics typically mark the passing of days by births and deaths. While these events may be life-altering events to most, the clerics of Esus are more comfortable with adapting to life-altering changes than the average person.

Priests’ construct most of their holy symbols from clay. Clay symbols are not required, however, and some

priests choose symbols of stone or metal. Wooden holy symbols are rare. Many priests feel that clay, stone, and metal more accurately portray the nature of Esus.

Worshipers: Few of the faith make daily offerings or prayers to Esus. The god’s doctrine does not require believers to prove their faith. Invocation is reserved for more momentous events. A priest is often sought out to preside over births and funerals. Many also offer up prayers to Esus when building or tearing down a building, starting or dissolving a business, and during birthdays. Those of the faith do not gather to worship merely because of a day on the calendar.



MELIKI

Titles: The Ethereal Rain, the Lawbringer,

Portfolio: agriculture, laws of nature, seasons

Typical Worshipers: farmers; rural lawmakers; seers

Domains: Law, Nature, Tempest

Minor Ritual: Mixing soil with a little blood and using the resulting paste to mark one's forehead with an arc.

Sample Blessings and Aphorisms: "The tenets of Æliode are clearly set. Follow them and your path shall be blessed."; "Plow, sow, reap, eat...all life has a pattern. Seek the pattern and adhere to it lest your meaning diminish."; "One cannot act against nature and purpose,. Not within themselves, nor within another."; "When you are lost, find refuge in ritual. Repetition creates strength in all things."

Meliki has a dim view of her fellow divinities. The other gods of the Viscian Pantheon play their games of war. They have their petty rivalries, their acts of vengeance, and act without reason or purpose. She sees herself as above the petty squabbles of her siblings.

While the other gods argued and fought over trivialities, Meliki alone was able to bring order. Seasons proceed in a particular order, one after another, mortals are born, live, and then die, the rains in spring come so that the seed may grow and, in turn, produce more seeds. There is an order by which the world moves, and it is Meliki who brought that order into being.

Meliki is the goddess of agriculture and the rural hearth. She believes that hard work, sacrifice, and following the rules, are needed to bring creation to perfection, to say nothing about a successful community and harvest. She has set the seasons to function with a particular purpose and the sun the right distance away to cause creation to flourish. If worshipers decide to plant on days other than the prescribed times or in ways other than the prescribed ways she has been known to send a blight upon their crops.

The goddess does have a flaw; she only sees the world as a complex and enormous system of laws. This cold view is often ultimately detrimental to individuals. She steadfastly believes that "rules" and "systems" as a whole are

more important than any single creature affected by the law or system.

Her avatar is one of a voluptuous female with dark hair, dressed in brown robes. Dark, fertile soil stains her hands a rich black. Her purposeful stare hints at her intensely ordered and calculating mind. She is quick to bring her pragmatism to bear on any issue before her.

Priests: Priests of Meliki are most comfortable when outside working in the soil. Most temples are open-air, allowing the priests to feel the gaze of their goddess upon them. Most priests of Meliki pay close attention to the affairs of their village, and little happens that the priests have not had a say in.

Much like the goddess they revere, these priests are pragmatic. Their solution to both spiritual concerns and more mundane village matters see the same practical wisdom applied. When hard choices are to be made, especially choices between life and death, the priest of Meliki

can be counted on to make a fair decision. There adherence to tradition is well documented.

The services held by these priests stand out when compared to many other devotions. Priests rarely pray for the goddess to change the state of the world. A priest is more likely to ask the goddess for knowledge

of how to resist a drought than ask for the goddess to send rain.

Worshipers: Farmers and shepherds routinely pray to the goddess and she is often the patron goddess of small farming communities. Whole villages gather during the planting and harvesting of the local fields to offer gifts in return for the goddess's blessings. They do not expect the goddess to change the laws of the season for their mortal needs, however. More often the prayers are requests for knowledge, or to thank the goddess for providing stability.

Some feel that the worshipers of Meliki are callous, that they have lost the ability to empathize. This is not so. The target of their empathy merely includes the world and nature. What others see as a lack is simply a difference in placement and priorities. This unique form of pragmatic empathy is a hallmark of Meliki and a philosophy misunderstood by many.



Symbol of Meliki

GODS OF THE WATCHFUL STORM

Born from anger, hatred, and death, the Gods of the Watchful Storm are forces of destruction. From Anhr the God of War and Syn the Twisting to Tulhessa, the embodiment of anger and vengeance, the gods of the Storm are fickle and destructive. Few worship these gods out of any sense of love. Fear is the prime motivation when it comes to the Gods of the Watchful Storm.

ANHR

Titles: The Spear, Lord of Beasts, The Unyielding Storm

Portfolio: glorious death, war

Typical Worshipers: camp followers; soldiers; the militarily minded

Domains: Tempest, War

Minor Ritual: Sacrifice of a ram and wearing a portion of its pelt.

Sample Blessings and Aphorisms: "Death in battle is the highest calling. May you die well."; "You are already dead; only by the will of Anhr will you live again."; "Civilization is a lie, a pretty mask used to hide the death beneath."

Anhr's avatar is tall, muscular, and very masculine. He is bare-chested, wearing a studded leather skirt and a headdress of four feathers, which change color upon his whim, upon his hairless brow. Images portray the god sitting on his basalt stone throne (Makset) with his mighty spear (AnhurKa) leaning against the throne's arm.

Once Anhr was a great warrior. He worked with Esus the Crafter to create ever-stronger foes to prove his skills. Through the centuries of antiquity, they created stronger, swifter, and cleverer adversaries and set them free throughout existence. Once freed, these creations would gather strength with the goal of challenging Anhr and destroying him. Anhr always met them on the field of combat and Anhr always won. He was removed from the cares of the

other gods and lived only for the hunt. The four feathers of his headdress are trophies commemorating his four greatest opponents. The spirits of those he kills reside in these feathers and, at Anhr's will, the feathers transform into these creatures for Anhr to fight again.

Tulhessa was the only god who showed interest in Anhr's battles. The other gods viewed Anhr's activities ranging from short-sighted and unimportant to needlessly destructive and self-indulgent. Tulhessa was Anhr's only companion among the gods.

Then Tulhessa was slain.

Upon finding her corpse, Anhr roared a call of vengeance. He decided to honor her in the only way he knew how, through battle and slaughter. Anhr pledged to rid the world of the chaos he believed led to Tulhessa's death. He would keep her body in memorial.

He began to rid her body of the parasites his fellow gods had placed upon Tulhessa's divine form. Humans, Weorg, Sidhe, and all sorts of creations were profaning it. He began a systematic destruction of these creatures he saw feeding off the body of Tulhessa. As he could not destroy the other gods' creations, he saw within the world a tendency for violence, and he began to exploit it. He guided the beings towards self-destruction so that Tulhessa's corpse would become untainted.

Priests: Priests of Anhr often rise from the ranks of professional soldiers and other militarily-minded people. They take on the role of being the emissary between the will of Anhr and those who command his armies. Anhr's priests are often seen performing blessings for warriors and soldiers of fortune, providing tactical advice to commanders based upon signs sent by their god, as well as taking care of the bodies left after a battle concludes.

Worshipers: Worshipers of Anhr are almost entirely current or retired soldiers and those who support soldiers. The god's strict tenets and harsh punishments for transgressions are beyond the ability of most noncombatants to understand or find useful to their day-to-day life.



Symbol of Anhr

SYN

Titles: Flame in the Night, The Whisperer, The Quiet Death

Portfolio: perversion, forbidden knowledge, freedom

Typical Worshipers: seekers of knowledge; hedonists; those with jealousy in their heart

Domains: Death, Knowledge, Trickery

Minor Ritual: Write a secret on a piece of parchment. Burn the paper and inhale the smoke. The secret becomes part of the body as well as the mind.

Sample Blessing: "There is a secret that guides your fate. Learn this secret and master your destiny."

Where there is famine, there is Syn. Where there is wasting disease, there is Syn. Where the wealthy give into their darkest lusts and let their people suffer, where sages lock themselves in their towers to pour through ancient codices instead of using their knowledge to help others, there is Syn. Syn's purpose is to take creation and twist it into a mockery. He travels the land spreading disease and whispering lies, or hardening the scholar's heart towards secrecy.

Syn was once pure and good, a student of Mahte. Syn fell in love with Mahte. Once Mahte and Paladrus expressed love for each other Syn slowly became twisted with jealousy. Syn decided to take his revenge upon Mahte and Paladrus.

Syn began to interfere with the creations of Paladrus and Mahte, changing them into grotesque mockeries. As Syn's jealousy grew, he became bolder with his perversions, bringing the world lies, disease, and meaningless death. Syn's jealousy grew so heated that his body lost its once beautiful form and became twisted as he planned the downfall of his onetime lover and friend.

Syn assured the Gods of Storm that the Gods of Sorrow were no longer required. He claimed the Grand Monument belonged to the Watchful Storm alone as it memorializes one of their number. He further convinced Esus that the gods allowed the slaying of Tulhessa and should be further

punished for their incompetence. Having upset the balance, the Dark God built the Hall of Sorrows in secrecy. The Gods of Sorrow were trapped within, crucified upon its cold walls, and cut-off from the rest of creation.

Those who worship Syn do so for one of two reasons: out of lust for pleasures of the mind and body, or out of fear and hope to be spared from his coming plagues. Many of Syn's worshipers engage in desperate acts of perversion to please their god.

Priests: Those who have devoted their life to Syn are both seekers and reservoirs of forbidden knowledge. Often twisted by the secrets they have uncovered, these priests use the information subtly to sow discord wherever they travel. There are three major sects within the Priesthood of Syn; the Golden Sun, the Brotherhood of Galataine, and the Qedesha.

Those within the Golden Sun are power brokers, seeking to manipulate those who have significant political or social standing within a community.

The Brotherhood of Galataine, however, strive to spread the physical or spiritual corruptive influence of Syn. Physically, this corruption manifests as the spread of disease and illness. Spiritual corruption inspires the infected to commit actions deemed abhorrent to the community. The Brotherhood considers both signs of Syn's blessings.

The role of the Qedesha sect is a blend of the two others. Using their role as sacred prostitutes within a community, they wish to

gather secrets and attempt to guide the actions of those who worship with them.

Worshipers: Those who offer prayers to Syn do so for one of two reasons; either they seek forbidden knowledge, or they wish to placate the god in the hopes of healing an illness. Most worshipers are not long-term practitioners. Typically, Syn's favor is sought in those few dark moments when all seems lost or when vengeance seems the only solution. Those who engage in a continual worship of the god either find themselves called to the priesthood of Syn or they die as Syn's corruption manifests.



Symbol of Syn

TULHESSA

Titles: The Deep Mother, The Trembling Earth, The Bones of Foundation

Portfolio: destruction, land and ocean, cities

Typical Worshipers: all who live on the Issian Peninsula; high city officials; those in search of power of any kind; the vengeful

Domains: Oceanic, Tempest

Minor Ritual: Rubbing a mixture of coarse sand and ash across one's face and scalp (causes 1 slashing damage) while keening.

Sample Blessings and Aphorisms: "Thy sacrifice quells the fire in Her blood, may Her everlasting storm encompass another."; "Death begets change...begets death...begets change."; "Without a storm, life is a meaningless slumber. With the storm, life may meet the divine and attain Infinity."

Tulhessa was once the lover of Paladrus before he became the husband of Mahte. Her form was that of a two-headed dragon. Her avatar still manifests as this dragon on occasion.

Some holy texts tell the story of a great hunter named Naxos of Pihriah, spurred on by her children, to slay the goddess in the age before the world. The spawn of Tulhessa were cruel, vicious, and filled with hate and envy. They fed Palatine's pride and tricked him into hunting the Great Hind. While he was gone, the children united with the hunter, overpowered Tulhessa, and killed her. Tulhessa's bones became the land and the mountains, her blood became the sea, and her scales the stars in the skies. The price they paid for this treachery was never again to find peace in one another's company. To this day, her spawn live lonely lives on the edge of paranoia. They content themselves counting their hoards.

Priests: Priests of Tulhessa are among the most socially and politically influential individuals in the southern Avitian

Empire, much to the rest of the Empire's dismay. Even low-level acolytes are highly respected by their community. Cities offer their finest food, shelter, and anything else the priests ask. Most priests have come to expect a degree of deference no matter the situation.

There are four major sects within Tulhessa's priesthood. No official hierarchy exists across the priesthood, and each temple is the final authority in its geography. Most priests choose membership in one of these four sects:

The Gilded, the political arm whose goal is to marry into every politically influential family.

The Star Readers, the prophetic arm which deciphers the will of Tulhessa and perform divinations.

The Keening, the teachers of the faith who guide the wrath of the goddess and unleash vengeance upon the deserving.

The Culling, the guardians of the faith who purify the world of those who act against Tulhessa.

Worshippers: Most inhabitants in the Issian Peninsula are, at the very least, reluctant worshipers of the Deep Mother. Prayers of placation are offered up to her on a daily basis by her followers in the hopes that she turns her insatiable anger towards others.

Very few worshipers come to Tulhessa motivated by anything but fear; however, there are some notable exceptions, as temples to the Gods of the Watchful Storm hold enormous political sway across the southern portion

of the Avitian Empire. Those who wish to hold political office always have a close relationship with the nearest Tulhessian temple. While these political hopefuls are not necessarily clerics, they are devoted to the goddess.

People who feel they have been wronged often offer up prayers to the goddess in the hopes of her providing violent retribution. Sailors pray for the goddess to ignore their passage across her seas and oceans. Those who suffer a catastrophic loss thank the goddess for the lesson she has taught them, hoping she will not require a second lesson.



Symbol of Tulhessa



GODS OF THE OSTMEN ISLES - THE LÆRADRN

There are over a dozen divine beings within the Læradrn Pantheon. As life in this region of the world is considered harsh by most who were not born to it, the Læradrn divinities are said to be the reason for the Ostmen's survival.

Most Ostmen respect the gods and guide their daily life by the actions and desires of these divine beings. The stories of their god's exploits teach when it is the right time to fish, when planting and harvests should occur, and what an honorable action is in a given situation. For instance, a common phrase used to refer to a funerary procession is a "marching stag" (referring to the great elk stag Doutharorth, who brought death to the mortal realm). Another example is the practice of building structures from stone instead of wood; the builder is said to have "raised a mountain for Volsung."

One practice held in common by all priests of the Læradrn Pantheon is the act of blackening the areas around their eyes with coal or charcoal. Both substances are considered gifts from the gods: flame in its most solid form. By covering their eyes with this dust, priests illuminate the world before their mortal eyes with divine light. The powder lights up the world of spirits and grants awareness of the hidden influence of the gods.

BALAR

Titles: Seawalker, the Rage Within, the Eye of Fury, King of the Fomoire

Portfolio: ocean depths, the Fomoire, destruction of land

Typical Worshipers: Fomoire; sailors; those seeking destruction

Domains: Oceanic, Tempest, War

Minor Ritual: Eating a whole live squid.

Sample Blessing: "The blood in your veins is the sea, may its flow wash away all that stands in your way."

The ocean is a torrent of violence and chaos. Its waters bring death to those land dwellers who consume it, and they forever wash away the land's edge with their ebb and flow. As it is with the oceans of Æliode, so it is with the god Balar. Balar is a god in the throes of madness. This madness coalesces in the mortal form known as Fomoire.

Balar is the dark side of the god Volsung. He is the primal strength of the sea and unyielding strength of blood. His song resonates with the pounding of battle drums.

Balar was created from the bloodlust of the noble hunter Volsung. He manifests when the god releases his self-control and indulges in unyielding violence. The attractive countenance of Volsung twists into rippling muscle. Blood begins to drip from his hands and run from his torso, and his left eye grows in prominence, laying a curse upon all whose gaze it falls upon.

Priests: The priests of Balar view the northern sea as holy land. The cold, briny waters of the ocean are the basis for many of the priest's rites and rituals. Priests often carry water collected from these

seas to fuel their prayers and bless their sacrifices. Most ceremonies focus around a symbolic creation of an "ocean." Seawater is poured into a pool or basin and becomes a stand-in for a sea or ocean.

Worshippers: Balar does not consume all who pray to him with brutal madness. Many Ostmen warriors whisper a prayer to the god on the eve of great battles, just as sailors invoke his name during terrible storms. Though they are not devout followers, they respect Balar's power. They understand the daring and glory that can be theirs, inviting the god into their hearts. Care is taken to not draw his attention lest his madness takes root in the soul.



Symbol of Balar

HYGGE UHYGGE

Titles: Bearer of the Calming Flame; The Eyes of the Night Forest; Mother Winter

Portfolio: Balance, calm, unnerving

Typical Worshipers: Protectors and builders of the hearth, most people during the winter,

Domains: Hygge, Life, Nature, Trickery

Minor Ritual: Bathe in the candlelight of no fewer than 13 candles.

Sample Blessings and Aphorisms: “With flame comes peace.”; “The lone wolf hears the calls of the forest, but not every call brings light.”; “The icy months are the test of one’s soul, its light and its darkness.”

This goddess was born from the midwinter stories and tales told around the hearthfire. She is equal parts dark isolation, muffled snowfall, comforting flame, and disquiet of the unknown. She is the peaceful manifestation born of fresh-baked bread, stories sung by kin, comforting smells of the kitchen and refreshing warmth of an open flame. She is also the unsettling silence of a lone snow-covered road, the slow numbing chill of the north wind, the gleaming eyes staring from the darkness of the wood, and the madness inflicted those who have stayed too long alone in the darkness of night.

She is the goddess of calm serenity and slow-growing madness. As such, her power is revered by all who live in the lands of the long winters.

Her domains have made her the patron goddess of balance. It is believed that those who maintain a balanced life incorporating kinship and reflective peace will gain her blessings. Those whose spirit leans close to Balar in their unrestrained battle lust or solitude receive unsettling warnings from the darker aspect of the goddess.

Through balance, folk gain the blessings of Hygge Uhygge. Those whose life is ruled by extreme passions,

on the other hand, are cursed by the goddesses darker aspect, Uhygge.

Hygge Uhygge is at her core, a hearth goddess. She bathes in firelight, soaking in the odor of freshly baked bread and the sounds of tales told.

However, her Uhygge nature can reflect the unsettling voices heard in the dark of night in the lone forest. She becomes the cracking twigs behind the traveler and the eyes that stare from the darkness. Her mere presence breeds anxiety and paranoia, especially upon those who are prone to excessive solitude.

She walks the isles during the winter months freely bestowing her blessings and curses. A welcoming spirit is the best way to appease her.

Priests: Priests of this goddess seek to bring balance to people’s lives. They teach the importance of kinship and a peculiar form of plentiful moderation. They travel to communities, offering aid to those lacking food or companionship.

While they travel they watch for signs of Balar growing in their congregation. When signs are spotted, the priests appeal to the Uhygge aspects to send unsettling warnings to those who are in danger. They strive to frighten the wayward soul from their path. Should they not be swayed, the souls shall find their strength sapped. The Balarite shall be weakened if not dissuaded.

Worshipers: Many offer prayers to this goddess from the Autumnal till the Vernal Equinox. In the northern realms overseen by Hygge Uhygge, the nights are long and cold. It is not rare for folk to spend weeks, even months, in their small homes. As winter draws on, an increasing number of prayers and sacrifices are given to the goddess asking that she grant the peace of the hearth. Those more familiar with the darker Uhygge side have little time for worship. Many spend their nights in never-ending dread of what will arise with the sun....what will the ancient forests reveal.



Symbol of Hygge Uhygge

ODR

Titles: The Flame, Ruler of the Fylgja, Shepherd of the Ostmen

Portfolio: Spirits, Survival

Typical Worshipers: Berserkers, seekers of deep wisdom

Domains: Animal Spirits, Exorcism, Knowledge

Minor Ritual: Consumption of hallucinogenic potions to commune more directly with their animal spirit.

Sample Blessings and Aphorisms: “The voice of your Beast is strong and guides you towards your glory.”; “The instinct of the Beast shows ways lost to the eye of mortals.”; “Wisdom is found within simplicity.”; “Too much thought muddies the purest water.”; “The heart is nothing without the blood it pumps.”

The soul of the Ostmen is said to have four parts. The god Odr is said to be the ruler of the Fylgja, or animal spirit, that is part of all Ostmen souls.

After placing mortal kind in Æliode, the gods found that mortals had a flaw. Because their souls did not originate from the realm, they were blind to the dangers of the land. Their mortal bodies would perish if they fell a far distance, or stayed too long under the frigid ocean waters. Many souls perished even before they understood the meaning of hunger and thirst. Whole villages perished due to their ignorance of the limits brought with mortality. These souls tried to learn the ways of their new world, but all mortal kind was in danger of being destroyed before these lessons could be learned.

Mortal kind was in danger of destruction till Odr strode from the dark forest carrying his bright torch. The gods brought with him the animals spirits from the woods, beasts of every type and kind. These spirits called Æliode home since their creation and knew the dangers of death and pain.

One by one the god assigned an animal to each soul. The beast guides the mortal's soul, so it knows to fear fire, to eat when it's hungry, to swim lest it drowns. With Odr's instruction, the animal spirits taught the human souls the meaning of Æliode.

To this day the God sits upon his oak-stump throne judging each spirit beast and human pairing before the mortal's birth. He scrutinizes the nature of the soul and determines which animal spirit pairs best with it. Sometimes the chosen animal is complimentary to the mortals spirit, other times the animal is chosen as it fills a deficiency. The exact reasons for each choice is known only to the god.

Whether or not they realize it, these beasts still guide the souls of mortal kind, though some now call it instinct or reaction.

Priests: Priests of the Odr Bairn are both held in awe, and fear. Ostmen respect the priest's devotion to both their god and their inner beast. But their ways are often too primal and uncontrolled for many gatherings of the tribe. The priests take no offense to such “meaningless concerns,” content to listen to the voice of their Flygja. They know that their inner beast holds the secret of survival. Those who heed its brutal wisdom find valor and glory.

Worshippers: Worshipers of Odr often find themselves on the frontlines of battle. Their devotions and rituals to Odr often allow them to perform acts that are seemingly impossible for mortals.

Most who worship the god are warriors chosen by their people to be the god's avatar in critical battles. During peacetime, they give their devotion to whatever they wish. But when called upon, the Odr Bairn call upon the god to awaken their animal follower.

There are some worshipers whose devotion to the god is less fickle. Those who fully embrace the ways of the Odr Bairn quickly move from being a mere worshiper to that of a priest.



Symbol of Odr

VOLSUNG

Titles: Ochesa, The Fool, The Forest of Blótskógr

Portfolio: hunting, dominance over the ocean, strength over adversity

Typical Worshipers: hunters; miners; travelers in forests

Domains: Nature, Oceanic

Minor Ritual: Sacrificing a seabird and rubbing its blood into the wood of a bow.

Sample Blessing: “You were molded from the bones of Æliode, may you find its strength within.”

Volsung is a great hunter from the ages before time. One can still watch him track his prey, the great stag Doutharorth, across the stars of the night sky. Every so often his eternal hunt leaves his body worn, and he descends to the realm of mortals for rest. Often he takes on the outer shape of a weary traveler and seeks shelter and nourishment from those who live in his chosen land of the Ostmen Isles. Those who grant hospitality to him and treat him according to the rites of honor will find their dwelling blessed.

While Volsung can change his appearance, he often chooses the form of a broad-shouldered, barrel-chested man with a fiery red beard and head shaved bare. Tattoos on his arms, chest, and head depict other great beasts he has hunted and slain, their sacrifice indelibly honored on his flesh. Prominent among them is a great two-headed serpent tattooed in red ink coiled on his back.

In any form, he carries with him his bow, Veidsoltimm. Carved from the pale roots of the great tree Læradr which covers and protects all the world. The bow shines bright silver when Volsung readies an arrow. Legend holds this bow is the crescent moon plucked down for his use.

To Volsung’s shame, not all of his hunts were noble.

He is responsible for the slaying of Tulhessa, an act which drives his occasional madness. When he recalls the goddess’s blood on his hands, he descends into a violent blood rage and transforms into his darker aspect, Balar. While so enraged he often destroys all that he has strived to build.

Priests: Priests of Volsung do not wear priestly robes or have official vestments like Avitian Priests. Priests can be identified, however, by their habit of rubbing charcoal around their eyes as well as wearing a mantle of fur or feathers. There are two sects of priests who give devotion to Volsung: the Spábera and the Haugrgera.

The Spábera see it as their responsibility to hold back Volsung’s transformation into Balar. They are often gifted singers and storytellers. This sect holds the history of the Ostmen and advises councils when new leadership arises. They sow glory by calling upon the Ostmen to undertake dangerous trials in Volsung’s honor.

The Haugrgera sect has taken on the sacred role of raising the islands upon which the Ostmen reside from the tumult of the ocean. They are often seen traveling the land calling new stone into creation through their prayers. They also often reside over funerary rituals and are called upon to shepherd the souls passing through the great Læradr tree. Only the most daring of priests take up this calling as it places them close to

the edge of Volsung’s rage.

Worshipers: Worshipers of Volsung are common among the Ostmen and prayers to him are given up on an almost daily basis. Many offer up portions of their hunts to Volsung hoping such gifts will bring blessings for future hunts. Miners often ask for Volsung’s blessing before they break ground, as do builders beginning construction on new structures. As the tale of the god’s bouts of madness is well-known, bards recite tales of deeds performed in the god’s honor to calm the god’s grief-stricken heart.



Symbol of Volsung

GODS OF TIR

YDRAIL

Unlike the pantheons of the Avitians and the Ostmen, the gods of Tir Ydrail hold a minor position in the land's organized religion. There are no clerics devoted to the gods; druids take on the role of priests, ministering and advising the Triufir. Shrines dedicated to the gods exist; however, the Gods of Tir Ydrail do not require temples built in their honor.

The gods of the Triufir are eternal kings and heroes. Instead of being seen as "creators of the world" or manifestations of abstract concepts, they are archetypes which the Triufir hold up to be emulated or avoided. Stories are told of the gods to pass along what is "Rightness". Prayers are ways to remind oneself of how to act and are rarely pleas for a god's interference.

Additionally, these gods walk the mortal realm among mortals. Petitioners directly interact with the divine, requesting favors or presenting offerings. The pleasure or displeasure of the god is also immediate.

These gods meet once a year on an island hidden in the foggy heart of Loch Tighearna. Hidden away from mortal eyes, these gods engage in contests of skill, feast on food beyond imagination, and negotiate treaties for the following year. Should the need arise, this is also the time that the gods of Tir Ydrail consider new hosts for those divine who have lost a mortal body during the past year.

The gods of the Triufir are not weak or mortal, however. These beings are exemplars of their domains; perfection made manifest. Mere mortals shall never compete with Danu's knowledge of the world, or with The Morrigna on the field of battle.

HEROIC ASCENDANCY

Divinity in Tir Ydrail is acquired divinity. The mantle of godhood passes from one "chosen" mortal to another. A time arises when the current representation of a god begins to wane. Though immortal, their essence begins to burn the material body that contains it. Given enough time, the body will become a husk of its former self, unable to hold a divine spark. When this happens, divinity must transfer to another.

For the Triufir, this is a highly ritualized process. Potential hosts begin preparation for godhood at a very young age.

While in most cases an ascending hero likely originates from the same culture the god presides over, this is not a requirement. Folklore tells tales of travelers from foreign lands being overtaken by the sublime and

In future books you will find series of Emergence traits that emulate the journey of the mortal towards godhood. Currently, the GM should feel open to offer up Emergence to their players that they feel represent this journey. If the GM does not feel comfortable designing their own Emergence, they may be open to considering more intangible, narrative-oriented rewards to represent a player's ascent.

COURTS AND RETINUES

Followers of the gods of Tir Ydrail are not considered priests and worshipers as the adherents of other faiths. The ability of meeting the divine face to face has changed the relationship between the gods and their devotees.

While other cultures have priests who act as the middlemen between gods and mortals, the role of priests within Tir Ydrail is helped by the Druids. As the gods walk freely walk the land, there is little need for a conduit to the divine.

However, there are those who dedicate more of their lives to the service of a particular god and those who dedicate less. A follower of a god who has dedicated their life to the tenets of a particular god, who has traded their normal loyalty to family or the cantrev for that given towards a god, are said to have "joined the court" of that divine being. Though they may still hold fondness for their people, their primary oaths have been spoken for.

Meanwhile, those who are firm followers of a particular divinity are said to be part of that divinity's "retinue". They are devoted to the teachings of the god, but not so much as they are willing to renounce all of their responsibilities to their people for the god. This does not mean that they have any less faith in the teachings than those who join the god's court. They instead have a more balanced view when it comes to the divine and the mundane.

The names of these groups are thought to have their origin from the Sidhe and other types of trooping fey. These fey often model their society using such designations. And as the divine and the Sidhe were indistinguishable to early Triufir, the terms have been adopted into Triufir religion. This is both aided by and supports the close relationship the people of Tir Ydrail have with their gods.

DANU

Titles: The Gate of Knowing, The River, The Great Salmon, Mother of the Sidhe, Goddess of the Phanree River

Portfolio: Knowledge, Nobility, Sidhe

Typical Worshipers: Changelings; Sidhe; Tuatha de Dannan, Wanderer's of Loc-Sil

Domains: Knowledge, Law, Life

Minor Ritual: Bathing in the Phanree River

Sample Blessings and Aphorisms: "By the flow of the river come all life and understanding."; "It is through their dreams that a people learn to push their boundaries. Become such as to influence the dreams of others."; "Deep knowledge comes through the sublime, seek out the ecstatic."; "Magic isn't the goal, it is the path."; "All life stems from Talla na Fáeil, be a gateway from that perfect realm to all others."

Danu, considered one of the most powerful of her kind, led the first Sidhe troop to travel between Talla na Fáeil and Æliode. She was there during the ancient battle of Magh Loch, fending off the hordes of Fomoiré at the banks of her river. She was also with the first Sidhe teaching languages to the first mortals. She led the march through the Caves of Dreaming Animals, finding the pathways into the hills of Loc Sil. Before even that it is said her eyes watched as the vast tapestry of earth was laid upon the dusty remains of Ihrfeng, and she watched as the sun rose for the first time.

While Danu has been present for the nearly all of the great battles of the Sidhe, she is most known for bringing the Phanree river to Æliode from Talla na Fáeil. With the river came abundance, life, and many powerful ley lines. She made the land fertile despite the constant battles between her armies and those of the Fomoiré.

She is generally considered a bringer of life, but most of the Triufir also pay thanks to the goddess for the secrets of metal-working, fire, and language she bestowed upon the first humans.

While she is most often thought of as a personification of the Phanree River, she also is known to take the form of a large salmon. In her salmon form, she has the Pearl of Wisdom embedded in the scales of her forehead. It is said that consuming the pearl would grant divine insight.

Court: Druids and Sidhe of the highest ranks comprise the majority of Danu's court. Those druids who have shown exceptional skill and devotion are allowed to petition Danu for additional teachings. They follow the goddess to learn the most deeply held secrets and to gain permission to make pacts with the most reclusive of spirits.

The Sidhe of Æliode, on the other hand, see Danu as the anchor which allows their kind to exist in the mortal realm. Her presence is thought to be the manifestation of her deal with an elusive and mysterious power. They honor Danu as their "Mother" and as the most powerful of the Sidhe of both Æliode and Talla na Fáeil. They gather around her, both to honor her wishes and, when duty to their people demands, petition her for aid.

Retinue: Those who join Danu's entourage display honor, virtue, and respect. They are a law-abiding group known to adhere to the terms of any deals or promises they make. They

do tend towards more benevolent terms in their deal-making if it means aiding another or in some way honoring a life.

Many worshipers choose to live alongside the Phanree River as a sign of their devotion to the goddess and, thus, have become skilled in the use of boats and fishing. Their devotion to the divine within all living things also means many have some skill in animal husbandry, agriculture, or healing arts such as midwifery.



Symbol of Danu

LUGH

Titles: Hound Son (Conmac); The Long-Armed (Lám-fada); The Skilled One (Ildánach)

Portfolio: Battle (specifically conflict on the individual level, one-on-one fighting or duels), skills of all sorts

Typical Worshipers: Skilled tradesfolk, trained warriors, most any Triufir

Domains: Crafts, Knowledge, Law, Light

Minor Ritual: A quick telling of a tale showing how Lugh acted in a situation “just like this one”.

Sample Blessing: Create the tools of the day to honor the creation of all.

Among the first troops of Sidhe into Tir Ydrail was a young warrior of rare skill and charm. The Sidhe, whose name was Lugh, was a true jack-of-all-trades. Those skills and crafts that did not rely on natural ability, were quickly picked up and mastered by the boy. Once the Sidhe arrived on Æliode, it was Lugh who first met the humans of the land and decided to aid them.

Lugh was a natural crafter and artist. There was no skill that the young warrior did not soon excel at. But Lugh was not selfish with his knowledge. Once he mastered a craft, he would share most of his techniques with others. He believed that the skill in craft was more important than the knowledge behind it. He therefore freely shared his knowledge, in part so that he could test himself against the skill of other crafters and not rely on tricks like “secret knowledge” or “hidden techniques”.

Thus he shared his understanding of many arts with the young human lineage. He brought not only metal-crafting, language, and magic, he also taught them the joys of sport and fermentation, poem and song. Having taught them his crafts, he also showed them the joy of competition. He held games every year where crafters of every ilk gathered and tested their skill against each other.

As Lugh aged, he also passed along his knowledge of oaths, law, and “rightness” to his new folk. Once humanity learned how to create, these lessons showed them why they should. He passed along the understanding of why knowledge of one’s history through poetry is important. And when one should craft for others.

And when time and the Fomoiré demanded it, he taught them how to fight.

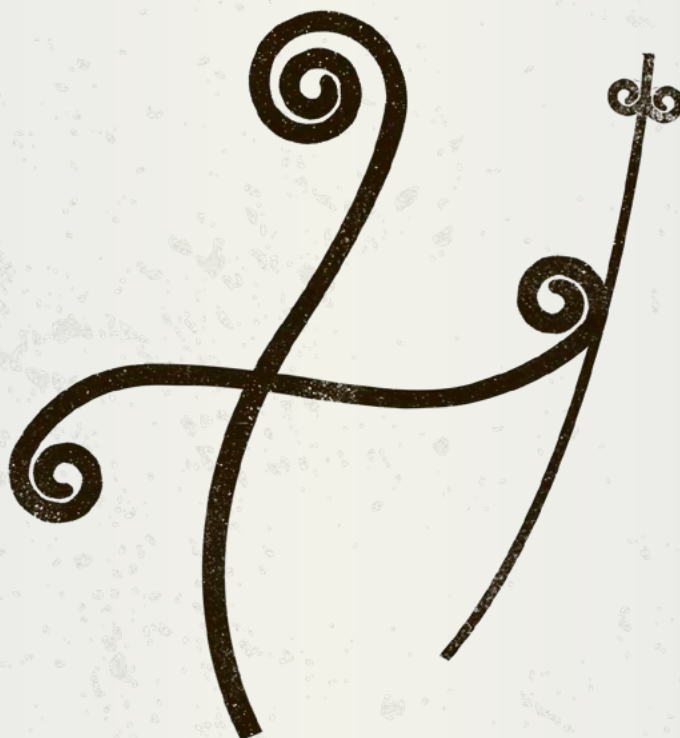
In defiance of the Morrigna, Lugh showed by example how to fight bravely, with honor and nobility. In his name, and under his tutelage, the fledgling Triufir gained skill enough with warcraft to survive the great battles between

Sidhe and Fomoiré. Not only how to win the battle, but how to rebuild and thrive away from the field of war as well.

Court: Most in the court of Lugh are expert craftspeople or skilled warriors from every region of Tir Ydrail. They are experts in their fields and sought-after for their handiwork and tutelage. Their opinions are requested by many as they are highly respected examples of “rightness”.

Lugh’s court are not in the least aloft or pretentious. They are a practical people and very comfortable interacting with the common folk. They are as likely to begin a discussion on crafting techniques as they are the glories of Lugh.

Retinue: The Retinue of Lugh is vast and varied. He is held in high regard by most every cantrev of Tir Ydrail, no matter their station. Be they craftsperson, warrior, farmer, or chieftain; all acknowledge Lugh’s skill. His role in defeating the Fomoiré of lore is well-known and admired by all Triufir. Many call out his name before a meal or drink, as well as at the beginning of a project. In fact, the average Triufir calls out some blessing of Lugh at least a half-dozen times a day.



Symbol of Lugh

MORRIGNA

Titles: Carrion Crow of the West, The Iron-toothed Matron; The Triple Goddess (Babd, Neamhain, Macha)

Portfolio: Battle (specifically war and conflict on a grand scale involving armies), death by violence

Typical Worshipers: Warriors and soldiers.

Domains: Animal Spirits, Death, War

Minor Ritual: Swallowing a crow's eye before battle.

Sample Blessing: "May the Children of Morrigh feed upon your fallen foes."

Like the carrion crows who feast upon sites of battle, the triple-faced goddess of Morrigna is a feature of many great battles. She is the manifestation of violent death and cunning that accompany a grand campaign.

Morrigna, like others of her pantheon, is a triple faced divinity. Three avatars, three faces of Morrigna, roam Æliode manifesting the will of their component self.

In her Babd avatar, she readies battlefields for the carnage to come. She flies over the field in the shape of a crow marking those who are to die with her "caw".

As Neamhain, her screams incite soldiers into a frenzied havoc. Those who fall to her cries will slay friend and foe alike. Lost to the confusion and din, they seek destruction for its own sake. She is the manifestation of the heart of battle.

Macha is the Morrigna's only avatar who may listen to speech as well as action. She is the archetypal chieftain and general. She is the great queen to whom all Truifir that seek war must first ritually wed. Through her flows the legitimacy of all who lead soldiers to battle. Only she has the path to lead the warrior from the battlefield of war, be it by bloodied blade or peace treaty.

Together, the three sisters represent the three phases of war as seen by the Truifir.

The Morrigna demands respect from both those who join her retinue and those who don't. All know and respect the destructive power she holds in her hand.

And though the goddess represents dark and terrible forces, she is not seen as evil. She is the manifestation of the horrors of war and rules over those who lose themselves in its chaos. She is the will of the battle itself, separate from individual glory. Not all are called to fight one-on-one in glorious, honorable duels, as Lugh would have it. Some give themselves over to the will of the group, their individual identities lost to the will of the troop and the grotesque ballet of war.

No matter one's position in society, the Morrigna stands nearby, watching and waiting for the inevitable conflict to arise.

Court: Members of Morrigna's court are often examples of extremes. Some are seemingly cold and dispassionate; others are quick to anger. Neither type, however, can be called irrational. They strive to become tacticians of the greatest degree.

The court steadfastly believes the "end justifies the means". Individuals are accorded little value or concern. If a hundred deaths would provide the slightest edge, the choice is easily made.

Each avatar of the Morrigna has a court to uphold the values of their chosen queen. Somehow, even when the goals of the three

seem to be at an impasse, the courts, guided by the will of Morrigna, avoid mutual destruction and spend their fury elsewhere.

Retinue: The Morrigna retinue is a very violent and volatile group. Their bravery is without question, but their lack of restraint on the battlefield unnerves those not used to battle. Those who heed the call of the Iron-Toothed Matron do so with their full body and soul. As in battle, there is no room for reservation or doubt in her retinue. Their devotion to their queen approaches fanaticism.



Symbol of Morrigna

A PERSON IS MORE THAN THE SOLE DISPARATE BEING THAT THEY SEEM. THEY ARE A LINE TYING ALL OF EXPERIENCE TOGETHER.

THEY ARE ONE PART ANCESTRAL . THEY ARE THE CULMINATION OF THE CHOICES OF EACH OF THEIR ANCESTORS. THEIR BODY TALE THE TALE OF HUNDREDS OF PASTS LOVES, HATES, WARS, AND PASSIONS.

THEY ARE ONE PART LOCKED IN THE PRESENT. THE DEFINE THEMSELVES BY THEIR CHOICES AND ACTIONS. THEY ARE SEEN THROUGH THE LENS OF THE ZEITGEIST. THEIR BODY AND SOUL CARVED BY HUNDREDS OF CHOICES; SCARRED BY THE WORLD AROUND THEM.

THEY ARE ONE PART DESTINY. THEIR CHOICES OF THE PAST AND PRESENT GUIDES THE POSSIBILITY OF THE FUTURE. FROM OUR LIMITED PERSPECTIVE IT SEEMS AS THOUGH THE FUTURE IS UNBOUND. THIS IS AN ILLUSION. A BEING'S FUTURE TELLS AS MUCH OF THEIR PRESENT AS THE PAST, AS IF GUIDED BY AN UNSEEN INTELLIGENCE.

-EXCEPT FROM TREATISE ON
TIME AND THE SOUL

Chapter Four Lineage



Many lineages call the lands of Æliode, as well as the more remote areas of the Grand Monument, home. Most lineages you will already be familiar with. Several, however, are unique to the *Imperiums Campaign Setting*. Below are new lineages such as the Djinn, Fomoiré, and Magos as well as minor modifications a few lineages you are already familiar with.

Lineage in the *Imperiums Campaign Setting*, refer to collections of traits that groups of humanoids have. They reflect abilities and characteristics that are based upon the physical body. As a character's class represents abilities primarily focused on the character's position in regards to combat and adventuring, and a background represents the traits and abilities gained based upon the more mundane

history of the character. Lineage looks at the traits and abilities gained from the body.

As such, the *Imperiums Campaign Setting* splits lineage into two categories based upon how or when these traits are gained. These two basic approaches are called: Base Lineages and Emergent Lineages.

Base lineage refer to the standard, people commonly found in the setting. They are typically more stagnant across the individual's lifespan.

Emergent lineages, on the other hand, are always grafted onto a base lineage. They are biologically, physiologically, or spiritual modifications to a base lineage. These emergent lineages occur based upon the circumstances of a character's individual experience instead of relying upon their ancestors or parentage.

Table 4-1: Base Lineage

Lineage	Sub-Lineage	Description
Djinn	Ghul	Nomadic djinn, cursed to be eaters of the dead
	Jann	Wanderers of the wastes and tellers of tales
	Shaitan	Djinn blessed with a unique understanding of desire
Fomoiré	Oceanborn	Born from the cold depths of the ocean, these Fomoiré hear the call of ancient creatures
	Carnivorous	The embodiment of a storm's fierce destruction, these Fomoiré embody the fiery heart of Balar.
	Prophetic	Tied to the winds that watch over the powerful northern oceans, these Fomoiré are linked to the subtle moods of the sea.
Human	—	One of the first mortal lineages, and the most numerous.
Magos	—	Born from the forces of magic, child to none but realm.
Sidhe	Huldufólk	Natives of Talla na Fáeil who are bound by tragedy and death.
	Tuatha de Danann	Sidhe from Talla na Fáeil, wardens of the great forest of Loc-Sil
Sidhe-kin	Changeling	Sidhe blood mixed with mortals of Tir Ydrail
	Ulda	Sidhe blood mixed with Avitian mortals
Weorg	Full Blooded	Primordial immortals, the gateway from the realm of Saerforn to the Ostmen Isles.
Weorg-kin	Nothri	Weorg blood diluted with the mortals of Saerforn sometimes called a dwarf
	Ostri	Weorg blood diluted with humans often called a Halfwe
	Suthri	Weorg blood diluted with mortal blood from Ihrfeng, sometimes called Ahl'Kaf
	Vestri	Weorg blood diluted with mortal blood from Talla na Fáeil, also known as a gnome
Yōkai	Kitsune	Fox spirits who use their understanding of the path to teach, or trick, those who walk its path
	Koi	Fish spirits who follow the path leading towards . The origin of all dragons in the Emerald Vale.
	Tengu	Brutal kite spirits with an affinity to the ways of war. They are the soldiers of The Path

BASE LINEAGES

Base lineages are the most common types of mortals inhabiting the Grand Monument. In the realm of Æliode, humans are by far the most common base lineage. However, denizens from other lands and far off realms can be found. They grant abilities or talents that are held by large groups who have a similar lineage.

For those lineages that procreate sexually, their traits will be passed along their bloodline. Those who procreate asexually, while not tied to a bloodline per se, also exhibit trait groupings.

Base lineages are chosen at character creation. While there are options available which modify a character's lineage, the base lineage is the standard. Typically speaking, the benefits granted by a base lineage rarely change over the life of the character.

EMERGENT LINEAGE

Emergent lineages are modifications to a character's base lineage due to specific roleplaying choices in their campaign. This class gains their abilities by expending Emergence slots. Some Emergence exchange abilities with your base lineage. Some are additional Traits.

While some lineage are available at first level as standard lineages, Emergent lineages become available through play. As a player levels up, they may make choices or have encounters that change their body in fundamental ways. Though they may start play as a human, or Sidhe, they may later decide to worship the god Balar and slowly transform into Fomoirie. Perhaps they become tied to the flow of ley lines and slowly transform into a Magos.

So while it is possible for a character to begin play at first level with an Emergent Lineage trait, it is only when the character gains levels that the Emergent lineage comes into its own. As the character levels, they may mix and match Emergent lineage traits to reflect their character's experience.

As with all Emergences, these traits should not be forced upon a player. Players choose to accept or refuse any Emergence offered by the GM. However, if they begin to act in a way that is contrary to an Emergence, the table can vote to remove the Emergence.



Table 4-2: Emergent Lineage

Lineage	Discription
Bound	You have bound the spirit of a beast, perhaps a dragon or tiger, bond into your mortal flesh through the use of intricate tattoos
Fomorie	You have devoted yourself to the god Balar, and that devotion twists your body to his likeness
Fetch	You were built of sticks and leaves by a fae then left in a human child's crib to grown and mature
Magos	Though not born of magic, your knowledge has locked the paths of ley lines through you, transforming you
Possessed	A demon has possessed your body, or you are a demon who has full power over a mortal's body. Either way, this mortal frame is damned

DJINN

Djinn are the wanderers of Æliode. They were the first inhabitants of Ihrfeng. While the majority of Djinn still inhabit this realm, some have made their way through the weaver's barriers and now call Æliode home.

Though they look similar to humans, they were created by the gods by sculpting pure fire. Upon a casual glance, Djinn and Humans appear quite similar in form. Djinn are often thought to be human when first met. Subtle differences are noticeable if one looks. The Djinn lack navels, for instance. They also have a higher body temperature than the average human. Some say that if you stare deeply



into a Djinn's eyes, you will see the "reflection" of flame within. These forms were given souls and sentience to work the will of the gods upon Ihrfeng.

WINDOWS OF THE SOUL

Created alongside humankind, Djinn began their existence from a similar starting point. The Djinn's ability to physically adjust to their surroundings have ensured a wide range of variation. Most differences between Djinn depend upon the clan the Djinn was born to as well as the Djinn's disposition or rank within their community.

Depending upon the Clan, a Djinn will stand anywhere from 4 1/2 to 6 1/2 feet tall. Ghul have slight frames weighing between 80 and 140 lbs. The bulkier broad-chested Shaitan, on the other hand, average nearly 170 lbs.

Though Djinn may have a wide variety of skin and hair tones, pale hues are slightly rarer. As most Djinn live in the arid realm of Ihrfeng or travel the deserts of Rigia, many tend to have sun-worn skin.

The eye of a Djinn is a single color with no discernible iris or pupil. As a Djinn ages, the color of its eyes changes to reflect its nature. The young and vital have green eyes, while the elders' are golden. The more intellectual and diplomatic have blue eyes while the aggressive have red. The rare leadership class possess eyes of pure black.

NOMADS OF PASSION

Djinn are nomadic by nature. While the Ghul may settle in a graveyard or the Jann an oasis, the Djinn will always move on. Ages spent walking Ihrfeng, taught the wisdom of a nomadic existence. Even if they were to find a realm of plenty, their Ihrfengic origin ensures a continually growing desire and passion few lineages can understand.

As people of intense emotion, a Djinn can easily be swayed to join a cause by emotional appeals. Powerful feelings of sorrow or anger might motivate a Djinn to seek out justice, defend the helpless, or enact terrible vengeance upon foes. A Djinn needs minimal prodding to take on the mantle of hero or even villain, and their tale is sure to be the stuff of folklore or even legend.

Masculine Names: Adum, Akrud, Beddis, Biska, Chikat, Ehenu, Idir, Ifser, Immel, Issam, Mezwar, Musa, Salla, Sekla, Sifal, Tabat, Uzmir
Feminine Names: Azizet, Baya, Dihya, Hedda, Kahinna,

Kissa, Lumsi, Myassa, Sekkura, Silya, Sussa, Tafat, Tahe, Tamu, Tasekkurt, Tfit, Wnissa, Zamra, Zwira

DJINN TRAITS

Your Djinn character is connected to elemental flame and the realm of Ihrfeng, thus ensuring some traits in common with all other Djinn.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Djinn age much more slowly than humans. When on their home plane, Djinn have been known to live for thousands of years. However, the mortality of Æliode marks those who have called it home. Djinn who have resided upon Æliode have a reduced lifespan of no longer than 500 or 600 years.

Alignment Virtues. Authority, Community, Loyalty, Passion, Sanctity

Speed. Your base walking speed is 30 feet.

Languages: You can speak, read, and write Rigian and Ihrn.

SUB-LINEAGE: GHUL

The clan of Ghul are a fearsome group, though this is not by intent. The Ghul were a nomadic people who traveled the breadth of Ihrfeng till they found themselves caught in the middle of a conflict between the much larger and more powerful Marid and Shaitan clans. Tragically the Ghul became trapped in their hiding place. As food became scarce, they were forced to turn to cannibalism.

Though they eventually escaped, they became forever marked by the horror of their ordeal.

The Ghul feel most at home in ruins, graveyards, or old battlefields, as such locations are an excellent source of food.

Ability Score Increase. Your Constitution score increases by 1.

Eater of the Dead. Ghul live off of the death that surrounds them. A Ghul's touch causes ghostly flesh to appear upon any bone they touch. The Ghul may eat this spectral substance and gain sustenance. They can also eat raw or rotting flesh and drink blood as others would eat an apple and drink water.

Plague Bearer. You are immune to natural diseases, though you can still be a carrier. If you are exposed to a disease and fail a saving throw, you become a carrier and can transmit that disease to others. If cured of the disease, you no longer are a carrier.

SUB-LINEAGE: JANN

The Jann were the first Djinn to arrive in Æliode and the most common of the Djinn who reside there. Some

believe there are as many Jann on Æliode as there are on their home plane of Ihrfeng.

They are the most friendly and diplomatic of the Djinn clans with a preference to solve a conflict with words. Words come naturally to the Jann and they fluently speak all the languages of Æliode without difficulty. If words fail, the Jann resort to their ability to hide water from their enemies to solve a conflict. Many of the Jann's enemies have died of thirst sitting next to a refreshing pool of water.

Ability Score Increase. Your Charisma score increases by 1.

Size. A Jann stands between 4 1/2 and 5 1/2 feet tall and averages about 120 pounds. Your size is Medium.

Prime Linguist. You speak the original mother tongue of all languages of Æliode. You can speak and understand every spoken humanoid language native to Æliode.

Water Thief. A Jann's presence hides water from non-Djinn. Any non-Djinn creature must succeed on a DC 15 Intelligence (Investigation) check to be able to see any water within 30 feet of a Jann. This ability can be suppressed.

SUB-LINEAGE: SHAITAN

As they were the first of the Djinn to be created by the gods, the Shaitan possess a unique connection to desire and passion. They can see into the heart of any beings and know its greatest desire. Once a person's appetites become known to the Shaitan, they can be shown illusions representing these desires.

Some Shaitan use their insight to cause the most pain to their enemies. Others use this information to bring about peaceful resolutions or facilitate trade. All Shaitan feel comfortable with manipulating their enemies.

Ability Score Increase. Your Charisma score increases by 2.

Eyes of Desire. You have the ability to see a mortal's humanoid's greatest desire. You can spend an action studying a target. This allows you to make a Wisdom (Insight) check to learn one (and only one) great desire.

Deal with the Shaitan. The Shaitan can instigate a Possession influence encounter. After the possession encounter concludes a round, the Shaitan may not begin a possession against another target until they complete a long rest.

Shaitan's Gift. As an action, you may create an illusion of a target's greatest desire. This illusion acts as the *Minor Illusion* spell except that the Shaitan has no control over the nature of the illusion. It is always the target's greatest desire. Additionally, the Shaitan who uses this ability deals +1 damage on any damage roll granted by a tactic in a Discourse or Possession Influence Encounter (see pages 194 and 197). After they perform this action, they will be unable to do so again until they complete a short or long rest.

FOMOIRE

Born from battle and conflict, the Fomoiré are a fearsome lineage from the north seas of Æliode. These ancient people were brought forth by the god Balar as his chosen people. While most Fomoiré are born, some transform into

Fomoiré through their devotion to Balar and the dark rituals.

The Fomoiré are a lineage of beings in flux. Just as their numbers change as individuals wax and wane

in their devotion to Balar, their very bodies also undergo dramatic changes. These physical changes are not uniform and often reflect choices individual Fomoiré make in their lives, as well as the plan Balar has in store for them. Though their forms are widely varied, there are some unifying characteristics which make identifying a Fomoiré possible for those who have studied the lineage.

PROTEAN FORMS

Fomoiré are an exceedingly varied lineage. They range in height from just over 4 feet up to 9 feet tall and tend towards a frame covered with rippling muscle. While they tend to be a little hairier than the average human, Fomoiré often have patches of scale-like skin in random areas. Skin tones run the range seen with humans. However, tones ranging into darker hues of gray, green, and blue exist. While Fomoiré have subtly pointed ears, the rest of their facial features (pronounced brow, round face, wide-set eyes) seem to be exaggerations of Weorg features perhaps suggesting the two lineages came from the same source in the distant past.

MARITIME CLAN

Clans built upon greater family units are the basis of the Fomoiré society. Most clans have anywhere between 3 to 10 longships that are owned by the tribe as a whole and used to transfer goods between settlements or perform raids on weaker neighbors. Because of the lack of broader political structures, a clan is just as likely to be on friendly terms with a neighboring clan as they are in a state of war.

Priests of Balar or unusually mighty warriors are sometimes able to bind several groups together for a unified cause, but such allegiances seldom last more than a dozen years. Members of a clan typically are devoted to their clanmates till death.

Fomoiré regard most non-Fomoiré in a similar light, neither hated nor loved, but merely a source of resources. There is an uneasy understanding with the Ostmen Weorg and humans who share islands with the Fomoiré. While these non-Fomoiré Ostmen are sometimes targets of raids, alliances (albeit limited ones) are often formed as well.

Fomoiré would prefer to attack the wealthier settlements to the far east and west.

Fomoiré maintain an age-long intense hatred towards the Sidhe of Tir Ydrail. Tens of thousands of years of conflict are still keenly felt by many Fomoiré who have not forgiven these specific Sidhe for invading the land that was once theirs.

Fomoiré are slaves to their passionate and animalistic emotions. They are quick to change from anger to joviality



to callousness, seemingly with little provocation. Even though there are some who worship Volsung, all Fomoire heed the call of Balar when he sounds his battle horn.

ADVENTURE FAR SHORES

Fomoire are extensive travelers and seekers of glory and power. Fomoire commonly strike off in search of treasure and ancient magics. If word of a treasure trove or wealthy kingdom is stumbled upon, an expedition is immediately launched.

Protean humanoids who have fallen into the blind rage and anger of their god Balar, they live on coastlines or under the sea. Fomoire shape ranges from beautiful to monstrous, and while Fomoire share some characteristics, few Fomoire share all the same traits. Like the Sidhe, the Fomoire gender is complicated, though they typically remain the gender they were born into.

Masculine Names: Alfr, Arnorr, Bersi, Brage, Dag, Dufthakr, Egil, Erling, Finni, Gautr, Geiri Tiderider, Gyrthr, Hafr, Holrr Stormgut, Hogni, Ivarr, Jokull, Jorn, Kalfr, Kollr, Leitholfr, Mar, Otkelll, Pal, Peder, Rune, Sigurd, Skorri the Eater, Stig, Surtr, Teitr the Sly, Tore, Ulfr, Vali, Vidar

Feminine Names: Aesa, Ane, Aslaug, Bera the Heart Eater, Botvi, Hanne, Haga, Hamre, Hege, Hervor the Glod, Islaug Stormcrash, Jodis, Katla, Mjoll, Moen, Ness, Oddny, Signy Wavethrash, Siv, Valdis, Veny, Yrr the Brinefull

FOMOIRE TRAITS

Your Fomoire character has certain characteristics in common with all other Fomoire. Choose a Fomoire type (Oceanborn, Ravenous, or Prophetic). Then choose one trait from the major protean traits list and two traits from the minor protean traits list.

Ability Score Increase. Your Strength score increases by 2.

Age. Fomoire typically are considered elders by age 125.

Alignment Virtues. Boldness, Binding, Community, Loyalty, Sanctity

Size. Fomoire range in stature from just over 4 feet to nearly 9 feet. Oceanborn tend toward the shorter range, while Ravenous Fomoire are hulking, massive brutes. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet as though 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.

Hardy. You have proficiency with one of the following

skills: Athletics or Survival.

Languages. You can speak, read, and write Fomoire and Ostyr.

Sub-lineage. Fomoire are divided into three primary types: Oceanborn, Ravenous, or Prophetic. Choose one of them.

SUB-LINEAGE: OCEANBORN

As an Oceanborn Fomoire, you feel the call of the sea more keenly than others of your kind. Oceanborn are sailors of all stripes and frequently spend their entire adult lives raiding settlements and ships. They are identified by fish scales that often appears in patches on their skin.

Some Oceanborn spend the majority of their lives under the waves. They have built massive cities on the sea floor, believing it brings them closer to Balar. They accept the gifts bestowed upon them are proof they are favored by Balar and they see other Fomoire as lesser.

Ability Score Increase. Your Dexterity score increases by 1.

Speed. You have a swimming speed equal to your walking speed.

Deep Darkvision. While underwater, the range of your darkvision increases to 120 feet.

Extra Language. You can speak, read, and write Sear.

Narwhal Kin. You can breathe water for a number of hours equal to your Constitution modifier (minimum of 1), all at once or in several shorter increments, each using a minimum of 1 minute from the total. You regain all expended time when you finish a long rest.

SUB-LINEAGE: PROPHETIC

The Ocean makes its will known to those most attuned to its moods. The feather-skinned Prophetic Fomoire are gifted with an instinctual knowledge of the will of the sea. Most Fomoire sea-faring craft will have at least one prophetic on board.

The prophetic are the least chaotic of their kin, though by no means the least violent. Violence is often heard in the voice of Balar and, behind even that, the words of the slain dragon. These Fomoire listen to these words and gain an understanding of the long-term goals of the gods. They commonly take on roles of leader or advisor to the rare Fomoire who plan for the future.

Ability Score Increase. Your Wisdom score increases by 1.

Avian Bones. Your bones are lighter, allowing you to jump higher and farther than other creatures your size. You double your Proficiency bonus on any Strength (Athletics) checks for jumping.

Seeker of Land. You unerringly know which direction is north. While at sea, you also always know the direction of



the closest land mass. You gain advantage on any check pertaining to navigation.

Weather Seer. You can unerringly predict the weather at your location for the next 24 hours. Additionally, you can tell if the weather is naturally occurring or it is due to magical interference, the will of the gods, or other supernatural influence.

Wind Command. Once per long rest, you can command a task of a lesser wind. The wind can either:

- Carry a message of 100 words or less from you to a target you can physically describe within 10 miles of your location.

- Disperse gas or vapor and extinguish candles, torches and other similar unprotected flames.

SUB-LINEAGE: RAVENOUS

As a ravenous Fomoire, your hunger knows no bounds, and fuels your fury. Ravenous Fomoire are thick and tall and tend to bite first and ask questions later. They are easily identified by the areas of seal-like fur which covers portions of their body.

Ravenous Fomoire feel the blood of Balar flow through their veins more strongly than the others. They feel their innate ferocity mirrors the sacred bloodlust of their god.

Ability Score Increase. Your Constitution score increases by 1.

Bite. Your distended maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Eater of All. You can magically eat and digest any substance that you can physically swallow, and gain sustenance from it as if it were food.

Ferocity. When you are reduced to 0 hit points but aren't killed outright, you can choose to remain conscious. You are still dying during this time, but you can act normally. Once you use this trait, you can't use it again until you finish a long rest.

•

PROTEAN TRAITS (MAJOR)

Beauteous. Your physique is considered sublime and entrancing by most lineages. Gain advantage to your first (and only first) Charisma (Deception, Persuasion, or Investigation) checks on a humanoid.

Brutish. Your brutish mind cares little for subtlety. You have advantage on saving throws against being charmed or fear effects.

Swimmer. You double your proficiency bonus for any ability checks involving swimming.

Heavy Drinker. You are able to drink and gain nourishment from both salt and fresh water.

Horrendous. Your physique is fear-inducing to most lineages. Gain advantage to your first (and only first) Charisma (Deception, Intimidation, or Investigation) checks on a humanoid.

Impressive stature. You are taller than most creatures of Medium size. Your long arms and legs grant you advantage on any checks non-combat ability checks where height may play a role.

Vestigial Wings. You are able to temporarily grow great feathered wings on your back which you use to glide short distances. The wings take ten minutes to grow and will remain for one hour. While you have the wings, you may choose to glide instead of fall from great heights. As long as you have at least a 20-foot by 20-foot square open area, you will be able to decrease your descent, so you do not take any damage. You also have the choice to glide 15 feet for every 5 feet you fall.

After one hour the wings fall off and turn into a puddle of saltwater. You must complete a long rest before you can grow another pair.

PROTEAN TRAITS (MINOR)

Carapace. You have a continuously growing carapace that gives the first attack against you after a long rest disadvantage.

Clawed. You have durable claws on your fingers and toes. You have a burrow speed of 5 feet, through soil, wood or soft stone.

Landseer. When at sea, you have unerring knowledge of the direction and distance to the nearest land mass. When on land, you know the distance and direction to the nearest body of seawater.

Lanternfish Gland. You have a small gland somewhere on your body that glows with a phosphorescent light the brightness of a torch. You can choose the color of this light. The light lasts for one hour. You must complete a short rest before you can cause your gland to glow again.

Octopus' Compression. Your body is extremely flexible and malleable when you want it to be. You can compress yourself, so you fit in small spaces with ease. You have advantage on ability checks where being one size category smaller might have an effect. You are also able to fit and move in spaces designed for creatures one size category smaller as though you were that size.

Schooled. You are used to moving unimpeded within a mass of others. When moving through large crowds, your movement speed is never decreased, nor can you be blocked. This does not protect you from being attacked due to your movement.

Skytinged. Your skin tone slowly changes. Over 24 hours you can change the color of your skin. You cannot keep the same color longer than a week.

Snout. You double your proficiency bonus on any Wisdom (Perception) check involving smells.

Tail. Hairy, feathered, or scaled, your tail helps keep you stable. You double your proficiency bonus on any check involving balance.

Tusked. You have sharpened tusks which allow you to chew through organic material such as hide, leather, cloth, rope, wood, or any other similar natural item as long as it not made of stone, metal or other hard inorganic material. The time needed to chew through may take as little time as one minute for an inch-thick rope, or foot of leather jerkin, to 10 minutes for a 3-inch-thick wooden table.

Waterproof Fold. You have a large waterproof skinfold on your torso into which you are able to store small items. The opening will fit any object one foot wide and up to 6 inches thick. The fold can expand to contain up to 3 square feet of material weighing up to 100 pounds.

HUMAN

Humans populate most of Æliode. They are, by far, the most numerous and prevalent sentient beings. From the peaks of the Godspine mountains, to the oppressive heat of the Rigan Wastes, and the frigid winds of the Ightfal Tundra, humans have strived to beat back the darkness and carve out homes for themselves.

Though mortal, humans are one of the few lineages to have built civilizations throughout the Grand Monument. The passing of history is even marked by the travels of humankind throughout the realms.



BIRTHPLACE OF CIVILIZATION

Humans, more than any other lineage, are social creatures. It seems their destiny to gather, thrive, and build civilizations. Their highly social nature gives them an edge when it comes to working on massive projects, be they architectural, social, or governmental. By specializing and focusing on specific talents, humanity can allow the most talented among them to nurture their skills. Specialization and their

highly social nature allow humanity to complete projects far beyond the capability of individuals or small groups.

HUMAN TRAITS

Ability Score Increase. Your ability scores each increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment Virtues. Authority, Binding, Community, Loyalty, Sanctity

Size. Humans vary widely in height and build, 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.

Languages. You can speak, read, and write one cultural language and one extra language of your choice.

--or--

Optional Human Traits #1

These traits replace the human's Ability Score Increase trait.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Skills. You gain proficiency in one skill of your choice.

Feat. You gain one feat of your choice.

--or--

Optional Human Traits #2

These traits replace the human's Ability Score Increase trait.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Skills. You gain proficiency in one skill of your choice.

Highly Social. In addition to an advantage die gained when given aid by another character, you may roll a second advantage die if added by a second character if both who are giving aid are also human.

MAGOS

Magos are formed, not born. As the mystical power of ley lines flows through the Grand Monument, it will sometimes coalesce into a physical body. Guided by the esoteric will of ley lines, Magos strike across the world, working its will.

GUIDED BY MAGIC

When a Magos is formed, they most often take on a physical body similar to those nearby. If a Magos forms near a human community, for example, they will appear human with characteristics marking them as if they were born from the community. As such, Magos range in height, weight, and other traits as widely as there are sentient beings.

As this is merely surface level, they do not gain any unique traits of that community (such as the Weorg Ston-evision, or a Djinn's Dexterity bonus. These differences



alone would mark the Magos as different even without considering their other unusual traits.

The ley line convergences not only give the Magos their abilities but also motivates. Ley lines aligned towards life might drive the Magos towards protecting life; if a ley line tied to war binds to them, the Magos might work towards inciting military rebellion.

MAGOS TRAITS

Ability Score Increase. Your Intelligence score increases by 2 and your Constitution increases by 1. Magi are quick of mind, and their constant exposure to raw magic has toughened their bodies considerably. However, there is an oddness about them which non-Magos feel, often resulting in a distance between the magi and their former kind.

Age. Magos do not have a natural life limit. Periodically, they will forget significant portions of their life should the ley lines that make up their convergence change.

Alignment Virtues. Authority, Binding, Community, Loyalty, Sanctity, Understanding

Size. Choose your base lineage. Your size is the same as this base lineage.

Speed. Your base walking speed is 30 feet.

Aurasight. Your eyes are attuned to undercurrents of magic that are woven into reality and holds the world together. You can see this energy flow in light or dark. You are aware of the general nature of the object (tree, human, rock, female) and can even *Detect Magic*, as per the spell. If you focus hard, you are able to not only trace the path of energies into the recent past but also the immediate future. You gain advantage on a single saving throw. You must regather your strength by taking a long rest before using this ability again.

Halo. Magi can create *Light* centered on their head at will, as a spell-like ability. When using the halo, wizardlings gain advantage on Charisma (Intimidate) checks and on saving throws against becoming blinded.

Unnatural. Magi unnerve normal animals. All magi have disadvantage on Charisma ability checks or Wisdom (Animal Handling) skill checks on normal animals. Beasts attacking a Magos with fewer hit dice than the Magos suffer disadvantage on their attacks. Beast's starting attitude toward members of this lineage is one step worse than normal.

Outsider (native). Magos do not sleep as they once did. They must, however, enter a trance for an hour once a day or suffer fatigue or exhaustion. They do, however, need to eat and breathe.

Languages. Magos choose one mortal language.

SIDHE

Born from a fey bloodline, the Sidhe are a fluid species formed from ancient fae who lived in the mortal realm too long. Their experiences have shifted their fundamental nature, making this once immortal lineage vulnerable to the touch of death.

In the early history of the third age, many Sidhe saw themselves as teachers of mortal kind. They shared secrets and made pacts with humanity. Though the Sidhe had frequent interactions with mortals, their fey origins always highlighted their foreign nature. The Sidhe regularly lived at the edge of human civilization. Forever watching, willing to interact, but ultimately unknowable.

EMBODIMENT OF NATURE

Sidhe are closely tied to the environment they live in, and their very physical body changes to suit their whim. Sidhe typically range between 5 feet and 6 1/2 feet tall. Their physique is often lean, and their muscles toned.

Due to their fey origins, Sidhe may shift their gender to suit their wishes. This transformation is no illusion. A Sidhe may even choose to be able to become pregnant or not depending on their preference. Procreation has nothing to do with biology and is instead dependant upon any number of Sidhe deciding to share souls and create a child.

Some consider their form to be deeply tied to their nature and may not change. On the other end of the spectrum are those who view their bodies almost as fashion and joyfully adjust to suit the moment. Thousands of motivations exist between the two.

PROTEAN FORMS

Having lived upon Æliode for thousands of years, the Sidhe that call the realm home have formed several distinct cultures, each indelibly marked by their experiences. Two such cultures are the Huldufólk and the

Tuatha de Danann. No matter their history, the Sidhe are always tied to their natural environment and have a powerful communal drive.

Sidhe often has a substantial relationship with their chosen community. This association may be either benevolent or malevolent, but it is frequently compelling. Threatening their community is the surest way to move a Sidhe to action, as is the irresistible allure of group consensus. Many a Sidhe tale features a hero or villain guided by such motivations.



Masculine Names: Aedd, Aneirin, Bedwinn, Bedwor, Cadawag, Dyfrig, Elphin, Giwon, Maelwys, Tringrad

Feminine Names: Aanor, Angwen, Anwyl, Bandellfawr, Brisen, Cigfa, Dwywnwen, Eira, Elin, Gwefr, Gwylfai, Hafwen, Lanshuil, Medlan, Meleri, Morgant, Neuwed, Rhwan, Saeth, Teleri, Yselt

SIDHE TRAITS

Ability Score Increase. Your Dexterity score increases by 2.

Age. Although Sidhe reach physical maturity at about the same age as humans, the Sidhe understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to hundreds of years before their mortal frame dies.

Alignment Virtues. Authority, Binding, Community, Loyalty, Seasons

Size. Sidhe range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. 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.

Keen Senses. You have proficiency in the Perception skill.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Revery. Instead of sleep, Tuatha de Danann release their spirit which returns to Talla na Fáeil and joins in the revels of the Sidhe. After resting in this way for 4 hours, you gain the same benefit that a human does from 8 hours of sleep. This also allows the Sidhe to complete a long rest in 4 hours.

Gender fluid. You are able to transform your body to exhibit masculine, feminine, or androgenous traits and may choose to exhibit combination of traits in you wish. Once you change your form you must complete a long rest before undergoing an additional transformation. Transformation does not disguise the Sidhe. The Sidhe have no specific gender when borne.

Languages. You can speak, read, and write one cultural tongue and Sidhe.

SUB-LINEAGE: HULDUFÓLK

In order for their magic to hide themselves from the Fomoiré, the Sidhe had to split into different groups and embark on long migrations. The Huldufólk traveled to the north, passed over plains of ice, lived with the Ostmen

for a few hundred years and then made their way to what would be the Avitian lands. Their diaspora left its mark on these Sidhe. They can see death, and some can hide from the sight of humans.

Huldufólk Sidhe were drastically changed by their experiences fleeing their homeland and time spent in the Ightfal Tundra. As death stalked their procession, they slowly became skilled at seeing its cold touch upon the living. The primitive humans from the tundra mistook this ability as a sign of the Huldufólk's divine nature and believed them to be spirits who proclaimed death and judged the souls of the living. The Sidhe did nothing to dissuade this belief as the shrines the humans built in honor of the Huldufólk aided in their survival in the harsh land.

Deathly Sight. As a bonus action, you can see how close creatures are to death. For 1 minute you can determine if a creature you see is dead, fragile (alive and wounded, with 3 or fewer remaining hit points), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). This vision has a range of 30 feet. Spells or other magic that feign death or otherwise mask a creature's living (or unliving) status foil this sight. Once you use this ability, you can't do so again until you finish a short rest.

SUB-LINEAGE: TUATHA DE DANANN

When the Sidhe first came to the mortal realm, they took up residence within the hills of Æliode. When the Sidhe became mortal and transformed into what are now the Sidhe, many of the gifts their Sidhe nature granted them were lost. However, dwelling in their subterranean homes allowed them to retain their ability to see without the light of sun or fire.

Tuathan Sidhe are high Sidhe, but they can choose from the druid spell list as well as the wizard spell list when selecting the cantrip granted by their lineage feature.

The Sidhe traveled into the mortal realm and began teaching the humans the wonders of language, metalworking, agriculture, etc., founding the druids as the caretakers of this knowledge. The Sidhe who stayed to teach the humans eventually became mortal. They live under hills in the shade of a great tree that protects them from being devoured by their ancient enemy, the Fomoiré

Fae Eyes. Your eyes retain the ability to see into the echo of the land of fae. You see this echo superimposed upon the mortal realm. 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. While you can detect colors even in darkness, the colors you see are those of the fae world and rarely correspond to the colors of the mortal realm.

SIDHE-KIN

Sidhe-kin are the result of the collision of Sidhe culture with other mortal. Sometimes this is due to procreation between the Sidhe and others, other times it is due to a young person spending and abundance of time with the Sidhe on Talla na Fáeil. In any case, the addition of Sidhe blood leaves its mark upon the child and their children's children for generations.

DOMINANT BLOOD

Sidhe-kin, no matter their appearance, are of Sidhe lineage. This heritage is so influential that signs of this ancestry dominate the traits inherent to the offspring. While the child may visually bear a resemblance to their non-Sidhe ancestors, such similarities are superficial. Depending upon how they became Sidhe-kin and which Sidhe were encountered, the effects will differ.

The way the Sidhe-kin gained their Sidhe traits determines the abilities of the Sidhe-kin. Their non-Sidhe bloodline has no effect on their traits, only their physical appearance.

FROZEN IN TIME

The Sidhe are a product of their environment, the Sidhe-kin can be seen as a frozen record of the Sidhe. The main difference is that while Sidhe may evolve throughout their lives, the Sidhe-kin carry the memory of the specific moment when the Sidhe and mortals kind blended.

For example, the Ulda came into being during the dark times of Sidhe-kind, when many of their numbers perished and death was all around them. Ever since, the mortal bloodlines that stemmed from the interactions of these Sidhe and human kind has retained the Sidhe heightened ability to sense mortal dangers.

SIDHE-KIN TRAITS

Your Sidhe-kin character has some qualities in common with Sidhe.

Ability Score Increase. Your Charisma score increases by 2.

Alignment Virtues. Authority, Binding, Community, Loyalty, Seasons

Age. Sidhe-kin mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

Size. Changelings are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your Sidhe blood, you have superior vision in dark and dim conditions. 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.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

SUB-LINEAGE: CHANGELING

Changelings are a lineage unique to the lands of Tir Ydrail. They may be born from a romantic relationship between a Sidhe and a mortal, a mortal child might be stolen from their parents and returned after spending time within the realm of Talla na Fáeil among the Sidhe.

Your Changeling character has certain traits gained from your time among the Tuatha de Danann.

Ability Score Increase. Two other ability scores of your choice increase by 1.

Skill Versatility. You gain proficiency in two skills of your choice.

Languages. You can speak, read, and write Triufiri, Sidhe, and one extra language of your choice.

SUB-LINEAGE: ULDA

Sometimes when two cultures meet, they find compliment souls in each other. While the Huldufólk's Sidhe nature was considered unnerving to many Avitians, those Avitians north of the Arva Plains, found soul mates.

The Ulda are the generations that are the result of thousands of relationships between the two. Both the traits inherited by their ancestry and the values of their culture have created a people with a high degree of personal magnetism and strong personalities.

Your Ulda character has some qualities gained from the Huldufólk Sidhe blood in your ancestry.

Ability Score Increase. Your Charisma score increases by 2, and two other ability scores of your choice increases by 1.

Spark of Illness. Death and sickness are apparent to your as flame. Any creature or object that is diseased or poisoned glows with the brightness of a torch illuminating the area just as though it was a flame. Creatures reduced to half their maximum hit points likewise glow. Creatures or items capable of inflicting disease or a poison status effect emanate a glow equal to a candle. Likewise, you double your proficiency bonus to treat wounds or illness. to inflict the same times of damage a number of times equal to your base proficiency bonus.

Languages. You can speak, read, and write Avitian Standard, Sidhe (Huldufólk), and one extra language of your choice.

WEORG

Created from the bones of the world and charged with raising land from the sea, Ostmen Weorg have the unique ability to create stone from the ether. In obedience to the will of Volsung, Ostmen Weorg use this talent to raise land along coastlines or craft mountains from plains. Though these tasks are slow to show reward, the Weorg have fulfilled this role since the beginning of time. It is said that most of the land in Æliode owes its existence to their work.

SPIRITS FROM BEYOND

The entrance of Weorg into the mortal realm is unique among those native to Æliode. Be it by the will of god, or the needs of the realm itself, there are times when the land itself awakens and gains sentience.

Once awoken, these shards of stone borrow their way up to the elders of their lineage. As they burrow they morph into a humanoid form. Once they emerge they resemble bearded old men.

The average Weorg stands between 6 and 7 feet tall. They are barrel-chested with large, bulky muscles. Their overall build results in an average weight between 200 and 300 lbs.

Though Weorg display characteristics that are deemed masculine among other lineages, they are in fact genderless. As spirits of the earth made mortal, there is little need for procreation.

Left to age naturally, the Weorg will live nearly 500 years. The exact age depends on the type of stone they were before they awoken. The death of a Weorg is unusual as the corpse transforms over a matter of weeks back into rock. The length of the Weorg's life, as well as the type of life lived, determines which kind of stone the Weorg ultimately forms. Those who have lived long lives fulfilling the will of the gods form into precious stones such as diamonds, rubies, or emeralds. Those who lived lives far from their purpose or without note change into semiprecious stones (like quartz or jade) or more ordinary rock (like obsidian or slate).

Weorg know the value their dead holds to others and so protect their tombs, and the vast quantity of valuable stone found within, from the prying eyes of other lineages. It is not uncommon for a Weorg to be offended upon meeting a personage displaying many precious stones. The Weorg will recognize which stones are "natural" and which were once their kin.

CREATURES OF STONE

Weorg are not born in the traditional sense. Instead, they begin as large stones, or small boulders buried deep beneath the ground. The stones awaken and take on a humanoid form. The Weorg must then dig itself out of the earth to the surface lest it suffocates and dies.

Another oddity of the Weorg is that they age backward from other lineages. When they emerge from the depths, they have the appearance of what would be considered an old bearded man to other lineages.



This appearance is deceptive for several reasons. Though they are bearded, the Weorg are genderless. As they age, their wrinkled skin tightens, their gray hair darkens, and their body becomes stronger and more toned. When they approach the end of their lives, a Weorg begins to shrink in size and takes on the appearance of what would be a toddler to other lineages.

TOOLS OF THE GODS

Weorg were divinely tasked with continuing the creation of the world. From their homes under the mountains, Weorg are devoted to their divine cause: ensure the dominance of land over the sea through the creation of stone. Weorg possess the supernatural ability to form stone from ether and thus raise land from the ocean floor.

But the creation of land is not the only goal of their lineage. The gods created five original bloodlines of Weorg, each given a different task to aid in creation. Over the passing of the three ages, the goals of four bloodlines resulted in their blending with other peoples. These four bloodlines are Weorg-kin known as the Ahl'Kaf, Nothri, Vestri, and Ostri. Each bloodlines devoted to a pillar of the Grand Monument.

The remaining bloodline, the first to have been created remain much as they were at creation. They form the mountains which the Weorg-kin use as raw material for their crafting. They face the blood-mad god Balar head on, holding back both the tumult of his seas as well as the bloodlust of his frenzy. They do live under the threat of transmutation. They must control their emotions lest they begin to transform into Fomoire.

The gods call upon most Weorg to fulfill the path of creation. However, other Weorg feel drawn to complete additional tasks. Weorg will leave their highly ritualized communities as emissaries, warriors, and scouts of their gods. Weorg often find themselves in conflict with the Fomoire. They also are called to engage with forces, both mortal and supernatural, that strive to transform the world away from the plans of the Grand Monument. Sometimes the gods require ancient or powerful artifacts that the Weorg volunteer to acquire or destroy.

Their paths lead them to dangers, other lands, and adventures worthy of gods.

Masculine Names: Aert, Arto, Dries, Guud, Henk, Igge, Joris, Karel, Loess, Niek, Staaf, Tak, Teun, Thijs, Tonnis, Wilm

Feminine Names: Agata, Baefje, Famke, Greet, Hild, Jante, Katrijn, Klassje, Letje, Magda, Marjt, Metje, Siske, Trui, Veerle, Ydje

WEORG TRAITS

Your Weorg character has an assortment of inborn abilities; part and parcel of Weorg nature.

Ability Score Increase. Your Constitution score increases by 2. Your Wisdom score increases by 1.

Age. As they are spirits, age does not affect Weorg as it does mortals. After awakening, a Weorg appears to age in reverse.

Alignment Virtues. Authority, Binding, Community, Generosity, Loyalty

The Weorg are born at the whim of the Dual-Faced god and reflect his torn nature. Their newly formed soul is tied to the more base emotions and understanding of the world. As such, higher concepts like Liberty (and Oppression) enter into the Weorg mind rarely. This virtue is removed from the Weorg's alignment list.

Instead, the Weorg wrestle with burning passions within their breast that threaten to overtake them. Discipline (Agitation)

Size. A Weorg stands between 5 and 6 feet tall and averages about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet. You also have a burrow speed of 5 feet.

Stonevision. Your eyes are made to see in the dark worlds beneath the surface. You can see stones, soil, and metals within 60 feet of you as if it were in bright light. These earthen materials appear in full color to the Weorg while all other matter (including creatures or organic material) are shades of gray. Mundane precious metals light an area as torchlight to your eyes while magical metals, such as adamantium or mithril, provide light equal to a bonfire.

Weorg Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Weorg Warrior Nature. You have proficiency with the following weapons: battleaxe, handaxe, light hammer, and warhammer.

Earth Deamon Commune. You gain proficiency with Communing for any Deamon of stone or earth.

Raise the Land: Once per day you can weave together earth and stone out of nothingness. You can choose to create 20 lbs of any common stone or 40 pounds of sand or soil. As an action, you can magically create 1 cubic foot of stone out of nothing. Choose from the following types of stone: granite, hematite, sandstone, slate, sand, or soil. Once you use this trait, you can't use it again until you finish a long rest.

Languages. You can speak, read, and write Ostyr.

WEORG-KIN

Five bloodlines of Weorg were forged at the birth of creation. One stayed behind at the gateway to hold back the flood and chaos and destruction. The other four traveled the world, melding with others they met while seeking the pillars of the Grand Monument. After many generations, four sub-lineage have emerged blending the best qualities of Weorg and non-Weorg.

PILLARS OF THE MONUMENT

The four bloodlines of the Expanse left their home to protect a pillar of the Monument as well as fulfill a specific role in the continued evolution of Creation.

While the full-blooded Weorg of the Ostmen Isles create earth and raise land from the depths of the sea, Weorg-kin known as the Nothri search the depths of these risen mountains for valuable material the gods wish to give to mortals. They mine these rare materials and bring them to the surface for the betterment of all.

Once the mountains are harvested of their precious metals and stones, the Ostri ride over the hollowed out land with their great mounts. The mounts of the Ostri are said to be so mighty that they flatten the emptied mountains to hills and plains. Years of their travel grind stone to soil and clay.

Then it is the time of the Vestri Weorg-kin. Tasked by the gods with bringing life to creation, these people brought grasses, trees, and all the plants and animals to the worlds of the mortals.

The Suthri, strong and brave, traveled to the edge of the world and peered into the Expanse beyond. They know that the titans that lived in that immense emptiness would be jealous of the mortals riches and seek to take them for themselves. The Suthri studied the ways of these powerful outsiders and learned to fight them. To this day the Suthri hold the edge of the Monument from infestation and destruction.

ECHOES OF THE EXPANSE

The Weorg-kin of the current age still tell tales of their origins. Some of the more traditional within a community strive to hold to the tasks given to their ancestors by the gods. Many, however, have fallen to the more mundane immediate needs of their people.

A Weorg-kin is just as likely to set off in search of a pillar of the Grand Monument as they are fighting to through off the chains of slavery clasp upon their people or proving their skill as a master horse lord or lady.

WEORG-KIN TRAITS

Your Weorg-kin shares all of the following traits with all other Weorg-kin. These traits bind the Weorg kin to their ancestors and each other no matter what differences other bloodlines have introduced.

Age. Weorg-kin, though they have mixed heritage, age similarly. Most live between 100 and 150 years

Speed. Your base walking speed is 30 feet.

Stonevision. Your eyes have retained the sharpness of their Weorg past. You can see stones, soil, and metals within 60 feet of you as if it were in bright light. These earthen materials appear in full color to the Weorg while all other matter (including creatures or organic material) are shades of gray. Mundane precious metals light an area as torchlight to your eyes while magical metals, such as adamantium or mithril, provide light equal to a bonfire.

Languages. You can speak, read, and write Avitian Standard and Ostyr.

SUB-LINEAGE: NOTHRI (DWARF)

The Nothri are often called “Dwarves” in the common vernacular. Though the name was once considered derogatory, the Nothri have adopted it as a badge of honor. The Nothri are a hardy mountain folk and have spent most of their lives atop high peaks. Initially, the Nothri sought to bring the treasures from deep within the mountains to the surface for the betterment of all mortalkind. The drive to seek out these treasures is, however, but a hair’s breadth away from a life of greed. The temptation to keep the valuable stones and metals they have mined from the depths hidden in storagehouses of their own making has brought more than one Nothri to the edge of self destruction.

Recent turmoil has shattered their kingdoms, forcing most of their populace into slavery within the human cities of the Avitians.

These are the Weorg of the high mountains. Tasked with bringing riches from the earth to the surface to the betterment of all mortals. Currently enslaved by the Avitian Empire.

Your Weorg character has an assortment of inborn abilities, part and parcel of dwarven nature.

Ability Score Increase. Your Strength score increases by 2.

Alignment Virtues. Authority, Binding, Community, Generosity, Loyalty

Size. Nothri stand between 4.5 and 5.5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, miner's tools, or mason's tools.



Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

SUB-LINEAGE: Ostri (Halfwe)

Known by many by the derogatory term “half-Weorg” or “Halfwe”. Once the Ostri were tireless travelers of the land. Tasked with flattening the hollow mountains left by the Nothri into planes they rode the length and breadth of Creation pounding the ground underneath the hooves of their mighty steeds.

They then met humankind and the two people's bloodlines mixed. The merging of the bloodlines resulted in a lucky, albeit more diminutive people.

Your people remain nomadic to this day and can be found traveling in small groups upon every continent. Your Weorg blood instills a desire to travel the land bringing life and vitality to desolate, rock strewn landscapes.

Ability Score Increase. Your Dexterity score increases by 2.

Alignment Virtues. Authority, Binding, Community, Loyalty, Seasons

Size. Ostri average about 4 feet tall and weigh about 40 pounds. Your size is Medium.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

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

SUB-LINEAGE: SUTHRI (AHL'KAF)

The Suthri are a result of the most daring and capable survivors of two lineages combining. Generations of holding back horrors of the Expanse from clawing their way into the Grand Monument has given you super-human resolve and fighting prowess.

Your Ahl'Kaf character has certain traits deriving from your Weorg ancestry.

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

Age. Ahl’Kaf mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Alignment Virtues. Authority, Binding, Boldness, Community, Loyalty

Size. Ahl’Kaf are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Menacing. You gain proficiency in the Intimidation skill. Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can’t use this feature again until you finish a long rest.



Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon’s damage dice one additional time and add it to the extra damage of the critical hit.

SUB-LINEAGE: VESTRI (GNOME)

Vestri, called gnomes in the common tongue, are the mixture of Weorg with other lineages by divine provenance. This Weorg were tasked with bringing life to lands left by the passing of the Ostri. Their path lead paralleled that of the Sidhe and others from Talla na Fáeil and transformed their dour nature into one more pleasant.

Vestri were once a cheerful folk with an open home to all. Now, however, they have earned a goddesses’ ire and are hunted to extinction by shapeshifters and doppelgangers

Vestri in the *Imperiums Campaign Setting* have been changed by their ordeals over the past few centuries. Having been hunted for so long has given rise to a new sub-lineage of Vestri. While a few Vestri still retain their ancestral heritage, most have been changed by their ordeal. The Issian Vestri’s magical nature has shifted, making it somewhat easier for them to survive bereft of the benefits of kin.

The Obsessive and the Hatred traits have shifted their focus. Replace both of these traits on the standard Vestri with the traits as described below following sub-lineage option is available to Vestri in the *Imperiums Campaign Setting*.

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

Alignment Virtues. Authority, Binding, Community, Generosity, Loyalty

Size. Vestri are between 4 and 5 feet tall and average about 90 pounds. Your size is Medium.

Misdirected Legacy. You know the Guidance cantrip. When you reach 3rd level, you can cast the detect magic spell once with this trait, and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the Silence spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Suspicious. When you make an ability check to oppose a disguise or to determine the true nature of an illusion, you can add twice your proficiency bonus, instead of any proficiency bonus you would normally apply.

YŌKAI

The barriers between the Emerald Vale and the Expanse are thinner than elsewhere on Æliode. Daemons are much more commonplace here than anywhere else on the plane. Streams, stones, flora, and fauna may all be the physical form of a spirit. These spirits find themselves on a path towards perfection, striving towards understanding.

When a Yōkai arrives in the mortal world, be it fox, river or road, it is the amalgamation of eight million souls vying for dominance of their mortal frame. Throughout its life, with every choice it makes, one of these souls leave the whole. Sometimes it is absorbed by the whole; other times it dissipates into nothingness. Rarer still it may just wander away.

As the years pass, the number of souls within the Yōkai diminishes till four remain: one gentle, one assertive, one happy, and one mysterious. Once this soul mixture understands the nature of reality, it passes onto the next phase of enlightenment.

ENLIGHTENED FORM

With enlightenment a new humanoid spirit body forms. It's skin is bright white. Designs in red, black, grey, and gold appear all over their body, especially their face. The shapes and colors depend upon the type of Yōkai and dominant soul.

As the Yōkai ages, these markings become more elaborate and the number of souls composing the spirit reduces. As a soul leaves the Yōkai, its representative color also leaves the body. These markings make the nature and traits of a Yōkai easy to identify.

To protect themselves from revealing too much of their nature, Yōkai have learned to mask their form. A Yōkai may choose to transform themselves back into their animal form if they need. Yōkai reluctantly perform this act as it is a step backward along the path of enlightenment. Each time a Yōkai reverts to their previous form, they forget something which they had learned. Should a Yōkai regain their animal form too often, the path to enlightenment may become lost to them, and they remain a beast.

Because of this danger, most Yōkai have learned to take on the outer shape of a human. Taking a human form does not have the same threat as taking their animal form, but it is not perfect. Most transformed Yōkai leave a telltale sign of their true heritage. For instance, a Kitsune

Yōkai in human form has red hair and Koi Yōkai have red or black splotches upon their skin.

If a Yōkai is dedicated enough, they understand their nature more thoroughly, and resolve themselves to two souls. Once they have reached this stage of enlightenment, a Yōkai feels an irresistible pull to transform yet again. All Tengu feel a psychic pull to the mountain tops where they become the winged guardians of the sky. Koi seek out the lowlands and claim them in their new draconic form. Kitsune, clever as they are, become hybrid beastfolk acting as spiritual leaders of massive temples.



While there are numerous types of Yōkai to be found within the borders of the Emerald Vale, there are three which are more commonly encountered; the Kitsune, the Koi, and the Tengu.

SPIRITS OF THE BEASTS

There are hundreds of different types of Yōkai that travel the realms. There are discussed here, the Kitsune, the Koi, and the Tengu. Each of these three have a purpose they function for those who travel along The Path.

The fox-like Kitsune are devoted guides along The Path. They test seekers with paradox and puzzles so that travelers learn how to spot spiritual dangers.

The carp-like Koi bear the wisdom of the land. They teach the lessons which only the world itself knows.

The avian and war-like Tengu are the protectors of The Path. They clear The Path of those who would destroy or pervert its power. Some have a wide notion of what constitutes a “danger”.

YŌKAI MASKS

A Yōkai in its spirit form is easily identifiable due to the patterns of color on their skin. Typically called a mask, the color and layout of these patterns identify not only the sub-lineage of the Yōkai, but also the nature of the dominant soul of the spirit as well the spirit’s progress along The Path.

The design of the pattern hints reveals the type of animal the spirit was previously. The Kitsune have the whiskers of a fox, Koi have scales of the carp, and the Tengu present feather-like designs. The more complex the pattern, the further along The Path the Yōkai has traveled.

The color of the masks indicates the general nature of the spirit. While many types of masks that are possible, four dominant mask types represent the four main philosophical leanings. These for types are referred to as the Emotive, the Secretive, the Spiritual, and the Dreadful.

Emotive Yōkai masks dominated by yellows and reds are social, happy, and full of passion; though their red markings symbolize the capacity for great anger as well. These Yōkai are very social. They can be found among different humanoids experiencing the full range of their emotions, the positive as well as the negative or destructive. The high value the place on emotions does not make them any less logical than others. They hold the firm believe that one’s emotions provides many lessons about the nature of the world as well as their own nature.

Secretive Yōkai all hold intellectual knowledge, the more esoteric the better, is the best guide along The Path. These Yōkai prefer academic study and analysis. White and grey masks reveal more somber and secretive natures.

The Spiritual Yōkai are the most mysterious of their kind. Their attention is focused upon the more intangible and etherial aspects of the path. They have a keen interest in practices which will tie them more closely to other planes of existence or the daemons which call the realm their home. They often engage in meditation and tend to have at least a passing interest in religious matters, thought, and philosophy. They are the most contemplative of the Yōkai. A face of blue marks a spirit whom exudes calm contemplation and deep ties to the supernatural world.

Finally, dark grey or purple masks mark the spirits of fear, terror, and dread. These Dreadful Yōkai find their home amongst the terrifying and horrible aspects of the land. They believe that only through meeting your greatest fears and conquering them will a soul be able to proceed along The Path. A core tenet of their philosophy is that shock and horror are the most pure and successful methods of shaking off the false understanding mortals have of existence. Thus prepared, the soul can travel The Path unencumbered.

Masculine Names: Atasuke, Dachi, Eiji, Haruki, Kenta, Kenjii, Masaomi, Munoto, Otota, Seiji, Shoji, Sukenobu, Taizo, Tsuratou, Umakaze

Feminine Names: Aiaki, Asaigozen, Asuka, Choharu, Junsada, Kei, Haruka, Ise, Natsumu, Sumi, Yuri

YŌKAI TRAITS

Ability Score Increase. Your Wisdom score increase by +1
Alignment Virtues. Authority, Community, Loyalty, Path, Sanctity

Age. Ageless, typically between 100 and 500 years old. Most move off The Path or advance in this time.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. 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.

Mortal Mask. You may choose one alternate humanoid form that you can *Shapeshift* into. Choose one human appearance that you will be able to transform into at will. The transformation does take several minutes to complete, but the Yōkai may transform as many times as they wish between their human and their spirit form.

Once per week, you may transform into your fox form for up to an hour. While physically capable of transforming more often, transforming back into animal form is seen as moving backward along the path and no Yōkai willingly risks their progress along The Path.

Languages. Tani

SUB-LINEAGE: KITSUNE

Spirits of foxes that have risen along the spiritual path and now have human form. They like to break barriers and find enlightenment through paradox. Most feel called to use their gifts to teach The Path to mortals. Some have chosen a darker path and use their abilities to terrorize humanity. This sometimes causes them to be thought of as tricksters.

GUIDES ALONG THE PATH

Kitsune are clever. They are quick thinkers who have a deep natural understanding of The Path. They often feel it is their job to test all others who seek an accurate understanding of the world by confronting them with paradoxical situations designed to shake them from their mundane knowledge. While most use their powers to provide opportunities for mortals to learn, some darker Kitsune use the test as a means of judgment. Failing their tests often results in harsh, often deadly, consequences.

Sympathy is rarely shown by a Kitsune when it comes to their tests. While this spirit might be moved by a mortal's plight, when it comes to issues of The Path, the Kitsune allow no shortcuts.

Emotive Kitsune believe that expressing authentic emotions freely will clear the Path before them. They seek to elicit a variety of emotions from those around them in the hopes their students learn their deepest self.

Secretive Kitsune claim the path reveals itself to minds used to secret thoughts. They believe that holding 1,000 secrets, big or small, prepares the mind for enlightenment.

Spiritual Kitsune are the most firm in their believe that experiencing paradoxes will free the mortal mind from their trappings. They love to speak in riddles.

Dreadful Kitsune are the darkest of their kind. They live in graveyards, tomes, and places of the dead. Fear and shock is what will awaken the mind to The Path and so they seek to spread it wherever they travel.

Ability Score Increase. Your Charisma score increases by 2.

Size. Kitsune range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Oddity. A Kitsune can manifest oddities and paradoxes around themselves almost at will. While this effect is most often used as a method of granting enlightenment to others, some Kitsune have used this ability to prosper themselves.

You can create a paradox in your immediate vicinity (within 5 feet). Each time a Kitsune performs a selfish act of oddity, the path corrects for its use by increasing difficulty at some future time. When this power is used, the Kitsune gains a karmic token.

The paradox can be used to give you advantage. Each



time this paradox is used to benefit yourself, you gain 1 paradox point. These paradox points will be spent by the GM or the other PCs to create a paradox that works against you and gives you disadvantage. You may only bank a number of paradox points equal to your class level. If you have as many paradox points in your pool as your max, you may not use the paradox power to benefit you.

SUB-LINEAGE: KOI

Koi are spirits of carp that have risen along the spiritual path and now have human form. Along their path lies the dangers of haphazard destruction.

They are wise and powerful, concerned with creation and destruction. Their long lives grant the most powerful among them with the mighty form of a dragon. In this form it watches over the land, protecting it from harm.

SPIRITS OF THE LAND

From their lives as carp, Koi have gained a deep understanding of the land they inhabit. Their very soul reflects the nature of their land, both for good and ill. As they progress along The Path, the state of the Koi begins to affect the state of the land around them. This shared connection ensures the Koi's deep and continued interest in what happens in or around their land. Many Koi have entered legend due to their actions in defense of their lands.

Emotive Koi are known to hold festivals for other creatures. Secretive Koi enjoy hidden spots off the beaten path. Spiritual Koi tend to live near shrines found in sublime landscapes. Dreadful Koi enjoy the chaos of flood plains, swamps, and ancient battlefields.

Ability Score Increase. Your Strength score increases by 2.

Size. Koi range from under 4 1/2 to over 5 1/2 feet tall. Your size is Medium.

Keen Senses. You have proficiency in the Perception skill.

Land Resonance. Choose a geographic feature from the following list: Forest, Hill, Lake/River, Mountain, or Valley. You double your proficiency bonus for any Survival or Athletics checks based on a single geographic feature involving that feature.

Chosen Avatar. The Koi chooses allegiance to one of the nine progenitor dragon types of the Emerald Vale. Below are the powers granted to the two of these nine powers most commonly found.

Han-Riu. You gain the ability to protect treasures by placing them in an extra-dimensional space that follows you. The space may hold up to 1,000 lb. of items taking up to 150 square feet of space. Any living creatures placed within this space may breathe for 10 minutes, after which time they suffocate. Retrieving an object from this space is a move action.

Ri-Riu. You gain the exceptional eyesight. Gain twice your proficiency bonus on any ability roll dependant upon eyesight. Additionally, you may focus your view on a spot within 100 miles and see with the same clarity as though you were standing 10 feet away. Any intervening objects will block your site just as with normal vision. You may



focus your vision for up to 10 minutes. Once you cease this focus, you are not able to focus again until you complete a short rest.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

SUB-LINEAGE: TENGU

These kite spirits have risen along The Path and traded their bird-of-prey form for a humanoid one. However, they cannot seem to leave the skies they once flew and so make their homes atop mountains. They lack the subtlety of other Yōkai. The Tengu face The Path with a militaristic clearness of purpose.

WARLORDS OF THE PATH

Tengu fall on either side of a clear distinction. While all Tengu are short-tempered and prone to explosive violence, the focus of this violence is either in the service of those who walk The Path or against them.

Those who have aligned themselves with the service of The Path believe that all creatures deserve a chance at enlightenment. A mortal's success or failure should be determined by their devotion and ability. These Tengu use their gifts in warfare to act as guardians for these souls.

Those who work against The Path believe that their trials are made easier if fewer souls crowd the way. Their ascension benefits not from overcoming obstacles along The Path, but the destruction of these barriers.

Like other Emotive Yōkai, the Emotive Tengu prefer social settings. They hold festivals celebrating battles of contests where great warriors can compete.

Secretive Tengu are formidable in combat. They tend towards tactical encounters using stealth and guile to suss out the optimal moment to strike. They are students of the art of war who hide their lessons well.

Tengu who lean towards the spiritual side are likely the most honorable of the Tengu. They honor their ancestors who fell before them, as well as the promises and grudges they held. These Tengu consider their combat skills to be a reflection of their soul and thus spend hours a day perfecting each.

The Dreadful Tengu are sometimes called “vultures”, though not to their face. They often collect trophies from foes they slew. Some even consume pieces of particularly impressive foes.

Ability Score Increase. Your Dexterity score increases by 2.

Size. Tengu range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Child of the Wind. The winds still recognize your avian nature and assist you when you leave the ground. Gain double proficiency on all jump ability checks. Additionally, you can triple the length of one jump. You are able to extend your jump in this manner again after completing a long rest.

Death from Above. A Tengu never forgets its origin as a

Emotive Tengu



Secretive Tengu



Spiritual Tengu



Dreadful Tengu



bird of prey and is able to make the most of assaults made from above a target. Gain double proficiency on all attacks made from higher ground.

Warlord. The path of the Tengu gives these spirits powerful insight into weaponry, even weapons they have never before encountered. You are proficient in all martial weapons.

EMERGENT LINEAGE

Emergent lineages are modifications from the base lineage. From rites binding animal spirits to one's body, to gaining twisted knowledge that twist mortal clay into new shapes, the Emergent Lineage are those beings who have undergone preeminent transformation.

There are dozens of ways that PCs can choose to transform their characters as their stories are told. This guide includes six ways that a player might decide to take their character when playing the *Plight of the Tuatha* adventure. These are the Bound, Fomoir, Gnoll, Fetch, Magos, and Possessed.

Each lineage has a Primary Emergence Trait that must be taken before any of the other traits. Once the PC has taken this Primary trait, they may take any of the further traits for that lineage in any order they wish. Primary traits are marked with a (P).

A PC may choose to add traits from multiple Emergent Lineage. As long as they begin with taking the Primary trait for each lineage, there is no issue with this.

EMERGENT LINEAGE: BOUND

You have either learned the art of binding power spirits to your body through tattoos or have visited a rare master who has bound great powers within you through their ink-work. You have chosen to bind the destructive force of a dragon within your body. A dangerous choice, but one that grants exceptional rewards for those few who survive the bonding.

While many different types of spirits might be bound to a body, the below emergence are the result of binding different types of dragons. The tattoo work is done either using the blood, bile or other fluids from a dragon within the tattoo ink or by forming a scale from the destructive beasts into a needle used in the tattooing process.

The same has been done with the powerful spirits of mystical tigers. Their strength and resistance to magical arts become locked into your body. The tattoos sometimes resemble the striping of the large cat. Other times images of specific cats are inked onto arms or legs focuses the beasts powers.

A few daring souls even choose to combine their tattoo work across multiple beasts. These folk are not trusted by bonders who choose a single animal type. Their multilayered personalities make them hard for the single-bound to understand. These multi-souls were given the pejorative name of "chimera", a title that has been eagerly adopted.

Dragonbound (P)

Event: You have tattooed ancient symbols of the serpent using ink mixed with the blood of a mighty dragon. Doing so has trapped some of its essence within your body.

Power: Ability score increase changes the standard for your lineage with a +2 to Strength and a +2 to Charisma. If you wish to keep your standard lineage bonus, you may instead add +1 to either Strength or Charisma.

Loss Condition: Consume the flesh or blood of a dragon. Such a deed will repel the spirit bound within.

Dragonbound, Call Forth The Dragon

Event: Tattoos of reptilian scales and ancient symbols of destruction on the palms of your hands, soles of your feet, and/or neck.

Power: Gain minor control over an element of a dragon. You can use your action to exhale destructive energy.

The type of tattoo work determines the damage type of the explosion (Acid, Cold, Fire, Lightning, or Poison). When the destructive force is called, up to three creatures within 15 feet must make a saving throw as determined by your damage type. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful

Damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. Alternately, instead of increase damage, you can choose an additional type of destructive force. If you choose the additional destructive force type, both the new and old damage types do not increase.

After you call forth the dragon, you can't call it a second time until you complete a short or long rest

Loss Condition: Tattoo is removed or purposefully destroyed.

Dragonbound, Ingrained Scales

Event: Tattoo of reptilian scales cover your forearms, calves, upper back and/or torso. Tattoo ink is made from ground dragon scale.

Power: You have resistance to the damage type represented by your tattoos. Choose from Acid, Cold, Fire, Lightning, or Poison.

Loss Condition: The tattoos are removed or purposefully destroyed.

Tigerbound (P)

Event: You have tattooed ancient symbols of the serpent using ink mixed with the blood of a mighty Tiger. Doing so has trapped some of its essence within your body.

Power: Ability score increase changes the standard for your lineage to a +2 bonus to Strength and +2 bonus to Charisma. If you wish to keep your standard lineage bonus, you may instead add +1 to either Strength or Charisma.

Loss Condition: Consume the flesh or blood of a dragon. Such a deed will repel the spirit bound within

Tigerbound, Pounce

Event: You have bound the aggressive attack of a tiger spirit to your body. The tattoos cover your biceps or forearms.

Power: If you move at least 20 feet straight toward a creature and hit with a melee attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target becomes prone you may make one melee attack against it as a bonus action.

Loss Condition: Tattoo is removed or purposefully destroyed.

Tigerbound, Resistance

Event: You have feed a sentient creature to a tiger, then used the beasts blood as a base for your tattoo inks. This “man-eater” ink has the unfortunate side effect of causing you to crave the flesh of your own base lineage.

Power: You gain advantage on any saving throw against spells of a level less than half your class level.

Loss Condition: Tattoo is removed or purposefully destroyed.

Tigerbound, Stride

Event: You have bound the powerful legs of a tiger spirit to your body. The tattoos cover your biceps or forearms.

Power: Your Speed increases by 10 feet.

Loss Condition: Tattoo is removed or purposefully destroyed.

EMERGENT LINEAGE: FETCH

The fae built you from sticks, fungi, and stone and covered you with a glamour so that you resemble a mortal child. When the child was born, the fae switches you and the mortal baby. While the child grew up among the fae, you grew up among the mortals. Save for being considered a little odd, no one, even you have realized the exchange took place.

Recently, your fey nature began exerting its powers over the natural world. In your dreams, you learned the truth of your origin. Mortals have begun to suspect it too.

Most fetch reach a point in their life where they make a choice in which world they wish to embrace. Some resent

being pawns of the fey. They rebel against their creators. Some decide to aid the mortal families they were left with, others merely seek to through off the yoke of their fey lords.

Fetch often decide to explore the world outside the village of their creation. They have been known to seek out ways to become fully mortal.

Fetch Birth (P)

Event: A fey carved you out of wood and exchanged with a mortal child soon after their birth

Power: Though you look human, you are not. You can choose to be of the human or fey type, your choice of either, switching between the two as you wish. Replace your lineage Ability Score Increase with a +2 Constitution and a +1 Charisma.

Loss Condition: This Emergence cannot be lost.

Fetch's Colocation

Event: Your desire to be in two places at once is so potent that you accomplish the impossible feat.

Power: You can make an illusory copy of yourself appear anywhere within 100 feet. The illusion acts and speaks as you wish. If attacked, the image disappears. You are unable to use any senses or cast any spells through your “Double”. You will need to complete a long rest before being able to throw your image again.

Loss Condition: Fulfill or abandon all your dreams and plans.

Fetch's Deathshade

Event: You have sworn allegiance to the Niseelie Fae

Power: You can project an illusory image of a particular humanoid with five or more hit dice fewer than you that is within one mile. The target must Successful DC 12 + your proficiency bonus Wisdom Ability check to avoid interacting with the shade and dying within 24 hours. You will need to complete a long rest before being able to throw your image again.

Loss Condition: Formally break your vows of allegiance with the Niseelie Fae.

EMERGENT LINEAGE: FOMOIRE

Some Fomoiré are born to the Ways of Balar; others become Fomoiré through acts of devotion to the wretched god. By undergoing series of rites, the body slowly transforms into one of the Fomoiré. Those who come the ways of Balar later in life become Emergent Fomoiré. Though they may have different ancestors, they are fully accepted by the Fomoiré tribes as full members.

Awaken the Ocean Within (P)

Event: Nearly drown in salt water either due to a ritual to Balar or by circumstance.

Power: Replace your lineage Ability Score Increase with a +2 to Strength and a +1 to either Dexterity, Wisdom, or Constitution.

Loss condition: Sit upon a granite spire above the reach of the ocean for a month.

Rite of the Carnivorous Maw

Event: Among the southern region of the Ostmen Islands, a great spire of rock rises from the ocean. An ancient oak grows precariously from the top of this rocky tower bearing magical acorns. Once an acorn from this tree is blessed by a priest of Balar and eaten, the consumer becomes forever hungry.

Power: Though they always hunger, this Fomoiré gains nourishment from anything that they can swallow. Additionally, their tongue grows to three times its length and becomes slightly prehensile. It can grasp small items and pull them into its owner's mouth. Poisoned items or items infected with disease will still negatively affect the eater, but they no longer need to carry food.

Loss Condition: Fast for seven days

Rite of the Deep Breathe

Event: There exists a tidal pool on the island of Balieth that is said to be a footprint left by Balar when he once stood upon the shore. Since that day those whom would drown within the waters of this pool find that once they reach the edge of their death, the salty waters become like air to them. Ever after they may follow Balar back to his depths in the sea.

Power: You can breathe water for a number of hours equal to your Constitution modifier (minimum of 1), all at once or in several shorter increments, each using a minimum of 1 minute from the total. You regain all expended time when you finish a long rest.

Loss Condition: Eat the flesh of a Narwhal.

Rite of the Rimy Eye

Event: As part of this rite, the recipient of this rite has their eyes forced open by acolytes. A priest of Balar then slowly drops seawater into the unblinking eyes while reciting the glories that may be seen in the depths of the ocean. The rite is very painful to the recipient and its length, from sundown to the following sunup, often drives them mad.

Power: As a reward for the act of devotion, Balar grants the petitioner Darkvision 60 ft. on dry land and Darkvision 120 ft. in the depths of salt water. This Emergence causes tiny salt crystals to form around the eyes and into

the eyebrows of the recipient. While the salt can be washed away, the more this enhanced vision is used, the quicker the crystals form. These crystals do not interfere with sight.

Loss Condition: Rinse your eyes with blessed water from the Phanree River.

EMERGENT LINEAGE:

GNOLL

Also known as the Get of Syn, Gnolls are an Emergent lineage whose existence entirely depends upon the Issian God of Secrets and Perversions. As one learns the forbidden secrets of the dark god, their body transforms to reflect a more bestial frame. As they discover more of this knowledge, the more animalistic and pack oriented they become.

With the First Secret, the unfortunate mortal gains additional height and power. With the second secret, they grow coarse hair and a dog-like muzzle. With the third secret, the Get gains a more communal mind with other nearby Get, granting them an edge in combat.

Those outside the Get of Syn do not know if there are three specific secrets that cause these transformations, or if there are hundreds. Hearing one, however, drives the poor soul to seek out others so that they might fully join the Get and join in their baleful song.

Secret of Syn, First (P)

Event: Having heard the first secret of Syn, your body prepares itself to learn further hidden knowledge. Your body gains muscle to aid in your travels. Your eyes can now see clearly in the dark places of the world. Both will aid in your quest to find the next piece of forbidden lore.

Power: Ability score bonus changes the standard for your lineage to a +2 bonus to Strength. If you wish to keep your standard lineage bonus, you may instead add +1 to either Strength.

You also gain Darkvision to a range of 60 feet.

Loss Condition: Burn the secret from your mind by writing it out and destroying the page in a flame lit by a Sant of Paladrus.

Secret of Syn, Second

Event: You have discovered the second secret of Syn and have furthered your transformation. Your mouth elongates into a muzzle with sharp teeth. This secret also has granted you the ability to communicate with others who are on path of Syn.

Power: Your mouth has transformed into that of a gnoll. Gain Bite. Melee Weapon Attack: Reach 5 ft., 1d4 plus

Strength damage. Plus you know how to speak, read and write the Gnoll language.

Loss Condition: Write the secret down on a piece of parchment. Dissolve the parchment in an acidic solution made from the waters from a temple of Mahte.

Secret of Syn, Third

Event: Having learned the third secret of Syn, you have been granted the ferocity to protect the secrets you carry. Your legs twist to resemble those of a dog, allowing you to quickly move from kill to kill.

Power: When you reduce a creature to 0 hit points on your turn, you may take a bonus action to move up to half your speed and make a melee attack for half damage.

Loss Condition: Write down the secret in a parchment. Wrap the secret around a chunk of pure quartz and drop into a hole at least 200 feet underground.

EMERGENT LINEAGE: MAGOS

Some wizards are born Magos. The mystical Ley lines converge and spontaneously create the being out of pure magic. Others become Magos in their youth having spent years in training. Others slowly convert into a Magos during adulthood as they modify through the use of reality warping energies. These last folk are the Emergent Magos.

The Emergent Magos are more common than full-blooded Magos, though they are far from a common inhabitant of the world. While hundreds petition to different traditions of magic weaving, very few have the strength of will and devotion to the craft to survive having a ley line flow directly through their soul. It requires both a quick mind with keen intelligence plus an above-average constitution to survive the process of become a reservoir of mystic energies.

Magos are apt to travel. As their power is tied to ley-line energies, they often seek out new sources of power to augment their flow. This does sometimes lead to confrontations when a new Magos decides it would like the energy from a particular ley line, a line that is already being tapped by a different wizard. When new ley lines appear, the emergence Magos community often quickly mobilize in order to claim the source for their order, or for themselves.

Ley Line Nexus (P)

Event: Two or more ley lines have converged within your body forming a nexus within.

Power: Replace your lineage Ability Score Increase with a +2 to Intelligence and a +1 to Constitution. Magi are quick of mind, and their constant exposure to raw magic has toughened their bodies considerably. However, there is an

oddness about them which non-Magos feel, often resulting in a distance between the magi and their former kind.

Loss Condition: Remain within a ritual circle bathed in the refracted light of the moon.

Aurasight

Event: You have tied the power of a ley line through your eyes, granting unusually sensitive vision.

Power: Your eyes are attuned to undercurrents of magic that are woven into reality and holds the world together. You can see energy flows in light or dark. You are aware of the general nature of the object (tree, human, rock, female) as well as *Detect Magic* per the spell. If you focus hard, you are able not only trace the path of energies into the recent past, but also the immediate future. You can gain advantage on a single save. You must regather your strength by taking a long rest to use this ability again.

Loss Condition: Loss of your eyes.

Halo

Event: A star's ley line has been bound to your soul.

Power: Magos can create Light centered on their head at will as a spell-like ability. When using the halo, wizardlings gain advantage on Intimidate checks against and on saving throws against becoming blinded or dazzled.

Loss Condition: Drape your head with the webbing of a Weaver spirit.

Unnatural

Event: You have bent the path of a ley line from the outer realms of the Grand Monument through your soul.

Power: Magos unnerve beasts with 5 or fewer Hit Dice. They also gain disadvantage to Charisma ability checks or using the Handle Animal skill on the normal animals. Beasts with fewer hit dice than the Magos suffer disadvantage on attacks the beast attempts on the Magos. Animals' starting attitude toward members of this lineage is one step worse than normal.

Loss Condition: Counteract the effects of the offending ley lines by masking them with lines tied to natural animals.

Outsider (native)

Event: You have slept for a month and a day in the path of a ley line.

Power: Magos do not sleep as they once did. They must, however, enter a trance of an hour once a day or suffer fatigue or exhaustion.

Loss Condition: Mate with a being native to one of the Major Planes of the Grand Monument.

EMERGENT LINEAGE: POSSESSED

Whether by choice, desperation, or deception, some beings willingly play host to otherworldly powers with their very bodies. They invite these powers inside themselves. While they gain powers beyond those of mere mortals, they do so at a cost. Within them the spirit vies for control. Whether the possessing spirit acts for the good of the world or its destruction, the toll on a mortal's body is great.

While the manifesting of the possessing spirit can take on many different forms depending upon the spirit and the inclinations of the host, the below three are the most common signs of either angelic or demonic possession.

If you have chosen to play a character who still has control of their body but is sharing it with a foreign spirit, they spirit may make itself known through dreams and there may be amounts of time that pass with your recollection. You do also have the option of playing a fully possessed person. You are an angel or demon who has completely dominated the body you inhabit. In either case the tie between the foreign spirit and the body is so powerful, only direct interference by the gods, or godlike beings, may split you.

Possession, Infestation (P)

Event: Either you were born from the union of an angel or demon and one of the mortal lineages, or the spirit of a powerful angel or demon inhabits your body. You exhibit the traits of the supernatural creature. This is the most basic type of possession.

Power: Change your lineage ability score increase to a +1 to Intelligence and a +2 to Charisma.

Loss Condition: You voluntarily undergo a purification ritual performed by a high priest or priestess of a major temple.

Possession, Legion

Event: A recent experience has convinced the spirit inhabiting your mortal frame alone is not enough. It must in control of others in order to achieve its goals.

Power: You gain the ability to initiate a Possession Attack using the Wielding Influence rules. However, you are able to take on the role of an attacker instead of a defender. You may maintain the same number of possession attempts as your Wisdom Bonus.

Loss Condition: Have a binding ritual performed upon you locking the inhabiting spirit within your body.

Possession, Manifestation

Event: The spirit within you has grown in power and its mere presence affects the world around it.

Power: You know the thaumaturgy cantrip. When you reach 3rd level, you can cast the Hellish Rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Loss Condition: You voluntarily bathe in a bath filled with waters from the four corners of the world.

Possession, Mounting

Event: The supernatural entity within has spread throughout your mortal frame, protecting you from the flames of purification. While your skin looks normal most of the time, when it comes in contact with flame it takes on the appearance of molten stone.

Power: You have resistance to fire damage and take half damage.

Loss Condition: You voluntarily immerse yourself in blessed water, breathing in the water till you almost drown.

WRIT UPON SOUL ARE SEVEN SECRET'S KNOWN ONLY TO THE GODS. THE FOURTH OF THESE SECRETS IS THE KNOWN AS THE GALLIS BALANCE. THE BALANCE OF THE GALLIS HUMOURS DETERMINE THE SOUL'S SENSITIVITY TO THE EBB AND FLOW OF THE LEY LINES DETERMINE, IN PART, THE WAY THE SOULS PERCEIVES THE MORTAL REALMS AROUND IT..

THE HUMOURS ACT AS A REAGENT, ALLOWING THE PHYSICAL AND METAPHYSICAL TO INTERACT. THE MORE OF THESE HUMOURS IN THE BODY, THE MORE SENSITIVE THE SOUL IS TO MAGICAL ENERGIES, THE MORE LIKELY IT CONCEIVES OF PROBLEMS AND SOLUTIONS IN TERMS OF THESE ENERGIES. THE LESS SENSITIVE SOULS, HOWEVER, TEND TO RELY ON THEIR PHYSICAL BODY.

-EXCEPT FROM HUMOURS, MORTALITY,
AND THE GRAND MONUMENT

Chapter Five Classes



The *Imperiums Campaign Setting* uses the same classes as other settings, however, there are some differences in how some classes are situated within *Æliode*. The classes do not have any mechanical differences. Different views for many classes are presented below. These are included as they provide a closer fit between the classes and the themes presented in this setting. While you should feel free to draw as much or as little as fits your table, you are encouraged to try these alternate approaches. You may find it helps distinguish this campaign from others you may run.

THE HEROIC CLASSES

The heroic classes are paragons of what mortals may become. Instead of relying on the crutch of magical and supernatural forces, they have gained their ability purely through their training, study, devotion and strength of purpose. They are the archetypes for what mortals can achieve. Their power strikes fear in the hearts of gods and demons.

BARBARIAN

The barbarian is the prime example of what a mortal can perform based solely on the strength of their belief. Through ritualistic practices, the barbarian reinforce their system of beliefs. Barbarian training often combines rites or the consumption of terrifying liquids thus aiding a barbarian's focus. Their faith becomes so strong, that in many ways their beliefs become realized.

While a barbarian may not physically transform into a bear as a druid might, the barbarians belief is so powerful that they may temporarily gain the strength of a bear. Though their body is as susceptible to damage as any other of their kind, their resolve is so compelling that they often ignore injuries that reason would dictate should incapacitate them.

Though they often receive a moderate degree of training in the use of weapons and armor, their real power comes from their ability to push their physical bodies past what most are capable.

FIGHTER

Most people who know how to wield a weapon or wear armor do so with little understanding of the tools they use. At best they may be called warriors. Those of the fighter

class have passed such causal knowledge of the implements of combat through long study and intense physical training. Few possess the strength, stamina, and natural aptitude to gain such mastery. Those rare few who succeed as a fighter are sure to become the stuff of legend.

The fighter is an example of what can be attained through practice and skill. While barbarians strength comes from their unshakable belief, the fighters come from dedication to the skills of war. Fighters have spent hundreds of hours, practice their strikes and perfect their form. They have studied the use of armor and shields and learned the subtle edge each gives its wearer in combat. These warriors have honed their bodies into powerful tools in much the same way as a master blacksmith forges a blade.

ROGUE

While some heroes are renowned for their martial prowess, and others are known for their intense fervor, rogues are archetypes of the canny disciplines. They make their mark by being the quickest and the most clever in the room. Either by study or natural gift, the rouge knows how to take advantage of every situation.

Not many survive the dangerous world of the rouge for long. Those without the knack for survival are quickly struck down. Some are killed by enemies made in the marketplace or senate floor. Others perish when their confidence, or arrogance, fail at the wrong moment. Those who survive these hazards posses some gift of fate or the gods. Perhaps they have been lucky enough to stay one step ahead of their demise.

The adroit senator manipulating their plans within plans; the quick thinking ne'er-do-well swindling the manor lord out of his jewels; the opportunistic warrior who has learned to live on the edge of survival; these are all examples of the rogues of *Imperiums*.

THE MYSTICAL CLASSES

If categorizing the classes by their connection to magical or supernatural forces, the Mystical classes fall in the mid-point between the heroic classes and the Magical classes. While many gain their abilities by more mundane means, their paths also lead them to the edge of the supernatural. Though they do not have a full understanding of the mystical forces they manipulate, these classes are adept at

Table 5-1: Level Advancement

EXPERIENCE POINTS	LEVEL	PROFICIENCY BONUS	ABILITY SCORE/FEATS	EMERGENCES
0	1	+2	—	1
300	2	+2	—	2
900	3	+2	—	—
2,700	4	+2	+2 Ability Score or +1 Feat	3
6,500	5	+3	—	—
14,000	6	+3	—	4
23,000	7	+3	—	—
34,000	8	+3	+2 Ability Score or +1 Feat	5
48,000	9	+4	—	—
64,000	10	+4	—	6
85,000	11	+4	—	—
100,000	12	+4	+2 Ability Score or +1 Feat	7
120,000	13	+5	—	—
140,000	14	+5	—	8
165,000	15	+5	—	—
195,000	16	+5	+2 Ability Score or +1 Feat	9
225,000	17	+6	—	—
265,000	18	+6	—	10
305,000	19	+6	+2 Ability Score or +1 Feat	—
355,000	20	+6	—	11

blending what they do know with more traditional skills and abilities.

BARD

Bards are primarily masters of lore and secrets. While their study grants them skills to accomplished storytellers, the primary focus of the training is to collect and preserve the sagas and history of their people. They spend years learning folklore and tales, teasing secret knowledge out of lost tales.

Unlike bards of other settings, bards of the *Imperiums Campaign Setting* have no particular connection to music. They are no more or less proficient of entertainers than any other class. The magic and abilities they gain from this class is the result of their stem from their knowledge of lost facts and not any control of melodies or sound.

Powers that refer to the use of music or song instead are the result of a bard's understanding of a specific form of magic. For example, when a bard grants their Bardic Inspiration, they are not singing or playing an instrument to grant the inspiration die. They instead recall the actions of a legendary hero overcoming a similar challenge. They pull partially understood prayers or magical phrases, perhaps some superstitious use of mystical herbs or stones which grant a fleeting edge to the target of their power.

MONK

While wizards, sorcerers, and warlocks use the powers of ley lines to effect miraculous effects to the world around them, monks tap into the same source of mystical energies to transform their bodies. They are masters of manipulating the flow of energies within their bodies. This mastery allows them to perform feats impossible to most other mortals.

Unlike barbarians whose abilities come from their beliefs, the monk's abilities tap into actual mystical energies. They practice both mental and physical exercises to guide these forces. While each school of monk varies in methodology and the resulting abilities, they all are dependant upon hours of training and practice.

This is also what differentiates them from the closely related paladin. Both the monk and the paladin tap into the same mystical energies and gain supernatural powers from this connection. However, the monk perceives this relationship and practices long hours to increase their abilities. The paladin, however, receives access to this power by divine decree.

PALADIN

Paladins are chosen by the gods to perform specific tasks, often having a significant militaristic or combative

component. A paladin is not merely a trained warrior which strong devotion towards a god. The world is full of sincere believers. Likewise, a paladin is not a manifestation of a god's will as the saintly clerics are. A paladin is a mortal, explicitly chosen by a god to perform an act or service.

A paladin may or may not wish the role, may or may not believe in the cause of the gods, but, in the end, the gods gave them powers because they know the paladin will perform their role. Even if a paladin appears to be acting against the will of the gods, only the gods understand the consequences of action.

A paladin cannot be trained or denied. It is a position bestowed by the gods will alone.

RANGER

A ranger has lived on the edges of civilization for years. They understand better than most how to live outside the bounds of civilization. Through training or trial and error, they have learned how to survive off what they find. They are experts at identifying the dangers of the Expanse and able to

Rangers rarely live long. The hazards of The Expanse and the weakness of the weaver's boundaries challenge all who leave the comfort of civilization. Those who have learned how to survive such challenges are formidable indeed.

Though they are called spells and use the same mechanics as spells, a ranger's spells represent their ability to identify herbs that contain magical power, knowledge of the secret names of flora and fauna, and the near supernatural level skill they possess.

THE MAGICAL CLASSES

These classes gain their power directly from the underlying forces that guide the universe. Whether granted by powerful beings, woven into their very being, or tapped into using esoteric knowledge. A majority of the feature of this class derive from access to supernatural or otherworldly powers.

These classes have broken away from the restrictions of the mortal world. By chance or choice, they can bend reality with their will. Most who fall within these classes have used secret knowledge learns over year to control the subtle forces of the world. Others find that due to unusual

circumstances, the world twists itself to align with a particular theme. Often governed by a pivotal event in the characters life.

All who derive their power from magical sources, however, have a degree of strangeness that separates them from the mundane mortal world. They can hear the whispers of the gods. They can manipulate the underlying elemental forces foundational to reality. They walk the path the places them closest to the gods themselves.

CLERIC

Those who genuinely wield the power of the gods are a rarity in the *Imperiums* setting. So much so that those of the cleric class are universally thought of as having attained sainthood. Most cultures use the honorific “Sant” when speaking of these rare individuals.

A Sant is granted a connection to the divine realms most often by circumstance and not by study. Devotion and hard work are not enough to make one a Sant. The powers of sainthood are granted by powers beyond this world and beyond comprehension. The majority of Sants choose to walk the land fulfilling a desire or commandment of their gods and rarely form connections to the organized hierarchy or temples of their religion.

DRUID

Druids are specialized sages of the Ostmen and Triufir. They have gained a deep understanding of the forces of nature.

They have taken on a priestly role within their people as the metaphor of “gods” is the easiest way to guide and teach their people.

Unlike other settings, Druids of the *Imperiums Campaign Setting*, as a group, do not have any cause or devotion towards nature as a whole. Druids are the sages and scholars of their people, not “protectors of nature”. They use their understanding of natural forces to bring about ends that will help them or their people.

Druids have no issues clearing land to build a village or hunting and trapping dangerous beasts. They are more aware than most what these actions may result. They use their knowledge to cut down enough trees to build the village, but will not clear-cut a forest of trees if it will cause further hardship. They will hunt down dangerous beasts, but they know it would be illogical to kill all beasts.

SORCERER

Æliode is a land separate from the other realms of the Grand Monument. However, circumstances sometimes allow otherworldly powers or the lay lines that cross the weaver’s boundaries, to coalesce on specific people. One reason these forces gather is due to an unusually tragic event weakening the barriers between worlds.

When the barriers weaken, and these mighty forces focus on an individual, a sorcerer is the result.

A sorcerer’s power is fueled by energies tied to the event, and they often manifest in ways that represent the experience. For instance, a young human who helplessly watched their village burn, killing everyone they knew, might manifest powers linked to fire. Or, because of their intense reaction to the destructive nature of fire, may have abilities following a theme of water instead.

Sorcerers are rare, however, due to the unusual combination of an intensely emotional event occurring at a moment where the barriers between worlds are weak enough for these forces to break through. Also, most sorcerer’s lives are dra-

matically cut short as they do not automatically know how to control the powers they have gained. Many would be sorcerers perish due to their own inability to control their magic.

WARLOCK

For those who have not gained powers due to unusual circumstances or miraculous birth, the path of the warlock may be open to them. Instead of being a foci of magical



energy themselves, a warlock makes deals with powerful spirits and creatures to gain their magical abilities. Though the nature of these contracts and deals binding the mortal to the supernatural vary from people to people, at the core is the same types of dangerous bargains made.

WIZARD

While druids have learned how to nudge natural forces to bring about desired outcomes, a wizard is the manifestation of those forces in a mortal frame. Wizards, both by birth or by later transformation, become one with the subtle energies of the world and dominate how the world around them manifests.

Natural wizards are always of the Magos lineage. They have no parents and are created, not born, by a conflux of ley lines. When enough ley lines manifest, and the cross in a close enough proximity to each other, they may come into alignment and the foci of which manifest as a Magos Wizard. There are some rare sects that teach methods of gaining the powers of a wizard later in life.

A wizard's progress, even their very survival, depends upon an intense understanding the ley lines that grant them their powers. Through the study of natural philosophy, sympathetic harmonics, and abstract, esoteric logic, the wizard learns how to transform this raw power into form. More importantly, they have learned how to do this without destroying themselves or those nearby in the process.

EMERGENT CLASS

Emergent classes are modifications to existing classes which players can choose to take after making roleplaying choices. When a player levels, they may replace class abilities and powers with alternative abilities by filling available Emergence slots with an Emergence Class trait. Some Emergence exchange abilities with a base class, some traits are additional to those granted by the base class.

As with all Emergence, Emergence Class abilities may be lost if the player performs the Emergence Loss Condition or if others at the table all believe the player is acting against the tenets of an Emergence.

In order to gain Emergence Class abilities you must:

- Reach the required class level
- Have an available Emergence slot to fill
- Complete the event required by the chosen Emergence

Unless stated, you still advance in spell casting as you level.

EMERGENT CLASS: LAWSPEAKER

Fiat justitia ruat caelum

(Let Justice be done though the heavens fall)

Clad in the iron masks of office and dragging massive and weighty weapons at their side, lawspeakers are a unified front for law and justice. Beholden to no single ruler or land, they roam the world shoring up the rule of law. In their constant struggle against the injustice, a lawspeaker is both the subtle pressure on the psyche to confirm as well as the weighty hammer which lays low the corrupt and dishonest.

Elder lawspeakers are known to radiate an aura of the spiritual essence of law making it more difficult for would-be criminals to commit their crimes. Known to be resistant to magical influence, lawspeakers are often called upon by powerful nobles and politicians to be a part of negotiations to ensure fair dealings. At times a lawspeaker is called upon to perform a most sacred act for the Order; they have the ability to suppress any law, however briefly, to ensure the greater stability of a culture.

Some incorrectly view lawspeakers as a police force, or soldiers loosed upon the world to capture criminals. But lawspeakers are much more than mere Justicars. They are seen at best as manifestations of law and, at worst, fanatical servants of it.

In the world of Æliode, rumors and stories about the lawspeakers are widespread and often told by those with conspiratorial frames of mind. These tales range from claims that they are angels sent from Allafar, to whispers that lawspeakers are merely powerful nobles disguised and unjustly punishing people to take their lands and property.

Whatever the truth, the influence of the lawspeakers is widespread and seemingly without much to counterbalance it. Even the most power hungry of the Avitian emperors would accede to the demands and judgments of a lawspeaker for fear of bringing the wrath of the gods upon themselves. Their influence has spread past the borders of Avitus. They are known as Laghman among the Ostmen and other Northern Kingdoms. In the land of Tir Ydrail, they are called Laamanni. No matter the road they travel, they are known as the impassive word of law.

Role: As traveling emissaries of Law, lawspeakers are respected wherever they find themselves. Most governments accept their judgments and punishments as legal. Though their true identity must remain hidden, a lawspeaker need not embrace isolation. As they are devoted to a well-functioning society, lawspeakers often group together with

other lawspeakers, or groups of like-minded individuals who will assist them in their travels.

MODUS LEX

The Modus Lex is the codified virtues which lawspeakers claim are the seven virtues law must protect. Each of these seven virtues are set in contrast with specific types of crime. Once a lawspeaker chooses a Modus Lex, offenses seen as the opposite of the virtue become harder for people to commit in the lawspeaker's presence.

Many lawspeakers take on characteristics in line with their chosen Modus Lex. Those who select the Honesty Modus Lex do not lie, while those who dedicated to Charity can be seen passing out bread to the hungry or medicines to the sick.

Such actions are not required by their sect, however. Many lawspeakers choose their Modus Lex to offset a virtue they perceive as lacking in themselves. Others find that they abhor the crimes against a Modus Lex without being particularly drawn to act in accordance with the virtue. Some few find they are intellectually interested in a Modus Lex philosophically.

While the lawspeaker has strong motivation towards their Modus Lex, the nature of that motivation varies greatly. The same can be said as to how obviously a lawspeaker's Modus Lex is "worn on their sleeve."

GMs and PCs should refer to the Modus Lex Table to help decide what crimes are affected by the lawspeaker's Enforcing Presence ability. Sometimes a crime may fit in multiple Modus Lex. Crimes that are covered by multiple Modus Lex have little chance of success as the penalties of multiple Enforcing Presence abilities may be affecting the target. Only the highest penalty is used for each Modus Lex, though penalties gained from multiple Modus lex stack.

The initiate lawspeaker, upon completing the rituals, must choose which Pillar of Law (called a Modes Lex) they will devote themselves to.

Charity. Laws protecting people from Theft of property such as mugging, burglary, or pickpocketing.

Community. Laws enforcing agreements and contracts such as trade agreements or job contracts.

Compassion. Laws protecting individuals from acts of violence such as battery or murder.

Honesty. Laws protecting individuals from dishonesty such as bribery, cons, fraud, or perjury.

Peace. Laws supporting agreements between large groups of people such as treaties between cities, states, or nations.

Privacy. Laws protecting people from breaking and entering, espionage, or trespass.

Serenity. Laws protecting against the destruction of property such as arson or vandalism.



2ND LEVEL+ EMERGENCE

Upon reaching 2nd level you may choose the below Emergent Class Trait. You must have the Tools of Justice Emergent Class Trait before being able to choose any other Lawspeaker Emergent Class Traits.

Tools of Justice

Event: Complete the Rite of Investiture with a higher ranking Lawspeaker. Swear devotion to one of the Seven Pillars of Law (Charity, Community, Compassion, Honesty, Peace, Privacy, Serenity). Be granted a Rod of Tribune.

Power: Replace all abilities gained for your next level with the following abilities.

- **Bonus Proficiencies** At 1st level, you gain proficiency with martial weapons and heavy armor.

Mask of the Lawspeaker You have an iron mask that marks your allegiance. When you make a Charisma

(Intimidation) or Investigation check while wearing your mask, you can add double your proficiency bonus to the check instead of any proficiency bonus you normally apply. Additionally, any ability check used to connect your lawspeaker identity with your non-lawspeaker identity is made at a disadvantage.

Weapon of Judgement The forces of law imbue your chosen weapon with the rightness of your cause. The weapon gains a +1 bonus to attack and damage rolls. The weapon also increases its weight by 10 pounds, making the weapon unwieldy for any but you or another lawspeaker. When you reach 7th level this bonus increases to +2 and the weight increases to 100 pounds. Upon reaching 14th level, the bonus increases to +3 and the weight increases to 500 pounds.

Loss Condition: Strike your weapon against a person you know is an innocent.

3RD LEVEL+ EMERGENCE

Upon reaching 3rd level you may choose from the below Emergent Class Traits.

Tribunic Judge

Event: You have been granted a Tribunic Sash indicating your rank.

Power: Replace all abilities gained from your next level with the following abilities.

Enforcing Presence: As an action, you present your Rod of Tribune and choose one specific type of law (see Modus Lex). For 1 minute, you generate an aura of dread. For the duration, any creature within 30 feet of you that performs an action that will break the chosen law must make a Wisdom saving throw. On a failed save, the creature fails to perform the action, and the action is wasted. A creature that succeeds on its saving throw is immune to your Enforcing Presence for 24 hours. Creatures that can't be frightened are unaffected by this feature. At 7th level, this aura emanates to a range of 1 mile around you affecting all who have 5 or more hit dice less than you. This permanent effect only applies to laws within the Modus Lex of your chosen Pillar.

Mind of the Law: A lawspeaker automatically knows the laws of the region that they are within and the penalties for breaking these laws. This knowledge is perfect and instantaneous. This knowledge only applies to the letter of the law and not cultural norms, traditions, or etiquette nor does it impart knowledge of the history of the law. The lawspeaker may use Intimidation (Intelligence) or Persuasion (Intelligence) in any legal situation normally calling for a Charisma check as they use this knowledge to navigate the

laws and legal procedures of the community to increase the lawspeaker's influence.

Loss Condition: Have your role as Tribunic Judge revoked by a rite performed by three separate higher level lawspeakers.

Scale of the Law

Event: Preside over three separate trials

Power: A lawspeaker gains the ability to untie legal issues put before them. As such she gains advantage to Insight or Investigate ability checks.

Loss Condition: Knowingly obscure or interfere with the law while wearing your Mask of office.

7TH LEVEL+ EMERGENCE

Upon reaching 7th level you may choose from the below Emergent Class Traits.

Weapon of Judgement

Event: Defend the ideals of your chosen Pillar from a minor threat.

Power: Replace all abilities gained for your next level with the following abilities.

At 7th level, you gain the ability to infuse your weapon strikes with divine energy that torments your foes with their own guilt. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage. When you reach 14th level, the extra damage increases to 2d8.

Loss Condition: Betray your chosen pillar knowingly and willingly.

Form Gathering

Event: Visit three different permanent Gatherings and learn the Rite of the Gathering from each.

Power: At 7th level, you gain the ability for create a small structure to serve as an impromptu Gathering location. While not as secure as more powerful Gatherings, it serves the need of the traveling lawspeaker.

Creates a small building as per Tiny Hut

Loss Condition: Attack another lawspeaker within the sanctified area of a Gathering

10TH LEVEL+ EMERGENCE

Upon reaching 10th level you may choose from the below Emergent Class Traits.

Seal Gathering

Event: Protect the Ideals of your chosen Pillar from a major threat.

Power: Replace all the class abilities for your next level with the following:

Seal Gathering: You have learned the secret rites of the Lawspeakers allowing you to designate a mundane building to serve as a special lawspeaker place of reflection called a Gathering. At 10th level, this rite duplicates *Private Sanctum*. At 15th level the Lawspeaker may cast *Guards and Wards* once per day using her levels in lawspeaker as her caster level.

Protects a mundane structure as per *Private Sanctum*.

Places *Guards and Wards* upon one building designated as a Gathering.

Loss Condition: Attack another lawspeaker within the sanctified area of a Gathering

Binding Contract

Event: Negotiate three contracts.

Power: 3 + her Charisma bonus times per day a lawspeaker can seal contracts between parties per the legal rites and rituals of that culture. Those bound by the contract are considered to be under the effect of the spell *Geas*.

Loss Condition: Knowingly break a contract you willingly entered into.

15TH LEVEL+ EMERGENCE

Upon reaching 15th level, you may choose from the below Emergent Class Traits.

Voice of Law

Event: Enforce the Ideals of your chosen Pillar though it endangers your life.

Power: Replace all abilities gained for your next level with the following abilities.

At 15th level, you can spend one hour performing a ritual trial to pronounce a guilty verdict on a creature, or organization. If the accused party is not successfully defended during this hour, you gain the following abilities against them:

- You have advantage on attack rolls made against the guilty party
- If the guilty party starts its turn within 60 feet of you, and is aware of your presence, it becomes frightened until the start of its next turn. While frightened in this way a creature has disadvantage on saving throws against your spells or abilities.
- All laws that would prevent you from taking actions against the guilty party are suspended by divine mandate. A creature other than the guilty party that attempts to interfere with your pursuit of the guilty party must succeed on a Wisdom saving throw or become charmed by you for the duration. A creature charmed in this way treats the guilty party as its enemy.

Loss Condition: Be found guilty of committing an act against your chosen Pillar.

Suspend Law

Event: Engage a world power, such as an Emperor or head of a national religion, in a legal debate and win.

Power: The Lawspeaker may, once per week, suspend one law until the next new moon. This proclamation must be made publicly and with great effort to inform the populace of the law's suspension and the reason for the suspension. The proclamation is considered as coming directly from the Gods and supersedes all other authority in the matter. Mayors, kings, and even emperors must heed this suspension as the lawspeaker is affecting the Nature of Law itself. The lawspeaker must spend funds equal to the severity of the law added to the range in which the proclamation will take effect. These funds are used to ensure, through both mundane and magical means, that all affected by the change are informed (Knowledge (Local) DC 10 to be aware of the suspension of the law).

Loss Condition: Publicly show unrestrained deference towards a political or religious leader

WHAT IS THE ESSENCE OF THE CHARACTER, FIRST UNDERSTAND THIS AND THEN THE CHARACTER WILL TELL YOU HOW THEY SHOULD DEVELOP. DO NOT FEAR MAKING CHOICES IN SERVICE TO THE CHARACTER'S WHIMS SO LONG AS THEY ALSO SUPPORT THE POEMS GRAND THEME.

IT IS WHAT IS DIFFERENT FROM OTHERS THAT MAKES A CHARACTER INTERESTING. SEEK OUT WAYS TO EXPRESS A TRIED AND TRUE CHARACTER IN UNIQUE WAYS. YOUR UNIQUE TELLING OF THE CHARACTER'S TALE WILL MAKE IT ALL THE MORE MEMORABLE.

IMITATION IN ART IS FLATTERING BUT REPETITION IN THE NAME OF EXPEDIENCY LOSES THE GOOD WILL OR YOUR AUDIENCE. A POET WHO IS SERVANT TO EXPEDIENCY MAY OFTEN FINDS THEMSELVES LESSONING THE SUBLIME MOMENT MEMORIALIZED FOR THEIR AUDIENCE.

-EXCEPTS FROM GLAOTIA'S GUIDELINES
FOR SAGIC POETRY

Chapter Six

Customization



Imperiums Campaign Setting is more than a collection of towns and NPCs. It is a world filled with valiant battles and political intrigue. Creatures of lore emerge from ancient forests making demands upon the mortals they cross, and the influence of the gods can be seen throughout the Æliode if you know where to look.

The new rules in this chapter are designed to work hand-in-hand with this world and expand the types of games and stories that can be told. Many of these rules focus on expanding social, or at least non-combative, opportunities and types of encounters.

ALIGNMENT

An alignment is a description of the attitudes and values held by creatures in *Imperiums*. These attitudes and values are often used to determine how well a person fits in with a culture. An individual who actively devalues traditional beliefs and rites and finds the whole idea of “Tradition” to be abhorrent, will not fit in well with cultures that do value the idea of tradition.

Alignments are used to help guide interactions between PCs and NPCs, individuals and the people around them as a whole, and even whole communities, nations, or empires.

THE VIRTUES

Each lineage within the *Imperiums Campaign Setting* is tied to five different virtues or vices. These virtues and vices help define both the cultures as a whole as well as individuals that make up the culture. Most of the time, an individual's virtues are easily identified. Clues to a character's values are seen not only in what they say, but how they act, the manner of greeting others, or even sometimes by their sense of fashion.

For instance, those who hold hierarchy dear are easily identified by their traditional greetings and very formal manner. They respect a society's mores and freely show their respect to those who have earned it. People who reject hierarchy tend to dress at odds with current fashion. They enjoy showing disregard for social mores both with their action and speech.

There are five Virtues which describe the fundamental attitudes and values held by a being. Each lineage has a different set of virtues and vices tied to their identity as a people. Every non-human people value four virtues in common with humans and one unique to themselves.

As humans share four of the virtues/vices with each lineage, they tend to have a better chance of understanding

the other lineages. As it is possible for a non-human lineage to have two virtues different from another non-human lineage, there tends to be increased confusion in truly understanding the motivations of others.

Every Virtue is divided into three categories based upon how much the character agrees with the virtue.

Virtue/Positive. In agreement with the Virtue and actively works towards furthering it.

Indifferent/Neutral. Does not have strong feelings one way or the other towards the Virtue.

Vice/Negative. In opposition to the Virtue.

Those who hold the “Virtue” believe in the positive aspect of that Virtue. People with the Virtue of hierarchy are firm believers in tradition and those with the virtue of Loyalty are trustworthy and will keep their promises.

There are those whose beliefs run contrary to a Virtue. This is not merely not believing in the virtue, but having a strong belief in the opposite. These “negative” beliefs are called “Vice”. For instance, a character who has chosen to be on the Vice side of the hierarchy scale are suspicious of those in power and they actively speak out against authority; often to the point of rebellion. Those on the Vice side of Loyalty take pleasure in lying or tricking people. They can easily betray their allies for little in return.

Between these two extremes are the “Indifferent”. These folk do not feel strongly one way or the other towards the virtue. It's not that they are against the virtue or the vice. Perhaps the virtue does not come up very often in their day-to-day life. Maybe they feel they have other things to concern themselves with. For whatever reason, they have no strong feeling towards the Virtue. Most characters, both player and non-player, are likely to have two or three virtues that have the “Neutral” rating. It would be tiring to go through life with too many strong convictions.

The agreement side shows how strongly a character agrees with and practices a value on a daily basis. Those who are in weak agreement with the value of Sanctity might believe that holy symbols should be respected, but they do not believe many items can be considered a holy symbol. Or perhaps they will respect a holy symbol as long as it does not require them to go out of their way much.

When trying to determine how well an individual “fits in” with other individuals or groups of people, look at the three core values held by that person or culture and compare it to an individual's. If the individual's virtues are in sync, NPCs will act more friendly towards the character. If these basic world views are in conflict, however, an NPC will feel ill at ease in the character's presence.

Here are descriptions of every Virtue/Vice combination within this campaign.

Authority: This Virtue reflects the realm of tradition, respect, and submitting to legitimate figures of power and authority. It is the belief in the rightness of leadership. Those with a high score more often believe that authorities (legal, social, economic) have gained their position for a reason, and they trust these people and institutions. Those with a low score tend to be suspicious of those in power, either callously speaking against those in authority, or outright rebelling against them.

Binding: This Virtue measures the importance of freedom to an individual. A person with this virtue prefers fewer external restrictions. On the other side of the scale are those who feel prefer rules, processes, laws, and other external forces to inform people of how acceptable an action is.

Boldness: The bold value action and change as a major virtue when interacting with the world. It is better to act that sit, to make a decision and follow through than waste time over thinking. Introspection, reflections, careful thought is considered a vice that can be little afforded in the harsh landscape the Fomoiré call home.

Community: This Virtue represents the care, protection, and value a person holds for their community. Having this virtue reflects a caring nature and willingness to aid and assist others. The associated vice, Disregard, reflects a person who only values themselves and actively ignores the suffering of others. In some cases, they are driven to actively harm them.

Generosity: Generosity, as a positive Virtue, indicates how much an individual shares their time, abilities, and resources with others. Those with the Vice have become greedy. They exhibit hoarding tendencies and do what they can to “protect what is rightfully theirs”.

Loyalty: This Virtue measures how devoted a person is to others of their own family, city, or nation. Those with a high score are steadfast and stand in defense of their people. Those with a low score care little for social agreements and think little of lying, stealing, and betraying their allies.

Path: Those who travel The Path do so while being motivated to either aid or hinder others. Those who seek to aid others on The Path will take opportunities to teach others so that they will progress along The Path. Those who exhibit this vice act in opposition to the tenets of The Path while actively keeping others from progressing.

Sanctity: Sanctity reflects how a person views the inherent nature of things. They hold that some actions and items are infused with “rightness” and should garner respect. Others are by their very nature “wrong” and should be avoided. Those with Sanctity value items and actions that

are right or pure and refrain from those the cultures sees and poor. Conversely, those who hold the Vice of Profanity are motivated to destroy or profane highly valued objects, people, or places.

Seasons: There are some who are tied to the very engine of the world. Those who look through the lens of change as growth are considered to contain the spring or summer virtue. They seek to change the world through building, growth, and creation. Others, tied to the virtues of Fall or Winter, look at the world as change through destruction or decay and seek to change the world by tearing it apart. While Spring would be painters, Fall would be sculptors.

Understanding: Magos have an intense dislike towards ignorance. To these folk, understanding of the world is not merely useful, it is a moral imperative. To wallow in ignorance is considered a decadent Vice that only the selfish would pursue.

Every human culture places exceptional value upon three of these virtues. Each culture does care to some degree of each virtue, however they value three above all else.

DEMIHUMANS AND ALIGNMENT

Demihumans, otherworldly creatures, and divine entities, see the world differently than humans, their alien minds often unable to comprehend what might be considered normal responses. To reflect this, while demihumans do share many values with humans, there will always be at least one value that will be different from humankind. Kitsune have little understanding of the fairness and laws of the Binding Virtue. They do not care much about fairness nor cheating. They are opposed to the virtue, they just do not see it fairness as an important concept. They do, however, value a being's Sincerity (and its corresponding Hypocrisy). The other four virtues would remain the same.

Below lists the typical virtues of the lineages. Should your GM allow, you may choose an alternate human virtue to replace instead of the Virtue listed.

Djinn. Authority, Community, Loyalty, Passion, Sanctity

Fomoiré. Boldness, Binding, Community, Loyalty, Sanctity

Humans. Authority, Binding, Community, Loyalty, Sanctity

Magos. Authority, Binding, Community, Loyalty, Sanctity, Understanding

Sidhe, Sidhe-kin, Fetch. Authority, Binding, Community, Loyalty, Seasons

Weorg, Weorg-kin. Authority, Binding, Community, Generosity, Loyalty

Yökai. Authority, Community, Loyalty, Path, Sanctity

This value is always considered a Major Value when interacting with NPCs of this lineage.

ALIGNMENT AND CULTURE

While all the Virtues in an alignment are valued, cultures emphasise some over others. Avitians place high value upon Authority and Loyalty while being less concerned with issues of Sanctity. The average commoner from Tir Ydrail on the other hand is more concerned with sanctified acts and doing what is considered “right”, and are less motivated by issues of personal freedom.

Each culture in *Imperiums* is aligned towards two virtues called their Major Virtues. The virtues that are not chosen, the Minor Virtues, are those which are concerns of all humankind, but are thought of as secondary and less important than the Major Virtues.

NPCs will generally hold the same Major Virtues as the culture they were raised in. This is not a hard and fast rule, NPCs may of course deviate from their culture in regards to one or both of the Major Virtues. The average person, however, will typically fall in line.

When an NPC does deviate from their culture’s Major Virtues, they may do so in one of two ways. First, and more obvious, they may hold what their fellow citizens consider to be a Minor Virtue as a Major one. I.e. Liir, a proud warrior from the land of Tir Ydrail might hold the person freedom might be more important than some mystical rightness of action. Instead of holding Sanctity as a major virtue like the rest of their village, they hold Binding to be much more important.

The second way they may deviate is in their relationship towards the virtue. While the majority of the populace are in agreement with the virtue, an individual might choose the opposite stance towards that virtue. Let’s say that our warrior Liir, instead of choosing personal freedom as a more important virtue than Sanctity, they instead choose the antithetical stance. Instead of being motivated to hold certain actions or locations as sacred, they choose to actively dishonor those actions and locations. While the ideals of the virtue of Sanctity are still important, Liir believes that what others hold as sacred, he will actively profane.

When players interact with NPCs, the NPC will quickly notice the PC’s alignment concerning one of their major alignments. Just the way the character acts may set the NPC at ease or make them more guarded. Telltale signs such as how they are greeted, attire, and other subtle social cues may cause an NPC to interact differently.

Should a **character and a NPC share** the same Major Virtue, the character gains advantage to any social check made in an encounter with that NPC. For example, if our friend Liir from above has a positive Sanctity score and is introduced to a shopkeep whose Major Virtue is also

positive Sanctity, Liir will gain advantage when trying to persuade the merchant to give him a discount or Deceive the merchant into believing the he is a more well know warrior than he actually is.

If a **character and a NPC hold opposing Virtues**, the character is at disadvantage for these same social interactions. If Liir from above held a negative position on Sanctity while the shopkeeper’s Major Virtue is Positive Sanctity, the shopkeep will quickly become insulted by Liir’s demeanor and attitude and is more resistant to attempts to persuade, intimidate or deceive him. The shopkeep disagrees with Liir so much that she doesn’t put much stock in anything that Liir says.

If a **character and a NPC are not in agreement nor in total disagreement**, then the social check is made as normal. If Liir did not really care too much about Sanctity and has a Sanctity Neutral score, the shopkeep with her positive Sanctity score does not feel kinship nor is insulted by Liir’s presence. Social checks are made normally.

SKILLS

The *Imperiums Campaign Settings* uses all the standard skills; however, there are a few new skills available.

Table 6-1: Skills

Strength	Athletics
Dexterity	Acrobatics
	Sleight of Hand
	Stealth
Intelligence	Arcana
	History
	Investigation
	Nature
	Religion
Wisdom	Animal Handling
	Commune*
	Insight
	Medicine
	Practical Magic*
	Perception
	Survival
Charisma	Deception
	Intimidation
	Performance
	Persuasion

The degree in which the following new skills, Commune and Practical Magic, are to be included depends upon the world the GM wishes to portray. Should the GM wish a world in which “commoner magic” is prevalent, it is suggested for the GM to allow anyone, including NPCs to have access to these skills (much like any other skills). Alternately, should the GM wish to have these abilities seem more special, they could allow only characters who have proficiency with the skill to be able to use it.

Either approach is acceptable. However, the players and GM should discuss how they wish to include the skills before play begins.

COMMUNE

The Wisdom (Commune) skill reflects your ability to call forth dæmons and gain control over them. Practitioners

Table 6-2: Backgrounds

BACKGROUND	CIVILIZATION	DESCRIPTION
Child of Dust	Any	Ascetic atheist sect devoted to the study of rhetoric and philosophy.
Cives Avitus	Avitian	Aristocrats, merchants, tribunes...You are a full citizen of the City of Avitus
Culling	Avitus (Issian Peninsula)	As a member of this sinister religious sect, it is your duty to seek out heretics worshipping false gods and illegal magic.
Demon Hunter	Any	You are the sword and flame hunting down the demonic forces bent on destroying the world.
Hedge Wizard	Any	You are skilled in the mysteries of folkloric magic. Though your powers are limited, you are able to create minor magical items and speak to spirits.
Hand of the Waxing Crescent	Avitian (Issian Peninsula)	Part rebel, part holy wanderer. You spread the word of the Gods of Sorrow, and spill the blood of those who adore the Watchful Storms.
The Hird	Ostmen	The rank and privilege of the Ostmen court is yours to enjoy. If not an aristocrat, you are honored and respected by your clan.
Hostage	Any	A treaty or other diplomatic act has taken you away from your family to be raised in an enemy's household.
Jarl	Ostmen	A small village or clan has named you their leader. You are noble by deed or blood.
Karl	Ostmen	You are a free citizen of an ostmen clan. You are a professional artisan respected by your peers.
Legendaire Sept	Avitian	The spear and shield are your tools. You are a professional soldier in the Avitian Legions.
Nomad	Any	The roads are your home and the winds blow you from town to town.
Odr Barn	Ostmen	The connection you have with your spirit animal is unusually powerful. Your guide claims your worship and manifests in your body.
Qedesha	Avitian (including Issian and Rigan regions)	Sacred practitioners worship through ritualistic prostitution, procreation, and marriage rites
Skald of the Plateau of Dreams	Ostmen, Tir Ydrail	As a student of the Plateau, you have learned the secret tales of your people. Your guidance and company is sought by all of your people.
Tristes Arcanus	Avitian	Avitian practitioners of wizardry who gain incredible insight into symbology through the imbibing of dangerous, and poisonous, potions.

can choose to either attempt to convince the daemon to perform one action (emulating the effect of another skill or answer one question related to their area of expertise.

Table 6-3: Summoning Difficulty

SUMMONING	DCS
Weak	DC 10
Moderate	DC 15
Strong	DC 20
Legendary	DC 25
Iconic	DC 30

Sequence for Commune: The commune skill functions in three stages: Summoning the daemon, bargaining, and The deal. The first two stages each require a separate skill check. The third phase is when you tell the daemon what sort of service you require, be it answering a question or performing a favor in the form of emulating another skill.

Summoning the Dæmon. Using the skill, you perform the necessary rites to gain a dæmon's attention. Winning this attention does not mean that the dæmon is required to complete an action. You must first succeed on a Wisdom (Commune) check to move on to the bargaining stage. The DC needed for success depends upon the nature and power of the dæmon. If you fail, you may not try to commune with that dæmon again till after the next sunrise.

Bargaining. Once you have successfully summoned the daemon, you may now attempt to bargain with it. You may choose to either convince it to perform an action or to provide you with information.

Performing an action. Bargaining with a daemon allows you to use social skills (Intimidation, Persuasion, Deception) in place of any other skill.

This does not force a dæmon to be social, but it allows the worker to open the lines of communication. Dæmons also react differently to different approaches. For example, some Dæmons respond more favorably to persuasion, others only to shows of power through intimidation.

SKILL TYPE	REPLACEMENT SKILL
Strength	Intimidation
Dexterity	Intimidation
Intelligence	Persuasion
Wisdom	Deception

A PC can use the Wisdom (Commune) skill once per day per specific spirit. Should the PC fail this Commune ability check to begin contact, or after successful contact has been established they fail an ability check to influence the spirit the PC is unable to try again with that spirit for 24 hours.

A spirit may also answer

Object: A daemon of an object will grant you visions pertaining to its object. After communing with an object's daemon for one minute, you learn if the object has an owner, how the owner acquired and lost the object, plus the most recent significant event involving the object. A successful second Commune check made with disadvantage will allow you to gain the same information of the previous owner.

Location: The daemon of a specific location grants you visions of recent events that occurred in its immediate vicinity (within 60 feet)/

PRACTICAL MAGIC

Your Wisdom (Practical Magic) skill reflects your ability to add magical effects to common items using either alchemical reagents, rare parts of animals and mythical creatures, or holy relics. The magic is always short-lived and is rarely life-changing. However, the worker is able to grant advantage towards one specific task that the created object is used toward.

Practical Magic gains its power from a different source than "true magic". It therefore does not count as magic when determining the nature of the item (i.e. *Dispel Magic* does not work against items infused with Practical Magic, nor do these items count as magic when determining if they can bypass a creature's resistance. The DC rolled determines the number of times the magic can be used.

DIFFICULTY	NUMBER OF USES
DC 15	One Use
DC 20	Two Uses
DC 25	Three uses
DC 30	Four uses

At the time you roll, determine what skill you wish the Practical Magic to effect and, therefore, gain advantage on. For instance, you may weave some Practical Magic into a pair of boots allowing you to gain advantage on one Dexterity (Stealth) roll.

Note, you are only able to maintain a number of Practical Magic effects that equals your proficiency bonus. While a 3rd level fighter might have infused Practical Magic into a back pack to grant her advantage on two Strength (Athletics) rolls and one Wisdom (Animal Handling) roll, if she tries to infuse a third Practical magic effect she must choose to have either the new effect, or one of her current Magics loses its potency.

Advanced Practical Magic. If you become proficient in specialized hedge magic tool kits, tools can be used to increase the sphere of Practical Magic. By using your kit and rolling against a DC equal to 10 + the challenge rating of a creature, you can harvest their essence and use it. In the case of a damaging effect it works once, lingering effects last a 10 minutes per hit die of the creature.

BACKGROUNDS

Every story has a beginning. Your character's background reveals where you came from, how you began your path towards heroism and the sagas of legend. You might have been a courageous knight or a grizzled soldier. Your wizard could have been a sage or an artisan. Your rogue might have scraped by as a guild thief or commanded audiences as a jester.

Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is what changed? Why did you stop doing whatever your background describes and start adventuring? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have more money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background? The backgrounds presented here provides both concrete benefits (features, proficiencies, and languages) and role-playing suggestions.

CHILD OF DUST (ANY)

Every member of the Child of Dust left their family and role in society to join their fellow Children in a life of asceticism, contemplation, and discourse. Having renounced their worldly possessions, most Children of Dust choose to live communally, sharing what alms they receive for their side-street lectures.

The tenets of the Children of Dust are fairly simple: divinity and the gods are, at best, stories used to teach and, at worst, lies used to control. Children renounce religion and focus their efforts, bettering their minds through discourse and philosophy. The study of discourse and natural philosophy will do more for the mortal lineages than any belief in the divine.

Some groups of the Children are most ascetic than others, some choose to use hallucinogens to expand their consciousness, others are more monastic and act as teachers of rhetoric and philosophy. Though the sects may differ in their approach, their core tenets are strongly held.

Skill Proficiencies: Investigation/Persuasion

Tool Proficiencies: Traveler's kit

Languages: One of your choice

Equipment: Traveler's kit

Personality Trait

I always look at issues from multiple viewpoints, though it does mean it takes a long time to make a decision.

I often quote from the writings of famous Children of Dust.

I feel like I'm being watched when near holy symbols.

I feel anger/pity towards those who embrace religion.

Though I rejected religion, I find religious beliefs fascinating.

I have a parable or story ready for most any occasion and willing to tell it at the drop of a hat.

I often start sentences with the word "Actually".

Discussing abstract or complex concepts is an enjoyable pastime.

Ideal

Humanism: I seek a ways to improve the world without relying on the "crutch" of religion.

Logic: Justice and fairness arises from the application of logic.

Atheism: Realizing the falseness of the gods is the first set of chains to unshackle should you wish to be free.

Mortalism: I put the needs of fellow mortals before any other-worldly power seeking your fealty.

Question: No thought we can know holds absolute and eternal authority. Question everything.

Mundanity: Things in themselves have no innate value, our thoughts alone place meaning.

Bond

I still live nearby and often resist the desire to return.

My closest friend from childhood/sibling is seeking me to convince me to leave the Children.

There is a single truth about the world that I have "uncovered" and it is foundational to my beliefs.

I am thankful my mentor revealed the subtle forces of the world.

I joined the Children to stay near a loved one. My commitment is much stronger towards my love than the Children.

I often spend time with the same sect of Children who reside upon land owned by a wealthy benefactor.

Flaw

I can't make a swift decision. I consider every angle of an issue to make the right decision.

I dismiss others while on my search for truth.

I am easily drawn into lengthy discussions, even concerning unimportant topics, if I feel someone is "wrong".

Once I uncover a "truth", it is hard to be convinced otherwise.

I believe the world conforms to my "truth", even if by unbelievable ways.

I often spend more than I probably should on new texts or scrolls or audiences with experts and accomplished thinkers.

SUGGESTED CHARACTERISTICS

You have seen many powerful and wondrous sites in the world, but nothing that has convinced you that there are gods that control your fate or deserve your worship. There are certainly powerful beings, and their power often stems from natural or supernatural causes, or a greater understanding of how the world works, but not by divinity.

You believe that religion is used by those in power to control others. These attempts to control rankle you deeply. You have left behind the religious traditions of your upbringing, at the least, and sometimes feel the call to work against them.

However, you are mostly pulled towards trying to understand the world outside of a divinely inspired framework. You seek answers in natural philosophy, mysticism, alchemy, and study of all classical spheres of thought.

Feature: Atheist

Your steadfast belief in a world devoid of divinity lessens the effect of divine magic upon you. When any divine spell with a die check is cast upon you, the caster must make the check with one disadvantage die (see Spell Advantage/Disadvantage on page 208). This affects beneficial as well as harmful spells.

CIVES AVITUS (AVITIAN)

While those under Avitian rule are considered Avitian, only those born in the capital city of Avitus with ancestors going back three generations of Avitus born are considered Avitian citizens. These citizens are the “most Avitian” of all the Empire rules over and as such they gain benefits afforded to no others. Be they senators, soldiers, merchants or potters, being an Avitian Citizen is proof your breeding and heritage is the best in the nation.

The social status granted by those who may call themselves Cives Avitus is clearly seen in daily avitian life. Those of this social class are given preference in most social situations. Within Avitian culture the Cives Avitus are considered more trustworthy, honorable, and ethical than other Avitians. Some more closed minded Avitians even consider this class to be inherently more intelligent, creative, and blessed by the gods.

Acceptance as one of the Cives Avitus is seen by many as a person's dominate trait. All other traits a person might have are seen as far less important to the Avitian elite.

Skill Proficiencies: History, Religion

Languages: Avitian Standard, one mortal language of your choice

Equipment: Servant; Rod/badge/sash declaring your rank

CITIZENRY

Cives Avitus - You are a full citizen of the capital city of Avitus. Able to hold political office, vote, and enjoy the full protection of Avitian law.

Merchant

Senator

Tribune

Guildmaster

Landowner

Feature: I Am A Citizen

Most Cives Avitus are exempt from taxes their Emperor imposes. All purchases within the Avitian Empire or from Avitian merchants are at 10% less than list price.

Alternate Feature: Vote

Citizens have the right to attend Avitian governmental meetings and participate in votes affecting the community.

SUGGESTED CHARACTERISTICS

Avitian citizens see themselves as the epitome of civilization. Sometimes this is seen in a citizen's disdain for the ways of others, other times it is a blindness to danger. There is always pride in their Empire, though some take this pride to outlandish extremes. Most citizens try to stay in the know as to the latest fashions and trends that are sweeping the capital city. Trends from other locations are always seen as inferior.

When in public, citizens frequently wear robes befitting their station. Many also carry signet jewelry, chains or rods of state, or colorful sashes indicating what type of business the citizen is engaged in.

Personality Trait

The amount of land a person owns tells me their importance. I consider those who own large territories to be more “Noble” than those with little.

Adherence to law and order are mark you as a good citizen.

I always try to find others' social status so that I know if they are above or below me.

I prefer to recline when I eat, as all proper Avitians do.

I wear clothing and armor that is most in fashion in Avitus.

I love to turn conversation towards politics and explain how the Empire would be better if they only listened to my solutions.

I carry a small vial of soil from the land outside the high temple of Allafar and my hand often grasps it when I need confidence.

I pray to small statues of Allafar and Allamar daily.

Ideal

Empire. It is my duty to aid fellow citizens. It is my pity that aids all others.

Civilized. I must deal honorably with Avitians. Others do not understand what honor means and can be treated as whim dictates.

Fealty. True Avitian citizenry follows the laws of the Emperor and the Will of Allafar.

Honored. All who honor Allamar seek to improve themselves through acts of honor and bravery.

Laws that bind. In public, the law is as a god. In private, the law is what I make it.

Leadership. It is the sacred duty of Avitus to shine the beacon of enlightenment upon the world.

Bond

Above all else, citizenship is most important. I will look favorably upon other citizens.

I hold the Gods of Avitus above all others and strive to embody their wisdom.

It is my duty to protect the Empire with my actions and share the Light of its civilization with others.

My city/state/region relies on the work of its citizens. I hope to hold political office.

A politician knows a secret which may destroy my name. I am bound to them till I find a more significant secret of theirs.

My devotion to the Empire is seen by my devotion to my Bondsworn.

Flaw

I believe the Avitian Empire to be the highest form of civilization on Æliode.

I know the will of the citizen is inherently more important than the will of the outsider.

I am quick to argue if someone holds beliefs contrary to mine.

The "truth" held by my political faction is more important than any others' "Truth".

I always believe the word of an Avitian Citizen over that of a foreigner.

I compare new experiences to those I had while in Avitus, to most people's annoyance.

to calm the jealousy of the storms. Arcane spell weavers will either join your ranks or be purified with fire. You will root out these heretics and pass on any information you collect so that others may bring them to the justice of the Storms.

Skill Proficiencies: See Specializations

Tool Proficiencies: Travel shrine

Languages: Lagashi

Equipment: Travel shrine, holy symbol of a God of the Watchful Storms

Feature: Eyes of the Culling

You are granted powers by the great Temples of the Watchful Storms to seek out and destroy those who worship false gods or practice forbidden arts. While within the borders of the Issian Peninsula you may break most any law in order to pursue your quarry. You also gain advantage when you use Investigation to track down the whereabouts of specific individuals.

Alternate Feature: Access the Library

Not only do you add information about specific heretics to the ledgers of the Watchful Storms, you have a connection to the library that will pass information about specific spellcasters back to you as well.

By reaching out to your contact, you will be given information, if it exists, within one day. If a spell caster comes from the Issian Peninsula, there is a 75% chance that there is 1d4 pieces of information on them. If they are from anywhere else in the world this chance drops to 25%.

Information includes details such as, estimated level of the caster (within 3 levels); a specialization of the caster;



THE CULLING

(AVITIAN)

The Culling is the primary defense the Temples of the Watchful Storms have against heresy. While you worship one of the three Storms, (Tulhessa, Anhr, or Syn), you have taken it upon yourself to defend the whole pantheon. You will imprison or sacrifice believers of false or foreign gods

three spells the caster is known to commonly prepare; a magic item the caster often carries, an associate of the caster, location of one of the casters homes/labs/sanctuaries; etc..

SECTS

Scrivener (Skills: Perception and Religion). A Scrivener is the lowest rank within the Culling. It is their responsibility to watch for signs of heresy and report it to a higher ranking member of the Culling (such as a Sword or Inquisitor).

Sword (Skills: Arcana and Religion). A Sword is the swift arm of punishment that falls upon those who are tainted by outlawed, or outlander, beliefs. These are the knights who fight off the soldiers of the Sorrowful and the strength required to enact the purification rituals of sacrifice.

Inquisitor (Skills: Investigation and Religion). Heresy can be devious. It is the role of the inquisitor to be brought in where a judgement of heresy may not be clear. Also the inquisitor is summoned when the source of heretical belief cannot be uncovered.

Teacher (Skills: Insight and Intimidation). While the majority of the Culling is focused upon eradicating false teachings, some few have become teachers. These teachers typically are the first ones to enter a city, and the last to leave. They are not evangelical, as all, of course, are already faithful to the gods. It is their task to stamp out ignorance and minor heretical thought, providing the correct teachings.

SUGGESTED CHARACTERISTICS

Members of the Culling may come from many different pasts, however, as a member of the Culling, you have accepted the sacred task of seeking out, capturing, and bringing heretics to justice. Though some vary in their worship, all are devoted followers of the Gods of the Watchful Storm.

Scriveners and teachers tend to lead dual lives. Their more public life is typically in line with their upbringing. They often have a strictly devout private life filled with rituals to their gods.

Inquisitors and swords, however, tend to live more openly. They are the visible hands of the Culling and disdain acts of subterfuge. They typically proclaim their allegiance proudly, though not foolishly.

Members of the Culling are expected to:

- Note all spellcasting abilities of heretics. These notes must be passed along to others of the Culling so that informed files can be compiled of all heretics.
- Should you believe heresy to be near, it is your goal to root the heresy out. Heretics must be sacrificed to the Gods of the Watchful Storm.
- Act decisively and without remorse.

Personality Trait

My training has proven to me the heretical nature of false gods and dark powers. I openly declare the falsehood of these teachings.

I will bite my tongue and partake of heretical activities in order to learn how to defeat them. But I will pray to the Gods of the Watchful Storm more fervently when alone.

I have lived with my fellow Culling my whole life and do not know how to behave when faced with devotees of heresies openly practicing their dangerous beliefs.

I find any excuse to spend even but a few moments out among the winds and rains of a passing storm. I feel closest to my gods in those moments.

I often quote from texts holy to the Watchful Storms. Their words fill me with strength and purpose.

I write notes at the end of each day, cataloging the people I meet. I make note of those who deserve further attention.

Ideal

Faith. I am the shield that protects our land from the anger of our gods, and the blade that strikes low the enemies of the divine.

Power. By gaining power in this world I might lessen my torment in the next.

Obedience. The Gods of the Watchful Storms see all. All must act in accordance to their will or risk their far-reaching wrath.

Loyalty. Only your word to the gods matter. Promises to mortals are but scratches and air.

Knowledge. My position in the Culling allows me access to secret knowledge. I will seek out that knowledge and protect it from heretics.

Protection. By proving my value to the gods, I will be able to turn their harsh gaze from me and mine and, instead, towards others.

Bond

The gods live in my flesh and I will make my body a palace in which to dwell.

My village is dear to me, I will protect it from the wrath of the Watchful Storm.

I see the spirit of (mother/father/brother/sister/child) who died years before. They comfort me.

I have learned a powerful secret, and that secret twists my insides.

There was a powerful and famous heretic in my home village. I will prove my worth to the Culling by apprehending them.

I am holding back the anger Tuhessa has towards my family by fulfilling my pledge to sacrifice 100 heretical souls. She will soon have her souls

Flaw

A member of my family prayed to the forbidden gods.

I see all other religions as either lesser faiths (at best) or heresy (at worst).

New knowledge and ways are dangerous and must be avoided.

I know all arcane magic is heresy and must be avoided.

In my zeal, I sometimes see heresy where it does not exist.

I will risk my life to learn the powers of a heretic so that the Culling might learn of them.

DEMON HUNTER

(ANY)

In every culture there are dark spiritual forces that threaten mortals. Luckily, there are those who have spent years in training, learning not only how to defend themselves from the wiles of the demonic, but to hunt it down and destroy evil in its very lair. Few demon hunters reach old age, but the gods must surely notice the deeds of those so brave.

Skill Proficiencies: Arcana, Athletics

Tool Proficiencies: Demonologist kit

Languages: Lagashi

Equipment: Demonologist kit; salt, powdered silver, or some other inexpensive dust used to “draw” circles or sigils.

Feature: I Know You

Once a demon hunter identifies the individual demon they are hunting, they gain advantage on the next saving throw they try against that demon. This ability can only be used once per individual demon.

Additionally, a demon hunter gains double their proficiency bonus when locating or identifying demons of the hunter's preferred type. See the hunter schools below for examples of demonic types.

SCHOOL OF HUNTER

Exorcist: You are specialized in demonic possessions.

Abjuric: You have studied the ways that symbols and circles provide protection against the demonic.

Silencer of Whispers: You seek to destroy those demons who hide, whispering their temptations into unprotected ears.

Countenantic: Demons transforming into people or animals are your specialty. You seek those who hide among mortals.

Ruqya: Some demons feed off the emotions and life force of the living. You have devoted yourself to saving those under the draining sway of these parasites.

Yamabushi: Ruined buildings, deep caves, dark forests, and other natural or man-made features can house the corrupting influence of communal demons. You have spent years learning to locate and identify them.

SUGGESTED CHARACTERISTICS

Though the rituals of demon hunters vary depending upon the hunter's homeland, there are characteristics that span the world. Many hunters are drawn to the path due to a loss they had to endure due to the machinations of a demon. Others are indoctrinated to demonic mysteries because of a family history.

Those who take up arms against demon-kind don't make the decision lightly. Even those motivated by fame realize that becoming the enemy of these powerful forces may lead to an eternity of horrors should they slip.

Personality Trait

I cover myself with dozens of holy symbols. Some are jewelry, others may be tattooed. I believe these talismans can protect me from the hordes.

Victims that demons took from me sometimes appear in the corner of my eye, reflected in mirrors or peeking out of shadowy corners. They disappear when I seek them out.

Very little shocks me anymore. Hunting these foul creatures has left me jaded.

Having lost most of the people I loved and items I valued to the darkness, I find myself counseling others to value what they have.

When I can, I turn mirrors around or hang cloth over them when I enter a room.

I always carry a pouch of salt for impromptu protective circles.

I take care not to allow myself to become lost in music as I fear it will sweep control away.

A single number (10 or lower) has special protective significance for me and I prefer to gather belongings in groups of this number.

Ideal

Cleansing. I must clean away the filth before true healing can begin. From the rooms I call my home to my clothing and body, I consider cleanliness the first step towards righteousness.

Devotion. A demon is more destructive to the world than a criminal. I will use any means to trap my prey and free the world from their influence.

Repression. Demons lure the spiritually weak. I will shore up the weaknesses in other's souls.

Blind Loyalty. The world is full of betrayal, but there is one that I have pledged my loyalty to whom I will never betray.

Avatar. I act from the blessing of my gods. Their presence inhabits my body and infuses it with their power and sanctifying my actions.

Purity. Demons breed decay and degradation. I must be without fault or else I will fall.

Bond

I carry a memento of someone who was important in my life who was cursed by demons.

My hunter skills were taught by a wandering exorcist. They mysteriously disappeared and I search out their face in every crowd.

I find that appeals to a god help my hunting, but I will not worship them.

A shadowy form has followed me since I was a child. I believe that it was sent to aid interfere with my life's work.

I make a yearly visit to a temple/shrine/peaceful glade to wash off the weariness of my hunting.

An angel/demon/powerful spirit is trapped inside of the ancient knife I keep. A seer revealed that the blade's fate and mine are intertwined.

Flaw

I lost my entire family to mysterious events and am distraught.

I am plagued by voices of doubt and loss whose origin may be demonic or my own tortured soul.

A demon has laid a powerful curse upon me, stealing away my ability to call out demons' names.

My travels into darkness have stolen away the sun and moon. Though the world is still lit by them, I see neither celestial body in the sky.

Food no longer tastes sweet to me nor others eating at my table.

I lost people very close to me but am cursed to forget the details of who they were. While I forget who I lost and who they were to me, the loss is always keenly felt.

HAND OF THE WAXING CRESCENT

(AVITIAN/ISSIAN PENINSULA)

The influence of the dark gods of the Watchful Storm washes over the peninsula, threatening to forever destroy the Gods of Sorrow. You have taken it upon yourself to fight back. But you are not naive. A head-on confrontation with the Culling or Devotees of the Storms will bring nothing but your death, and a painful drawn-out death at that.

Instead, your dagger slices from the dark corners of alleyways; your poison drips into the sacramental elixirs from the rafters above. Though the Gods of Sorrow may not approve of your methods, you will fight darkness with darkness. You will save the worthy though it surely means your soul.

Skill Proficiencies: Religion, Stealth

Languages: Issilini; Moon Phase (secret written code used by the Waxing Crescent)

Equipment: Holy symbol or book dedicated to a God of Sorrow, talisman identifying your position in the secret sect.

Feature:

You have a contact among the Moon's Path who watches the movements of the Culling, soldiers, guilds, and all others who might hamper the goals of the Moon. You have many ways to reach out to this contact and gather information.

Alternate Feature:

You are known by many small folk sympathetic to the cause of the Moon. As long as you are in a large village or larger, you have a small hidden safe house where you may hide yourself and your belongings.

SPECIALIZATION

Héraut de la Lune (Herald of the New Moon)

Poignard de la Lune: (Dagger of the Crescent Moon)

Bouclier de la Lune: (Shield of the Full Moon)

SUGGESTED CHARACTERISTICS

As a Hand of the Waxing Crescent, you live a life of deception, intrigue, and vengeance. Most Hands are motivated by a strong sense of righteous and simmering anger over some tragic event the Culling or the Gods of the Watchful Storm have inflicted upon them.

While not all Hands exhibit this seething anger, all have developed a familiarity with the darker side of society and are very comfortable living a life of lies, and deception.

Though they have little regards for the laws of the Issian Peninsula, few hands are motivated by greed. Their goal when breaking into the reliquary of a shrine to Tullhessa is not primarily to increase the amount of coin in their pocket. A hand is just as likely to burn a profane, though valuable, object d'art as a means of striking a blow against the local priesthood as they are to sell it and give the proceeds to those of the Sorrowful Faith.

Those who remain a Hand of the Waxing Crescent for any length of time do so because of their careful nature. If one's allegiance to the Gods of Sorrow were commonly known, they would be killed. Braggarts and the foolhardy do not last long when moving against the Storms.

Finally, a hand is devoted to the Gods of Sorrow. Though they sometimes perform acts that go against the tenets of the gods, they do so in order to protect the Sorrow's faithful or to strike at the Sorrow's enemies. They are aware that the afterlife might bring punishment from their gods for their acts, but they believe the price is worth it if the faith is saved from obliteration.

Personality Trait

Caution is the game and the Culling are devious enemies. I always note a way to escape any room I enter.

I noticeably relax when the moon of my sect is in the sky.

I become nervous and tense when the clouds cover the moon. Is it a sign that the Watchful Storm have found me?

When I am stalking a member of the Culling, I like to hum hymns to the Sorrowful gods.

The weight of my actions weighs heavy on my soul. I become pensive if I find myself with time on my hands.

I know that my deeds make a difference. Even if I do not know how's things will end, I trust the Gods of Sorrow may yet influence the world for the better.

I call all my greatest enemies "Dear Friend".

I believe one day a week I should be able to refrain from meeting the demands of the gods.

Ideal

Virtuous Violence. Those who fear the gods should be shown a better path. Devotees to the dark gods of the Watchful Storm should be removed from the path.

Vigilante. There are times when honor must fall second to the Glory of the Sorrows, I take this dark path so others may walk in the light.

Rebellion. I will perform any act that might free my gods from their prison in the hall of Sorrow.

Protection. Those who worship the Gods of Sorrow are the true faithful, I must protect them though it may cost my life and my place before the Gods.

Rebel. Those in power are there due to their devotion to the Gods of the Watchful Storms. I will gather what strength I can to bring about their downfall.

Righteousness. We are the sword of Paladrus, sworn against the Gods of the Watchful storm.

Bond

I still see the woman who brought me into the fold, though I dare not tell her what I do in the name of the gods. .

I have often worked with the same innkeep rescuing followers of the Sorrowful Ones. The innkeep arranged travel for them while I covered their tracks.

I travel the Peninsula with two fine musicians. Their music obfuscates the hidden messages contained in my lyrics.

A weaver I once saved from the pyre welcomes me whenever I pass their way. They have a small space for me to stay the night hidden away from evil agents.

My only memento of my parents is a holy text of Myn's Aphorisms.

A gray cat follows me. I wonder if it is an avatar of Myn.

Flaw

Though I worship the Gods of Sorrow, I know my place is not among them. I will do anything to bring down the Gods of the Watchful Storm.

It's hard for me to accept more than is needed for survival.

I believe that all those in power must have been placed there by the will of the Gods of the Watchful Storm. Their power is proof of their foul devotion.

If I have proof that a person is of the Culling, I become obsessed with their downfall.

I believe the plight of my people is worse than any others, no matter if it is true.

I care more about harming the Culling than helping the faithful.

HEDGE WIZARD

(ANY)

The world is steeped with powerful magical forces and beings. Though not a master of these forces, you have gained enough knowledge and influence to tap into these energies and direct them. While your skill is inferior to that wielded by saints and true magic workers, you have skill enough to ply a trade as a local magician.

The hedge wizard is what most common people think of when magic is mentioned. These practitioners outnumber wielders of true magic a thousand to one. Their fairly common appearance in society does not reduce the position to a mundane trade, however.

You are known among the Ostmen as a Volva. The Avitian's name you Sibylline or Oracle. Every culture has their own name for you, and they see you with a mixture of awe and fear.

Skill Proficiencies: Commune, Practical Magic

Tool Proficiencies: Hedge Magician's Kit

Language: One extraplanar of your choice

Equipment: Hedge Magician's Toolkit; a dozen candles of various colors; a pouch of herbs, crystals, or other important mystical odds and ends

Feature: Guidance

Using the tools of their trade, the hedge wizard can gain advantage on ability checks related to any knowledge. You must take a long rest before using your tools in this way again.

Alternate Feature: Caulborne

You were born with the sign of the Caul. You gain the Emergence of the Caulborne. This does not count against your total number of Emergence.

SUGGESTED CHARACTERISTICS

Though you are accepted by a community, you are certainly kept at a distance. You know all the customs and beliefs of your people, but there is something inside you that sets you apart. No matter how hard you try, you find yourself moving to the edge of groups to witness events instead of being a part of them.

You often have total disregard for a cherished belief held by your people. It isn't overtly dangerous to hold this belief but it puts you at odds with your people. Sometimes you find that the fear of you brought about by this belief protects you as much as it endangers you.

You take on the role of advisor, problem solver, and guide; though you know that you are one choice away from being considered dangerous or mad.

CIRCLE OF MAGIC

Herbalist. Skilled in the brewing of non-magical potions and ointments

Amulets. Skilled in the creation of non-magical charms and amulets.

Healer. Skilled in the use of pseudo-magical forces to cure ailments and minor sickness.

Curses/Blessings. Skilled in curing "curses" as well as applying them to people

Fortune-teller. Skilled in the use of cards, crystals, dice, bones and entrails to tell the future.

Medium. The spirit world is open to the medium and they speak to ancestors and the dead.



Personality Trait

I must purify myself and the place I work in order to channel my powers.

I know secrets of the world unknown by most. My secret knowledge is unshakable.

I must anoint myself with the trappings of my trade. Foul forces may conspire to bring about my failure unless I do.

I can see signs the secret world leaves upon the mortal realm. These signs may help guide one's path.

I can see hidden meanings and powerful sigils in the flames of a fire or the troubled surface of running water so I stare into them intently when I can.

I will speak at length about numerous conspiracies.

I sometimes refer to people either by an ancestor's name or by their spirit animal.

I place a circle of salt around me whenever I go to sleep in order to quiet the voices of the spirits vying for my attention.

Ideal

Responsibility. Accepting the burden of my knowledge has placed a responsibility for guiding the path of those less informed than I.

Justice. I am a tool of the gods that ensures their justice is made manifest.

Fringe Thinker. Commonfolk wish all others to become like them. I will not limit myself to their small thoughts.

Power. Common folk are flotsam upon the sea of the secret world. I am there to protect/control their fate.

Knowledge. There is much to learn about the secret world. Gaining new knowledge is of the utmost importance.

Devotion. My skills are a link to the gods. I must maintain my link or else my abilities may be gone.

Bond

Signs and omens have laid out my path, who am I to question them.

I discovered the secrets of my craft in an old book that was hidden among the roots of an ancient oak. I now honor all oaks in thanks.

While in our teens, my three closest childhood friends and I formed a covenant. The others have forgotten the pledge, but I still hold myself to it.

I have repeated dreams of a small, bug-like fae creature guiding me through hidden forests and sharing secrets. These are my most treasured dreams.

I consider a natural feature (lake, forest, glade) to be a source of my mystical energies and prefer to rest in such locations.

(Choose two numbers lower than 20) Two numbers follow me. Seeing one of these numbers in the world is a good omen and the other bad.

Flaw

When the secret world wills me to action, I take action.

I do not believe in coincidence. Hidden forces guide the world.

I perform a unique series of rituals every day, fearing my talents will abandon me if I do not.

I take risks to meet new spirits and learn from them.

My oddness and gifts push me to the edges of communities. However, I use my talents to help others. I am torn between being social and being an outcast.

I speak at length on subjects related to my craft that confuse or bore others, oftentimes leaning towards conspiracy theories.

HIRD (OSTMEN)

Every ruler has a counsel of those they trust. While some call this a “court”, for the Ostmen, it’s the “Hird”. These are a jarl’s most trusted advisors and respected warriors. Though many in the Hird show great skill with an axe or other blade, some are accepted into the group because of their devotion to their lord.

Only those who best reflect the virtues of their community are permitted to take part in the Rite of Skald Breathing. This rite, among days of feasts and competitions, introduces the potential Hird to a skald to give final judgement on.

If accepted by the skald, the poet will add the Hird’s name and description to the formal history of the clan, to be passed down for all time as a record of their deeds. If rejected, the candidate suffers no dishonor and is allowed to return to their previous life.

Skill Proficiencies: Intimidation, Perception

Tool Proficiencies: Gaming set

Languages: Ostyr

Equipment: A shield with your clan’s colors; metal bracer (symbol of your allegiance to your jarl); furs and metal jewelry befitting of your status and your clan.

Feature: *Voice of the Jarl*

Your actions are seen by all as though they were performed by the jarl themselves. Acts that you perform are considered done in the jarl’s name and by the jarl’s command. This does grant you more freedoms than others in your clan, but all your actions reflect upon the jarl’s reputation as well. A jarl’s reputation is second in value only to their honor.

SUGGESTED CHARACTERISTICS

The Hird are honored members of any Ostmen community.

They are exemplars of their community and rightfully expect a degree of respect to be shown to their position.

To be a Hird does require a certain type of person. In addition to their loyalty to their jarl, a Hird is often proud and confident. They have performed acts of bravery and honor and consider sharing these accomplishments their right as a Hird and also as a sign of respect to those they meet.

As other Ostmen, the Hird is very concerned with perceptions of their honor. While their actual honor may or may not be noteworthy, it is important to most Hird that they be seen as honorable and truthful. Being considered otherwise is seen as a great insult. Blades have been drawn over such slights.

TYPE OF ADVISOR

Hersir: When the armies are called, you are trusted with the command of up to 100 of a jarl’s warriors.

Lithsmen: The few Ostmen who are professional soldiers, responsible for nothing else save keeping their axe and sword sharp and ready.

Butskarl: The strongest of the warriors who are trained for ship combat. These also make up the majority of the raiders of a clan or village.

Huskarl: A strong warrior with a mind to match often takes on the role of the Huskarl. They are called upon to handle the court and the people when the Jarl is elsewhere.

Shieldmaid: Warrior who has proven their loyalty as well as their skill. The Shieldmaid is often part of a jarl’s chosen bodyguard.

Valkyr: Judge of the slain. You can decree a slain warrior’s reward or punishment in the afterlife.

Personality Trait

I spend much time in the longhouse drinking and telling tales with others of the Hird

I compare myself to my more famous parent/sibling.

I care little/overmuch for my place in history and standing before the gods.

I prefer a clean death to slavery.

While I will proudly fight for my people I wish for a life of peace.

I want to hear a person’s deeds the first time I meet them so I know how to act towards them.

I call out to the gods while I battle to make sure they notice my deeds.

I offer myself to take on any challenge given to my jarl. My jarl’s life and honor are as important to me as my own.

Ideal

Shield. I am the Shield that protects my village and the axe that lays their enemies low.

Sagas. The deeds of our ancestors are the guides for what is Right and Just.

Unity. If one acts only for themselves and not their people, both will not survive the harsh Ostmen Isles.)

Honer Bound. One's oath is one's soul.

Faalty. The Jarl is the final word in all matters of the village save those of the gods.

Deeds. The gods must be honored, but they are keen to test us often Your deeds honor the gods more than mere words or trinkets.

Bond

I will protect my noble and their lineage for this is the path of honor.

My jarl is the life of my people.

My weapon is my greatest treasure and I keep it in excellent shape.

I know a Skaldic verse that mentions my family and I try to protect the poet's tenuous reputation.

One god above all others watches over me in battle.

An insult or attack upon my village is as an insult or attack upon my own person.



Flaw

I will do anything to raise my position in the Hird or become more valued by my jarl

I often challenge the jarl and believe the clan is not as strong as it once was.

My position is tenuous and I agree with the strongest person in the conversation hoping to solidify my rank.

I am overly concerned about my perceived honor, more so than most Ostmen. I seek out opportunities to prove my bravery, honor, and prowess, even if they might prove beyond my ability to complete.

I know I am not worthy of my position and will do anything to hide this fact.

No one knows I fled from a skirmish that resulted in deaths among the Hird. My cowardice, should it become known, may cause me to be removed from the Hird.

HOSTAGE

(ANY)

In a world of war and politics there are those whose position is that of insurance. Perhaps your family lost a battle against an enemy clan or Bondsworn, perhaps the need to have your family's loyalty ensured arose. For one of a multitude of reasons, your family gave you over at a young age to be reared and raised far away from your people.

You are now a symbol of peace, or at least a symbol of the treaty your hostagery was tied to. Some people will love you for your sacrifice, others will hate you.

Skill Proficiencies: Diplomacy, History

Languages: Homeland's; Hostage land's

Equipment: Memento of your past life. Clothing with your adopted family's sigil or crest sewn upon it.

Feature: Dual Nature

Your ties to both peoples have given you unique insight. Though you are not fully accepted by both people, you do have access to the best of both worlds. You are able to choose from either people when choosing classes, lineage, equipment, or any other feature restricted by a tribe.

Alternate Feature: Traditionalist

While accepted by neither your new people nor your ancestors, you are know the rites, traditions, and social mores of both. You suffer no penalty for alignment differences among either people.

SUGGESTED CHARACTERISTICS

A hostage reacts to their status depending upon the conflict that brought about the need for them to be taken. Some learn all they can of their new land and strive to become indistinguishable from their new people. Others steadfastly

hold onto their past. How much they have access to the ways of their people often depends on if there are hard feelings between the victor and the vanquished.

Perhaps you have taken it upon yourself to mend the fences between your two people. You seek diplomatic solutions and try to build bridges.

Instead, your experience could have stoked fires of intense hatred. Your conquered people are to blame for your life, or seek the ruination of your captors.

However focused, the hostage often has intense feelings that they have learned to hide under a thin veneer of calm and obedience.

Personality Trait

I will never be broken, I will persevere.

I believe anything that my new people tell me.

I like to stare at maps and try to calculate how far I am from my one-time home.

I will learn any skill so that I am able to become stronger than my old family.

I look to the horizon and wonder what my family is doing.

I work hard to prove I am valuable.

In the dead of night I sometimes worry my new family will step out of the shadows to throw me into their prison.

I keep a tally in my head of allies and enemies, which I recite every night before sleep.

Ideal

Revenge. I will bring down my (adoptive/original) people.

Adoption. My new people are in the right.

Freedom. Freedom is the most important virtue. No one has the right to dictate how someone should live.

Strength. Strength is forged in hardship.

Family. The bond of family is the strongest bond. Always do what you can for your family.

Peace. I will bring together my two peoples.

Bond

A servant of my new family was very kind when I first arrived and has gained my trust and affection.

I do not remember my family, but I carry my family's crest on a scrap of cloth. It is my most valued possessions.

An older child of my new family is my only confidant, and they have taught me the errors of my people.

A member of my original people is hiding in a nearby village, ready to help if they can.

I retreat to a small shrine where I'm allowed rare time alone with my thoughts.

I measure myself against the tales of nobility told by my new/old/ family.

Flaw

I expect all that I have can be lost forever in a moment.

I am slow to trust and feel little remorse if I betray.

I have an unreasonable love/hate for my new/old family.

I am quick to take insult concerning my heritage.

I have no patience for politics and seek clean, quick solutions.

I am unable to get rid of my native accent no matter the language I speak, and my origin is obvious.

JARL (OSTMEN)

The blood that flows through your veins is the same as the ancestors of Sagaic Age. Your forbearers stood forth and formed your clan through strength of arms, and fullness of honor. It is by this blood that you rule over your people, for better or worse.

On Rikstrn's Hammer the rank is the same, but the name is changed to Earl. This difference in name means little, however. You are a born leader of Ostmen. Nobility flows in your blood and your deeds are destined for song.

Skill Proficiencies: Intimidation, Survival

Language: Ostyr; one mortal language of your choice

Equipment: A crown of silver, or bronze; small longhouse where you live and where Hird and commoners meet.

Feature: Honor Bond

A nobles word, when given, is considered true. Even if the honor of a noble is questioned in private, in public all must act as if the lord is honorable or the community will turn on you.

Alternate Feature: Noble Bearing

Ostmen of lower status give your authority the benefit of the doubt. They will accept small amounts of personal risk connected to your requests because of your authority. When dealing with Ostmen, you also gain advantage on Deception, Intimidation, and Persuasion Checks.

SUGGESTED CHARACTERISTICS

Noble valor or despotic villainy, jarls of the Ostmen are in the unique position to act upon their whims, be they upright or selfish. As rulers of their village, they are often the ones who determine what laws are and who has broken them. Respect and loyalty to a jarl also means their choices are rarely questioned.

Most jarl have some strong opinion concerning their relationship to their sworn villagers. Jarls may treat their people well or poorly, they may listen to their requests, or silence any dissent. Rare is the jarl, however, that ignores their people.

VILLAGE'S MAIN INDUSTRY

Fishing
Farming
Raiding
Mining

Personality Trait

I am proud. I have attained my status among the Ostmen by the valor of my deeds.

I am an exemplar of honor. If two equal paths lay before me, I will always choose the more honorable.

I am concerned with how others view me. I will act in accordance with what I believe will put me in the best light before my people, even if the action is not the "best".

Poison has been used before, I always examine my drink before imbibing.

The crown lays heavy on my head and I worry that I have made too many poor decisions .

Feasts and fetes make my life worth living. I attend both whenever I am able.

I feel the god's eyes upon me when I must make judgement.

I seek to expand my power and influence upon the world.

Ideal

Exemplar. As I fair so fairs my people. I must be an exemplar of the traits.

Judge. Rules are known by all and breaking these rules mean quick justice as determined by me or a Lawspeaker.

Karldom. If I have not spoken on a subject, and the sagas have nothing to tell us, any free Ostmen has leave to act as they will.

Oath. My oath to my people is solemn vow. Breaking this vow has immediate and dire consequences.

Hierarchy. From the gods, to the heroes and sagas, to me then my people.

Saga. Valor above all else will secure my passage to the gods and the verses of the Skald.

Bond

I am spiritually one with the land under my rule.

My ancestors settled this land in the Sagaic Age.

My village carves the deed of the jarls upon a massive stone in the center of the village and I wish to leave a strong legacy etched upon its surface.

A neighboring jarl was a close friend in my youth, and time has made a great ally/enemy of them.

My devotion to my king is as strong as my village's devotion to me.

I wear my family's crown/helm/sword as a symbol of my position in the village.

Flaw

The clan exists for my personal well-being.

I have not provided an heir to my rule nor made a proclamation as to who should rule after my death. My people are nervous that conflicts arising from the succession may destroy the village.

I must prove yourself worthy of Jarldom to your ancestor's, but my action never feel like they are enough.

I made poor decisions in the past and my village has suffered greatly from them.

Jarldom has left me soft.

My manner tends to offend most other jarls or rulers.

KARL (OSTMEN)

You are a free-person among the Ostmen, your vow freely given to a jarl. As a free Ostmen, you are entitled to the protection of your clan and jarl. Your voice also carries weight during gatherings.

You are no hanger-on to your people. You are a valued member of the village. If your community is small, most everyone in the area is likely to know you. In larger cities it is probable that your name has likely been heard mentioned around the public fire from time to time.

You have the right to own property such as land, weapons and armor, slaves, and items of great value such as gold, gems and jewelry, and ancestral heirlooms, torcs, and sigils. If you ever take part in an expedition, you are sure to be given a full share of any goods collected. The right to wear armor and weapons has also been granted.

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: One type of artisan's tools

Language: Ostyr

Equipment: A set of artisan's tools (your choice), torc showing your clan affiliation

Feature: Sworn Fealty

You own a small farmstead that includes the tools of your trade. The homestead includes a slave or servant that tends to the small garden and a few animals so you need not seek out food. Once a week you may visit your homestead and collect two weeks' worth of food.

As you have sworn fealty to your jarl, you are granted protection by them. Should outsiders seek to harm you or your land, your jarl can be called upon for aid. However, each time that you call upon your jarl's aid, you are indebted to them and may be called upon to give tribute of valuable items, or aid in the defense of others.

Alternate Feature: Master Artisan

You are able to craft items from common materials of your people very quickly, taking half the normal amount of time. Using uncommon materials or materials from other lands are harder for you to work with and take twice the time to craft. Crafting items from other cultures also take twice as long.

ARTISAN

Baker/Brewer

Farmer

Fisher

Jeweler

Leatherworker, skinner, tanner

Poet

Potter

Shipwrights

Smith/forged

Weaver

Woodcarver

SUGGESTED CHARACTERISTICS

As a free Ostmen you have a fairly secure position in Ostmen society.

Many karl are concerned with the everyday life of the village. The harsh environment ensures that survival is at the forefront of the Karl's mind.

When need calls, however, even the karl will pick up their axe and join the shield wall. Survival requires that when the call is sounded, then all join together and fight for their jarl. Answering the call to battle is considered a great honor and most gather not only willingly, but with a sense of excitement.

The karl are a lively and social member of the Ostmen. They gather in large groups at each other's farms and in the jarl's longhouse to share stories, food, and drink. It is the enthusiastic embrace of life that seems to stave off the cold and darkness that waits just outside the door.

Most karl believe in the gods, though many also hold tight to superstition as well. Most superstitions are considered humorous or harmless by others. It is rare that these activities are seen as heretical or sacrilegious. Save for a few core tenets, one is generally allowed to have their own beliefs; it's their own fault should the gods strike them down.

Some consider the average karl to be crude. And the average karl will speak their mind simply and clearly. Cleverness and skilled deception are not virtues very much valued. The karl will act in a straightforward manner and

expect straightforward dealings in return. This is not considered to be a slight in any way towards the karl. This crudeness and plainness of speech is considered the strength of the karl. Indeed, a self-respecting karl might take offense from praise pointing to acts of cleverness.

Personality Trait

I strive to learn how to be the best craftsperson I can and constantly seek out new or better techniques.

I work harder to hide the faults in my crafts than I do to master the craft itself.

I hum rhythmic folk songs to help steady the pace of my work.

I'm uncomfortable around those of high social rank and I have trouble hiding it.

I like to rest in the longhouse to get away from my day's labors.

Though I can work alone, I find working with others improves the quality.

I look to the sea, wishing I could join a raiding party instead of staying in the village.

I feel an item I have crafted is unfinished until I dedicate the work to one of the gods.

Ideal

Survival. Without my skills my family and I would perish in this harsh land. I must work well or die.

Rightness. The gods laid forth the correct ways things are to be done and to do otherwise risks death.

Pride. The gods and my jarl may command me, but no other may. I am free and my word is as strong as all others.

Word. One's place is society relies strongly on the strength of their word and bond.

Fealty. My word was given to my jarl and breaking that vow risks my eternal honor.

Marked. One of every eleven goods made is marked by the gods and is to be given to them in yearly sacrifice.

Bond

My land has been in my family for generations. My family's fate is deeply tied to the welfare of the land.

I am the best artisan in my clan, and they depend upon me.

A god appeared in a dream and promised success in exchange for devotion.

My tools are rumored to have been made by the gods in antiquity.

One parent was a master of our family's craft and I possess their last item made prior to death.

I give my best work to my fellow villagers and save the lower quality items for outsiders.

Flaw

I am cursed and every item I craft or food I grow contains a minor fault.

I betrayed my jarl once. Should people find out, my life and land may be at risk.

I craft only the bare minimum I need to survive and have often relied on others during lean years.

I pour my heart and soul into everything I make, and it is hard for me to see my wares in the hands of others.

The gods love my wares and claim one of every seven I make.

Be it fame or infamy, I am known by those in my field and cannot escape my reputation.

LEGIONNAIRE SEPT (AVITIAN)

The Avitian Legions are the strongest military force on Æliode. Most Avitians have spent at least a season or two as part of a campaign, and nearly a third of the empire has served for over five years. The advanced war tactics, machines, and massive numbers of foot soldiers that can be called upon has resulted in a fighting force the gods themselves fear.

The basic military unit in the Avitian Legion is the sept. The sept is a four person unit that places specific responsibilities upon each member of the team. Generally speaking there is the team leader, the Dominus, who is the leader of the sept and represents the sept in gatherings. The Pugnator is the most skilled warrior of the group, highly trained in the use and upkeep of dozens of weapons. The Ducit is the sept's scout and is responsible for long-distance communications. The Auxilium is responsible for the health of the sept and any animals the sept may be using.

Septs are of two basic tiers. Those septs whose members come from aristocratic or wealthy bloodlines are called Primus Sept. They tend to have more expensive equipment and specialized training and make up the majority of the leadership positions. Those septs comprised of members of the commonfolk are typically called the Segundus Sept.

However, at the end of the day, when you sit by the campfire cleaning your weapon and repairing your armor after many hours of warfare or marching, such division often fall away. If you belong to any sept, you belong to all septs.

Skill Proficiencies: Persuasion and Intimidation (Dominus); Athletics and Survival (Pugnator); Perception and Survival (Ducit); Medicine and Animal Handling (Auxilium); Diplomacy and Intimidation (Centurion); History/Persuasion (Triarias)

Tool Proficiencies: Legionnaire's toolkit

Language: Legendaire

Equipment: Gladius, tattoo of your sept or legion's sigil

Feature: *The Regiment*

Life in the legions means a life of strict rules and a very regimented day. Once a regiment is adopted, it becomes ingrained and hard to deviate from. Your internal clock wakes you up at your set time even if you have had little rest.

However, your regimented lifestyle easily marks your military training. You find yourself matching the pace and step of those around you. You have a strange preference for hard tack and other "standard" military meals. It is very easy for people to guess that you have spent at least some time with the Avitian military even if you try to hide it.

Alternate Feature: *Worldly*

The life of a soldier requires travel. The life of a soldier in the Avitian Legions means an excess of travel. Whereas most people live out the whole of their lives within 20 leagues of where they were born, you service in the legions has introduced you to dozens of cultures and locations. This experience limits the chance of being shocked by unusual traditions, habits, and interactions that can confuse those less traveled. You are rarely shocked by new encounters.

SEPT RANKS

Dominus: Highest ranking member of a sept. Leader of the group and responsible for the units performance. *Persuasion/Intimidation

Pugnator: The best trained warrior and weapons expert. *Athletics/Survival

Auxilium: A sept's healer and person responsible for outfitting a sept. *Medicine/Animal Handling

Centurion: Leader responsible for multiple septs Diplomacy/Intimidation

Triarias: Seasoned older soldier, veteran of many campaigns. History/Persuasion

SUGGESTED CHARACTERISTICS

While the soldiers of the Avitian legions all come from different backgrounds, the training instills qualities that are easily identifiable.

Legionnaires value groups, and actions by groups, over individual glory or honor. Though they may disagree with a course of action, once their sept or allies have made a decision, they will pursue the chosen goal with full vigor and dedication. It is very rare that a soldier will seek out personal glory, but they will risk much, even their own life, for those they consider their friends and allies.

Living in large groups motivated towards clear goals has often ingrained a very regimented lifestyle upon a

legionnaire, one they often retain after their time with the legions. They prefer to eat, drink, and sleep on a strict schedule. They prefer clear roles and responsibilities and often dislike “off the cuff” reactions.

Personality Trait

The ways of the legion are so ingrained in me that I always wake up when the sun rises.

I prefer to take action as a group and seek consensus before launching a campaign.

I always make sure to clean/oil/sharpen my weapon when I have the time. A clean weapon is a reliable weapon.

I am a patriot and proud of the accomplishments of the Avitian Empire.

I will follow the orders of my superiors, but it's the foot soldiers like us that know the “real deal”.

I'm tired of war and like to talk about my home and life before becoming a soldier.

I am excited by warfare and the battlefield. I feel most alive when the battle horns sound the charge.

Before each combat I say a short prayer to show my devotion to the gods.

Ideal

Protector. It is a soldier's job to protect the empire and its citizens.

Military Service. Those who have served in the legions know what's best for their land.

Service. Freedom is a virtue only those who have fought with the legions deserve.

Sept over all. My life is in the hands of my sept members, and their lives are in mine. I will back my comrade's play.

Rank. Follow those above in command, command those who are below you. All other ways lead to death.

Empire is God. The Avitian Empire brings the light of civilization to the world, I will be a bringer of that light.

Bond

My sept is my family, I will always come to their aid.

I am the oldest of my siblings and the life of a soldier is the best way for me to provide for them.

My emperor is the highest of the divine gods. My faith is for him alone.

Strength comes from practice and dedication so I maintain the drills learned in the legion.

All who have served in the legions understand the true dangers of the world and this breeds a camaraderie stronger than blood relations.

My fellow sept members and I have the same tattoo of our legion's symbol.

Flaw

I tend to view things in terms of battle even if it is not applicable.

Once battle is joined it can be hard for me to stop.

I spend all the coin earned on the battlefield indulging in pleasures to help forget the battlefield.

The gods have surely forsaken me.

Those who have not been of the legions waste their life with needless complication. I seek the simplicity of choice found on the battlefield.

If you are not my ally, then you are my enemy.

NOMADI (ANY)

Be it devotion to a god of travel, a weakness for the call of the horizon, or the more practical needs of the refuge and traditions of your people, your home has always been within you. You are a member, by birth or choice, of the ancient bloodline known as the Alhinna.

Easily identified by their purple robes and the amethyst stained skin the robes leave behind, the Alhinna are a common site in the arid regions of Rigia. They are nomads of the deserts and badlands, traveling between ancestrally-held oasis and farmlands.

The Nomadi are those Alhinna who have taken it upon themselves to travel the world seeking out the dangers of the demonic Fifteen Winds.

Skill Proficiencies: Religion, Survival

Tool Proficiencies: Traveler's kit

Language: Rigidian

Equipment: A lean hound; a hunting hawk or eagle

Feature: Beasts of the Plains

You are an expert hunter with your hound and hawk team. The three of you are able to find food and water in the most barren of environments. You are able to provide food and water for yourself, your hawk and hound, and 5 others if you spend one hour hunting with your team. Humanoids in the desert are exceptionally dangerous. If sent out and given 30 minutes, your team also makes you aware of any humanoids that are located within a mile of your location as long as the humanoid can be detected with normal senses and a passive Perception check of 15.

Alternate Feature: Port in every storm

No matter the land, you are always able to find shelter from the elements and enough food and water for you and up to four others. The shelter and food may not be the most comfortable or enjoyable, but it will allow you to survive.

If you are using the “overland travel” variant rules, you may lessen the effects of a failed roll by one level for you and up to four others.

LAND OF ORIGIN

Avitian Empire

Ostmen Isles

Tir Ydrail

SUGGESTED CHARACTERISTICS

Though you may now live in distant lands, you are closely tied to your ancestral people and stay true to their ways. You hold true to the folklore and traditions of your people, including holy days, nomadic lifestyle, and hatred of the demons known as the Fifteen Winds.

Though your style of clothing may differ, you still hold to the tradition of sanctifying your garments with the Alkenet flower. Some portion of your clothing will always be blue and your skin bears the blue tinge that identifies your heritage.

When hunting, you prefer to use the traditional dog and hawk pairing of your ancestors. Even should your travels take you far from home, your hunting pair will travel with you. Even when other hunting methods are available, your beast team will remain your preferred method of hunting.

Regardless of the gods you worship, if any, you hold your people's pact to resist the Fifteen Winds. This pack is dear to you. You respect the gods, their symbols, and the places they have deemed holy. You feel little about the gods of other peoples, neither for nor against. However, the places and people devoted to the Fifteen Winds are considered vile and evil. They must be rooted out and destroyed wherever they are found.

Personality Trait

When talking to a person I do not know well, I liberally refer to them as “My Friend”.

I like to drink a strong tea at the end of a long day.

Hunting with my dog/hawk always focuses my mind and helps me to think clearly.

I find my travel robes to be the most comfortable type of clothing.

I perform brief rituals and prayers throughout the day to offer protection against the Fifteen Winds.

I try to stay inside on windy days to limit the attempts of the winds to influence me.

When imbibing with friends, I always pour for them as a sign of friendship and respect.

When completing a deal or making a promise, I always seal conversation by performing the Rites to Alkanet.

Ideal

Devotion. The life of the tribe is paramount and I hold the needs of the tribe above my own.

Cautious Justice. Be cautious around those not of the tribe, for they are not protected from the lures of the Winds and may, unwittingly, be their pawns.

Rule of Law. All which falls under the purview of a law must be accepted. All not prohibited by the laws of the tribe is acceptable.

Word. If my word is freely given, I am bound lest I am released. I gain great strength and resolve from this binding.

Lorebond. The tales of the tribes is of the highest authority. Even the most powerful ruler must bow before the truth within our folktales.

Incorruptible. I am sworn to resist the persuasive allure of the Fifteen Winds.

Bond

I care for my animals every night before looking to the needs of my traveling companions or myself.

I follow my own “religion”, which I pieced together from old folklore and my own observations.

I find the Rigan Wastes to have a savage, yet sublime beauty that calls to me.

A tribune in Chandegar is under the influence of one of the Winds, and they seek to expel my family and I from the city.

A wandering saint travels the plains and dunes of Rigia. I seek to learn at their feet.

A Djinn lost their family's gem-encrusted signet ring to me in a game of chance and seeks to steal it, and my other most valuable possessions, in revenge.

Flaw

I have accepted a deal with one of the Fifteen Winds and if this is discovered I will be severely punished by my people.

I don't trust those from large cities like Chandegar and seek out other Alhinna, even if it should happen their services are of lesser quality.

When others cannot see, I am wasteful of supplies. I believe my allies will always be willing to provide if I need something.

I repeatedly have given information to the Avitian legions that led to the unjust arrest of travel companions. The legions have given my tribe supplies as payment for this information.

My negligence concerning supplies led to the death of a caravan and I will never be trusted in the desert again if this becomes known.

You have a strong allergy to the Alkanet flower and break out in hives when you come in contact with it.

ODR BARN (OSTMEN)

It is said that the self of the Ostmen is made of four parts: The Hamr (one's body), the Hugr (one's thought), their Hamingja (ancestral heritage), and finally their Fylgja (animal follower).

While every Ostmen is watched over and followed by one specific animal spirit, the Odr are able to call upon that spirit and give control of their body over to the Beast. By brewing powerful potions called Odr's Blessing, the Odr Barn allows their Fylgja power over their Hugr. Some potions are even rumored to allow the Fylgja to partially overtake a person's Hamr, causing the Odr Barn's body to undergo a bestial transformation. The combination of roots, fungi, honey, and strong alcohol in the blessing has also been known to cause visions.

From a young age you have heard the voice of your Beast. Under the watchful gaze of the god Odr, its call tears your thoughts between the honor of Volsung and the horror of Balar. Unlike the priests of your people who have spent years learning the tales of the gods and seeking the audience of them all, you were singled out by Odr and taught the secrets of beast, blood, and war.

Skill Proficiencies: Intimidation, Religion

Tool Proficiencies: Odr Ritual Toolkit

Languages: Ostyr

Equipment: Hood, cloak, boots, and pelts of your animal follower's type

Feature: Northern Beast

Once per long rest you can imbibe the Odr Mead. The animal skins you wear partially merge with your body as your Fylgja gains dominance. You are immune to the effects of natural cold till your next long rest.

Alternate Feature: Gnashing of teeth

You imbibe the Odr Mead and your beast rises close to the surface, plain for any to see. Until your next long rest, you can add your Strength or Constitution modifier to Intimidate checks.

SECT

Berserker. Your Fylgja is a bear. You wear the skin of a bear in its honor

Ulfserker. Your Fylgja is a boar. You wear the skin of a boar in its honor

Jorrserker. Your Fylgja is a wolf. You wear the skin of a wolf in its honor

Kr  keerker. Your Fylgja is a crow. You wear crow and raven feathers in their honor

SUGGESTED CHARACTERISTICS:

Odr Barn are devoted to the god Odr. Their devotions and rites have brought forth more bestial tendencies and somewhat hedonistic desires. Most Odr are concerned with the moment; fight those they are at war with, eat when they are hungry, etc. It's not that they do not care about the long term, they believe that living too much in the past or future will turn a person into a ghost or wraith; a person only partially real in the living world of the present.

There is no such thing as a reserved or stoic Odr Barn. They experience the world and all its emotions many times magnified when compared to the commoner. It is a core belief that actions should be the result of a person's full desire and passion. If an Odr Barn is going to do something, they will throw their whole self into the activity leaving nothing in reserve.

While some see such passion approaching madness, the Odr Barn see it as truthful living -that a life without passion is an honorless form of death.

Personality Trait

You recall some of the brutality you must perform when under the blessing. Though you accept your role fully, you sometimes feel weary of it.

The beast never fully leaves you. You tend to sniff people and objects you do not know or trust.

The blessing has taught you the joy of living life to its fullest. You enjoy what life offers and want to taste it all.

You prefer to eat and drink with your hands. Utensils are useless.

You have imbibed the blessing more than you should.

You adorn your possessions with images of your animal follower.

You do not judge people's words, only their actions.

You prefer to sleep outdoors. If you must sleep indoors, you prefer a space on the floor by the fire.

Ideal

I take on the beast so that my people may remain human.

Lies are the tools of weakling and cowards. You are neither and have little care for those who are.

The Beast within frees me from the evils of society. When I feel the cold grasp civilization, I retreat to the ways of my Beast.

I am alpha of my pack. I will protect them no matter the cost.

My place among my kin, my clan, and the Odr is not to be questioned. It is determined by the gods.

The Rites of the Odr are sacrosanct and I will uphold and defend them.

Bond

I must live as a pack, be they fellow Berserker, kith, kind, or beast.

I devoted myself to the Beast when my brother/sister was slain. I am the beast to honor their memory.

I remember the glade/cave where the Beast was first drawn inside, I believe it is the home of the Beast.

The Beast and the land are one. As one lives and dies, so does the other.

My tattoos bind a powerful beast within; I fear the day it escapes.

I hold no god above Odr.

Flaw

I care nothing for the niceties of civilization. I will act as the beast allows.

Coin is useless.

I must push myself to my limits to honor the Beast.

The Mead of the Beast brings clarity, I must drink it daily.

The Odr are the true strength of the clan, all others deserves only pity.

The Beast tests us all, I will not interfere with the challenges the Beast lays upon others. To help is deny them their chance at glory.

QEDESHA (ANY)

The ways to worship the gods of Æliode are as numerous as the manifestations of the gods. Qedesha are priests whose devotions and prayers take the form of bodily experiences. By guiding the devout through ritualistic sacred marriage, prostitution, and procreation, qedesha recreate the relationships of the gods in mortal form. Just as priests use music, sacrificial ritual, and recitation of sacred texts to learn the will of the gods, the qedesha are able to understand and guide the divine through acts of love and sex.

The actions of the qedesha are generally considered holy by those of their faith. Even in societies with a more prudish view towards sex, the qedesha is generally considered a valuable teacher, confessor, and even sometimes healer for a community.

Children conceived by qedesha rites are often touched by the gods. A divine spark is clearly evident in the child and miracles often accompany the child's birth. Whatever fate has in store for these children, it is safe to say that they are destined for great acts.

Skill Proficiencies: Insight, Performance, Religion

Languages: A single mortal language of your choice

Equipment: Modest lifestyle, set of fine clothes, steel mirror, signet ring with your holy symbol.

Feature: *Blessed Act*

You are able to use qedeshic rituals to cast clerical spells. Choose two 1st level spells from the cleric list. You are able to cast these spells immediately after completing a qedesha ritual. Once you have cast both spells, you cannot do so again until you have completed a long rest.

Alternate Feature: *Bonding of the Gods*

As above except you choose one 2nd level spell instead of two first level spells. You are able to cast this spell even if your level would normally prevent it.

SUGGESTED CHARACTERISTICS

Qedesha do vary depending upon the god or gods they worship. However, qedesha tend to be open minded, and free with their emotions. As their role in their faith is closely tied to bridging the gap between the mortal and divine realm, truthfulness and the ability to understand others go a long way in learning how to guide this connection.

Most qedesha are also concerned about their community more deeply than other priests. They are not often moved by personal connections or devotions to their god. Instead, they prefer communal worship and rituals. They will often host life-affirming celebrations complete with music, feasting, storytelling. Most qedesha are quite social, moving between interacting in large social situations to more intimate one-on-one settings with little problem.

All the socializing does train the qedesha to thrive in more social settings. Many find themselves somewhat ill at ease if separated from companionship for long periods of time. During times of stress qedesha tend to seek out social companionship as a way to feel more at ease.

Personality Trait

Those who have engaged in the rites with me know that I will act in their best interest.

I have stringent criteria in regards to who may engage in the rites with me.

I am extremely offended by those who seek the rites with me for non-devout reasons.

I strive to find new ways to engage in the rites.

The faith of those in the rite is not important to me as long as I feel they embody the ways of the gods.

I will not speak to sailors since they do not honor the rites.

I steadfastly defend those who have had been the victims of mockeries of the sacred rites.

I seek to understand all the forms of love and lust by listening to tales or even more direct experience.

Ideal

Reflection. The way the faithful act towards each other reflects how the gods will act towards the faithful.

Not for Sale. I perform the sacred rites to bring the gods to the mortal realm and am offended by the exchange of coin for the rites.

Rebel. I will defy the laws of man to allow others to worship.

Soulbound. I am soulbound to my community and those who have undergone the rites.

Divine Right. The ways of man should mirror the ways of the gods.

Love. I will show acts of love towards others as they are the most sacred of acts mortals can perform.

Bond

I am devoted to the ways of the goddess Myn.

I am the child of a qedeshic rite and my parent holds a position of great power.

The welfare of my community is my first priority.

In the midst of the rites, I have clearly seen the will of my god and know I must act.

It is my duty to protect the spiritual life of the priests of my faith.

I feel bonded to each I have married in the sacred rites.

Flaw

I find it hard to believe that people can wish harm to others.

My love for the gods makes it more difficult to have love for my fellow mortals.

I have neglected to learn the rituals of devotion outside the qedesha way.

I tend to mirror the emotional state of those around me, even if I don't wish to.

The rituals I prefer to perform are elaborate affairs. They are hard to perform while traveling since they require many items and longer periods of time.

It is difficult for me to keep secrets since I am very open and honest.

SKALD OF THE PLATEAU OF DREAMS (TIR YDRAIL, OSTMEN)

In the lands where written language is a rarity, great value is placed upon those who have devoted their lives to memorizing, understanding and reciting the tales of their people. Should sagas and cycles of their people be fully learned, they are called Skald and become respected and revered.

Skald's are responsible for holding onto the traditions and knowledge of their entire people, and so consider traveling across their land engaging all they encounter to be a sacred responsibility. They pick up new stories, and pass along wisdom from the ancient tales. Sometimes their journey will require that they settle arguments between conflicting groups, or act as a judge in determining guilt and punishments.

All who have been granted the title of Skald hold their responsibilities as sacred. They have memorized every word of the 100 Major Tales and 700 Minor Tales which comprise the official Cycles of Tir Ydrail. Only the most devoted survive the years of practice that such a task requires.

Skalds are the guardians and carriers of the basic moral and legal code of the Triufir and Ostmen. This code is known simply as Rightness. Rightness refers to an action being suitable or fitting to the situation. It is not a deep abstract concept of morality or ethics. It is a straightforward account of doing what the heroes of yore would have done. As skalds know all the tales of their peoples heroes, they are often in the best position to know what is "Right". There is no complex notion of sin or complex legal bureaucracy. Law and morality blend into what is Right.

Skill Proficiencies: History, Religion

Languages: Ostyr; Triufir

Equipment: Traveler's clothes; a map showing the locations of several villages with notes on their holidays and fetes

Feature: Honored Guest

Your rank is known by all in Tir Ydrail and you are given free room and board anywhere you roam. If the settlement is large enough to have a chieftain, you also have the ability to request an audience with the chieftain. The request is most often granted. In return for food and lodging, you may be asked to judge disputes between villagers, counsel

the chieftain on difficult matters, and act as a messenger passing tales from village to village.

You will be treated with respect unless the people wish to risk rumors of their inhospitality and low honor being spread among the Cantrevs.

Alternate Feature: Major Songlines

In addition to the standard 800 tales, cycles, and sagas, you have learned a number of secret songlines. These poetic “maps” guide skalds along secret paths known to few. As long as you travel by foot or boat, you are able to safely make your way between the capitals of each civilization of Æliode. These songlines will allow you to pass across political borders and through hostile lands with little worry. You gain advantage against any active attempts to locate or track you by mundane or magical means.

Additionally, if you are able to complete one day of travel without pursuit, you are able to access this Major Songline network from any location. Gain advantage on your travel roles (see pages 200–203).

You are only able to provide passage for ten or fewer travellers before your caravan will no longer gain benefits from your knowledge. There are rumors, however, of songlines capable of safeguarding the travel of large numbers of people, though these are jealously guarded. The ability to hide the movements of large numbers of troops to a capital city’s front door with notice is a power too great to be given lightly.

Should you leave the path, you do so at your own risk.

SPECIALIZATION

Cantrev Law

Mediation

Reader of Signs

Heroic Tales

Will of the Gods

The Rightness of Deed.

SUGGESTED CHARACTERISTICS:

Most skalds know that in order to maintain Rightness, the skald must maintain a distance from the people they meet. Who knows if one day a fellow traveller might come before the skald for judgement? It would not do to have your judgement called into question due to familiarity.

This does not mean they are dour or solitary, however. They may drink, fight, and love as quickly as the next. They are quick to share stories and listen to the tales of those they meet on the road. However, only the foolhardy will expect a skald to hold their friendship above their devotion to the Truth of the Cycles. You are honorable and trustworthy to your allies, but the Cycles hold primacy.

Many travelers from far away lands assume skalds are mere entertainers. They misinterpret the telling of tales as a simple way to pass the time. Some skalds choose to meet such disrespect by brawling. Others dismiss the claims as the simple-minded ramblings of a barbaric people.

Personality Trait

I always have a tale at the ready.

My accent drifts slightly from dialect to dialect, an artifact of my travels.

I announce myself to the leader of a village/cantrev/people as a way of showing respect and gauging how much they value tradition.

My expletives often refer to little known ancestors of Tir Ydrail.

I use logic to convince people. Oftentimes I refer to academic forms or rhetoric during these conversations.

Each night, as I fall asleep, I silently recite the Hundred Major Tales of Tir Ydrail

I sometimes rename people I meet after their ancestors. This helps me feel as though I understand them better.

Ideal

Gathering. Gathering together and sharing the tales of our people shall teach us the right ways to live.

Rightness. The code of Rightness keeps the people of Tir Ydrail from becoming like the Fomoir. I strive for all my actions to be in line with the code.

Rebellion. I shall fight to regain my ancestral lands from Avitian and Ceravossian newcomers.

Land Over Clan. A skald must be loyal to their people as a whole, it can be dangerous to be loyal to only one clan or cantrev.

History. The history of a people defines a people. This history should be learned and respected.

Sagas. Our sagas are our connections to our ancestors. Reciting them is akin to prayer.

Bond

My highest calling is the recording of my people’s history and sagas.

I claim a village/region as deserving special attention and ensure it lives by the Rules of Rightness.

A small fae once overheard my storytelling and has fallen in love with me.

My old teacher believes me a skilled student and often seeks my advice.

I’ve built close friendships with past students. We share tales and meals should we meet on the road.

I am a member of a small group of skalds who have begun using new, and controversial, poetic forms.

Flaw

- I secretly enjoy my power over both lord and smallfolk, and often push their hospitality to its limit.
- I cannot refuse a village's call for help.
- I have not set aside my loyalty to the people of my childhood and secretly pass judgements in their favor.
- I enjoy spreading false tales about others and will likely earn blood enemies.
- My passion is knowledge, but dealing with people is a hassle.
- I wish to be a kingmaker and guide the destiny of the land for ages to come.

TRISTES ARCANUS

(AVITIAN)

Also called the Keening Ones or the Sorrowful Magi, the Tristes Arcanus are one of the few schools of true magic in Æliode. They are highly skilled symbolists and calligraphers and use these skills to contain and direct the magical ley line energies flowing through their bodies.

Such awareness is not without its cost. As an initiate rises in power to become a Journeyman, they must undergo a ritual which includes imbibing a poisonous liquid. This elixir is brewed from extraplanar materials and permanently opens the initiate's awareness to preternatural degrees. If they survive, the new Journeyman is able to see patterns and meanings in the world that were once hidden.



This rite leaves its mark upon the journeyman's body. During the ritual, the initiate cries purple viscous tears. These tears permanently stain their skin. It is these stains that lead to many common folk to refer to members of the Arcanus as the Sorrowful Magi.

Like other wizards, they must shape the flow of ethereal energies to create their effects in reality. Their ritual magics focus on drawing complex mystical circles or mandalas filled with sigils of power that direct the magic towards the desired goal. Should they wish, many of the Tristes Arcanus direct and trap their energies in sigils drawn upon their bodies. This process shapes the energy in particular forms and traps it. One a specific key is used, most often a series of words or hand gestures, though sometimes the use of specific materials, this energy is quickly released.

Skill Proficiencies: Commune / Investigation

Tool Proficiencies: Tristes marking kit

Languages: Avitian Standard

Equipment: Robe with dozens of small pouches;

Feature: Sigils

Through years of practice, you have learned to take complex thoughts and transforming them into intricate symbols. Whole arguments and texts can be condensed down to subtle interplays of life, form, and color that is lost to outsiders. Given the proper tools and supplies, you can write texts using only 10% of the space required by that of conventional writing, in 10% of the time.

Alternate Feature: Prescience

Your training in symbology has sharpened your mind so that you can see patterns in the world that are invisible to others. Most see your ability to be borderline prescience or magical. Once per long rest, you can double your proficiency bonus on a single Investigation check.

MAGICAL FOCI

- Circles
- Mandalas
- Sigils

SUGGESTED CHARACTERISTICS

Members of the Tristes Arcanus are devoted to academic and intellectual pursuits. They are motivated by understanding how the world works and recording this knowledge in complex symbols.

Your pursuits often take on the guise of religious rites. Though your inclusion in the group is not dependant upon any religion or god, your ritualistic approach to knowledge is confused by many as religious in nature. In the same way, your recitation of maxims held dear by the Tristes is confused as prayer to the uninitiated.

Most members of the Tristes Arcanus have a fascination with language, and you are no different. Language is the way knowledge is passed down the ranks of your guild, and a mastery of language is a sure way to increase your ability to transmit that knowledge.

You are discerning in your judgements on who should have access to knowledge. Once you trust someone, however, knowledge flows freely from you.

Personality Trait

I am a fan of puzzles and it's hard for me to not accept a puzzle challenge.

When I am bored I absentmindedly draw sigils and symbols.

When it does not interfere with the magic of the symbols, I prefer to use my favorite color for the inks and powders.

I prefer written messages to spoken.

I use logic to convince people.

I would rather stay in large cities with an educated populace than small villages with dogmatic thinkers.

I dismiss appeals to emotion or religion out of hand. They are falsehoods used only to deceive or secure power.

When I am focused on solving a problem, I am oblivious to my surroundings.

Ideal

Utilitarian. The suffering of the few is acceptable if it benefits the greater good.

Consequence. The world is based on laws that no one can ultimately escape from.

Laws. Freedom without boundaries and form is akin to destruction.

Fidelity. A vow is a thought given form and should be respected. To break a vow is to mar that form and its meaning.

Ideals. No political power or royalty is eternal, only the light of truth is.

Irreverent. Divinity is an illusion and knowledge is gained by smashing through its facade.

Bond

I have made a deal with an otherworldly power and was granted knowledge of a powerful sigil in return.

I believe my training house, The Great Heka Majis Library in Chandegar, is the gathering place of the most intelligent people of Æliode.

I have a truism from my training that I try to adhere to in my daily life.

I am working on the definitive collection of major sigils

I will protect the uninitiated from the dangers of sigils.

I am seeking the true symbol representing my existence.

Flaw

I have not learned the social graces of non-magi and tend to elicit fear and misunderstanding.

The magical energies pooling inside me make it hard for me to sit still. I fidget incessantly.

I seek out forbidden knowledge to increase my standing in the Arcanus.

I see patterns where none exist.

I compulsively perform small non-magical rituals that sometimes interfere with my life.

I am mildly allergic to my inks and powders and often need to scratch.

EMERGENCE

In the *Imperiums* setting, folklore and a person's actions are powerful forces that shape the world around them. A person's reputation can precede them and influence reactions from those they meet. In some cases, it is even possible that a person's actions and devotion to the gods manifest physically as their body shows outwardly what is in their souls. In game terms we call this an Emergence.

An Emergence is a trait that grants a player character a special ability. Sometimes they manifest physically, sometimes they are the result of the average person having heard tales of the character's acts of heroism. Other times the Emergence is an indefinable mystical quality gained by the character and picked up on by others. No matter how the Emergence manifests, those who interact with a player character who has an Emergence may soon pick up on the trait and know the indomitable adventurer for what they are.

Emergence are magical features.

EMERGENCE MAXIMUMS

A character can only manifest a number of Emergence equal to half their class level rounded down. If they ever have to opportunity to gain a new Emergence while at the maximum number for their level, the player can choose to replace a currently held Emergence for the new one. Once an Emergence is lost, however, it is lost for good and cannot be regained.

GAINING AN EMERGENCE

An Emergence can be gained by performing great acts, whether good or ill, that shows the true nature of a PC's soul. For good or for ill these Emergence manifest for only the bravest, most learned, or those whose fate has destined them to be the stuff of future legends.

There are two ways in which an Emergence can enter into game play, either a player who wishes to seek out a specific Emergence initiates them, or the GM awards an Emergence based upon the player's choices and actions within the game's story.

PLAYER INITIATED EMERGENCE

A player may wish to gain a specific Emergence they feel expands their character both mechanically and story-wise. To help the GM out, each Emergence includes an example of what action the player must undertake in order to gain the Emergence. These actions should take up very little game time, but the player will have to take the chosen action, as well as deal with the repercussions of that action in order to gain the feature the Emergence grants.

For instance, Ian would like his fighter Triarius to gain the Fomoiré ability to see in the pitch black of the sea floor and so wishes to gain the Rite of the Rimy Eye Emergence. As per the Emergence's description, Ian and his GM know that the Emergence can be gained if Triarius spends 500 gold on a rare sea salt, convince a Fomoiré priest of Balar to perform the rite, and become a devoted follower of Balar.

At the GM's discretion, Triarius will find the salt and the priest, but he may need to convince the priest of his devotion to Balar, perhaps by making a very public declaration of his decision to become a follower of the dark god. After Triarius makes a public declaration of his intent in the public square which convinces the priest to perform the rite, Ian may now give Triarius the Rite of the Rimy Eye Emergence.

However, it is now commonly known that Triarius has become a follower of Balar and the god's destructive ways. NPCs may begin to trust Triarius less, especially those devoted to more peaceful gods.

GM INITIATED EMERGENCE

As opposed to the player initiated Emergence, a player may or may not know that a specific choice they make in a game session will give them an opportunity to gain an Emergence for their character. A GM initiated Emergence is put in place by the GM as part of the story they are telling at the table. Such an Emergence should be uncommon and tie into an unusually climactic or important game moment.

When a player fulfills the necessary goals the GM has determined for the Emergence, the GM will inform the player that the character gains the Emergence.

For example, Ian's character Triarius has spent the last three sessions tracking down the location of a horrible giant squid that has been attacking and destroying merchant vessels trying to cross the ocean. The GM has decided that

this battle is to be a high point in the campaign that will change the direction the story will likely go. As such, the GM has decided to test how heroic Triarius is by setting up a choice for him to make. Ian can choose to wait for others to arrive to help his character combat the great beast, or choose to fight the creature on his own. If Ian chooses to wait, the giant squid may destroy more boats in the time it takes for help to arrive, but the fight will be more difficult should Ian decide to risk his character in order to try to save all the ships.

Should Ian choose the more dangerous fight in the hopes of saving more ships from the monstrous beast, the GM will reward the act by giving Triarius the Rite of the Deep Breath Emergence. The Emergence is thematically tied to the actions and choice Ian made.

LOSING AN EMERGENCE

Just as acquiring an Emergence is based upon a player's roleplaying and character choices, the loss of an Emergence can occur by these same choices. An Emergence can either be lost by the character fulfilling the Loss Condition specific to each Emergence, or by a group vote that the character is being played in a way contrary to the spirit of the Emergence.

Loss Condition

A specific Loss Condition is given for each Emergence stating an action or set of actions which will cause that specific Emergence to be lost. A player should be made aware of what this Loss Condition is so that they may try to avoid it if they wish. Once this condition is fulfilled, the character will immediately and permanently lose the Emergence and all advantages given by it.

A character may be tricked into fulfilling the loss condition as it is the fulfilling of the condition and not character intent which is the deciding factor.

Loss by Group Vote

A character may also lose an Emergence if the player begins to play the character in a manner that goes against the spirit of the Emergence. At the end of a game session, anyone at the table can call for a group vote to determine if others think the character is being played in such a way as to lose the Emergence.

The person calling for the vote must make their case as for why they believe the Emergence should be lost. If anyone believes that the character should keep the Emergence, they should also be allowed to make their case. After both sides have been heard, the GM will call for a vote and everyone, including the GM, will vote.

If a majority of the votes say that the character is acting against the Emergence, the Emergence is immediately lost.

If a majority feels there is no conflict in the character's actions and the Emergence, or if there is a tied vote, the character keeps the Emergence.

As such, Emergence come and go, slightly shifting the mechanics of a character to have them fall in line with the way the character is role-played.

BIRTH AND BIRTH ONLY EMERGENCE

Some Emergence are not gained through a character's experiences in the world. Instead, they are Emergence gained due to rare circumstances surrounding their birth. A player can choose one Birth or Birth Only Emergence during character generation. Unless exceptional situations arise in game play, this Emergence cannot be lost.

Emergence designated as Birth are Emergence that can be chosen during character creation, but may also be gained during game play.

Emergence designated as Birth Only are available only during character creation. The GM may allow these Emergence to be gained during game play; however this should rarely happen.

Only Emergence designated as Birth or Birth Only can be chosen during character creation; all other Emergence can only be gained during game play.

REVENANT EMERGENCE

Death is something that all characters will likely face. At some point during a game. Some players see such times as opportunities to switch characters and try something different. Others feel like they have not yet finished exploring their character.

For those unlucky ones who did not survive, the Revenant Emergence series is a great choice. This group of Emergence all allow characters to survive the death blow

that has landed. Perhaps it was due to a last moment deal with a powerful spirit, or fate itself has twisted due to an unusual ethereal wind. Perhaps the stars were in perfect alignment. The end result is that death has loosened its grip upon a character, but not without leaving its mark.

When a character dies, the player has the option of using a free Emergence slot, or exchanging an Emergence already in a slot, with a Revenant Emergence. They player can then choose to have the Emergence affect them in one of two ways.

Immediate The Revenant Emergence goes into effect immediately. The character is brought back to life with full hit points and as though they have just undergone a long rest.

Delayed The Revenant Emergence goes into effect any time the player wishes.

This is dangerous as the character may be buried or placed in a difficult position.

Even extreme effects cannot stop a Revenant Emergence. Those burned alive will find themselves crawling out of the ash. The drowned may awaken at the bottom of a lake and then swim to the surface with inhuman speed.

Revenant Emergence are different from other Emergence in that they cannot be lost or replaced. Fellow players cannot vote the Emergence away, they have no loss conditions, and even wishes and miracles do not have the power to change a Revenant Emergence.

Of course a GM may choose a very special set of circumstances that make sense in their game that may allow for a Revenant Emergence to be lost, but this option is not recommended. Death is most powerful in a game when it has consequences.

Of course, players may wish to take these Emergence when they first build their character or due to events other than death in their game. GMs should feel free to allow such use of Emergence if they wish.

EMERGENCE

While Emergence are tightly tied to a particular game or campaign, some can be applied to any game set in the *Imperiums Campaign Setting*. Included below are some examples of Emergence which exist in the world of Æliode outside of the story told in the *Plight of the Tuatha* series of adventures. These Emergence are suitable as rewards or goals for side quests players may wish to pursue outside of the main story of the series.



A

ANCIENT BIRTH

(BIRTH)

Event: You have lived much more than one mortal's life and have gained the knowledge associated with those experiences.

Power: Choose two backgrounds at character creation instead of one and gain all skills and abilities of both. If you are a Sidhe, lose the "Trance" lineage ability. If you are a Weorg your advanced age removes your Weorg Resilience ability.

Loss Condition: Birth Emergence traits cannot be lost.

ANGELIC BIRTH

(BIRTH)

Event: Either you were born the child of an angel and a mortal lineage, or the spirit of a powerful angel inhabits your body. You exhibit the traits of the angel.

Power: You know the *Thaumaturgy* cantrip. When you reach 3rd level, you can cast the *Hellish Rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so again when you finish a long rest. When you reach 5th level, you can cast the *Daylight* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Loss Condition: Birth Emergence traits cannot be lost.

AURASIGHT

(LINEAGE)

Event: You gained the ability to cast 3rd level arcane spells. Wielding such magic has begun to change your body. Your eyes have become flush with magical energy.

Power: Your eyes are now attuned to undercurrents of magic that are woven into reality and holds the world together. You are able to see these energy flows in light or dark. You are aware of the general nature of the object (tree, human, rock, female) as well as being able to use *Detect Magic* as per the spell. If you focus hard, you are able not only trace the path of energies into the recent past, but also the immediate future. You are able to gain advantage on a single saving throw. You can use this power once with this trait and regain the ability to do so when you finish a long rest.

Loss Condition: Wear a lead symbol of your chosen deity on your forehead for one month.

AWAKEN THE OCEAN WITHIN

(LINEAGE)

Event: Nearly drown in saltwater either due to a ritual to Balar. You may also gain this Emergence or by mere circumstance if Balar has seen you drown and has deemed you worthy of becoming one of his people.

Power: Replace your lineage Ability Score Increase with a +2 to Strength and a +1 to either Dexterity, Wisdom, or Constitution.

Loss condition: Sit upon a granite spire above the reach of the ocean for a month.

B

BAHN SIDHE

Event: The Niseelie court granted you the title Bahn Sidhe

Power: You are able to see death stalking its next victim. Once per long rest you are able to pronounce the death of any humanoid with five or more hit dice fewer than you. The target must be within 100 feet and able to hear your wail. The target will die within 24 hours, with no saving throw. You can use this power once with this trait and regain the ability to do so when you finish a long rest.

Loss Condition: Join the court of the Seelie or lose your title from the Niseelie.

BORNE UNDER A BAD MOON

(BIRTH)

Event: A bad moon was in the sky on the night of your birth.

Power: During the week of the new moon, you gain advantage to all Deception checks.

Loss Condition: Birth Emergence traits cannot be lost.

BROKER OF SECRETS

Event: You have provided the de Ceravoss family with an important piece of information that saves the family a great hardship. You provided the information without asking for a favor in return.

Power: For every secret you pass along to Cymus de Ceravoss, he will provide information to the PCs. The PC will gain an advantage to a single Intelligence (Investigation) check per secret given to the lord. It will take 1d4 hours to work de Ceravoss's network to gain this advantage.

Loss Condition: Cymus catches the PC knowingly passing along false information to him.

Table 6-4: Emergence

EMERGENCE	DESCRIPTION
Ancient Birth	Sidhe and Weorg have lived a very long time and gained a second background.
Angelic (Birth)	Celestial legacy.
Aurasight	Gain the ability to see magic and the auras of people and objects.
Awaken the Ocean Within	Change lineage ability score modifiers to +2 bonus to Strength and +1 bonus to Dexterity, Wisdom, or Constitution.
Bahn Sidhe	Prophetic knowledge of impending death.
Borne under a Bad Moon (Birth Only)	When the new moon is ascendant you gain advantage when trying to deceive someone.
Broker of Secrets	Gain advantage on Investigation roll.
Caulborne (Birth Only)	Able to see through the veil into the spirits of the mortal lineages. Gains proficiency in the Commune skill when speaking to spirits that are about to born, or of those that have died. . If you already have Commune, you gain double proficiency.
Devoted to Barsicarius	Immune to charm spells.
Divine Blessing	Your entrance to the world was observed by a god. Gain Halo effect.
Djinn Touched: Ghul	You can cause bones to grow ghostly meat which you can consume.
Djinn Touched: Jann	Gain ability to create springs of water.
Djinn Touched: Shaitan	Can make Insight ability checks to see what the target desires most.
Dragonbound	Dragonlike tattoos change your lineage ability scores to a +2 bonus to Strength and a +2 bonus to Charisma.
Dragonbound, Ingrained Scales	Damage resistance to damage type.
Dragonbound, Call Forth the Dragon	Gain destructive attack.
During a Storm (Birth)	A north winds blows, gaining strength the longer you stay in a location. Storms begin to do structural damage if you stay in a location for a month.
Dwarven Noble (Birth Only)	You gain advantage to checks made when interacting with Nothri.
Fetch (Birth, Lineage)	Change your lineage ability scores to a +2 bonus to Constitution and +1 bonus to Charisma.
Fetch's Colocation (Lineage)	An image of you appears elsewhere.
Fetch's Deathshade (Lineage)	Death attack on target with 5+ fewer Hit Dice than you.
Halo	Gain <i>Light</i> spell as an at will spell-like ability
Heart of Ice	Gain advantage on saves against charm spells and add your proficiency bonus to resolve scores. Gain disadvantage on Insight checks.
Huldufólk (Birth)	Gain <i>Invisibility</i> to humans.
Ley Line Nexus (Lineage)	Change lineage ability score modifiers to +2 bonus to Intelligence and +1 bonus to Constitution.
Lord of the Wyrn	Gain a flycatcher dragon as a familiar.
Nesting Weaver	Gain a small weaver spirit, granting you a free Bag of Holding.
Mystical Reservoir (Birth)	Add four spells from a different class to your spell list.
Mystical Resonance	Add two spells from a different class to your spell list.
Outsider (Lineage)	You now gain all the sleep you need by entering a trance once per day for 1 hour.
Possession, Infestation	Change your lineage ability scores to a +1 bonus to Intelligence and +2 bonus to Charisma
Possession, Legion	Gain the ability to initiate a possession attack on a target.
Possession, Manifestation	Gain minor spellcasting ability (<i>Thaumaturgy</i> cantrip).
Possession, Mounting	Gain fire resistance.
Revenant	Returned from the dead with a deathly visage.
Revenant, Ghoulish	Returned from the dead able to consume foul items.
Revenant, Plaguebearer	Your experience with death has rendered you immune to disease.

Table 6-4: Emergence

EMERGENCE	DESCRIPTION
Revenant, Vampiric	Brought back to life, gain a +1 bonus to Charisma, but you must drink blood instead water.
Revenant, Wight	Brought back to life, but perishable items will decompose in your presence.
Revenant, Zombic	Brought back to life. Gain a +1 bonus to Constitution but must eat brains for sustenance.
Rite of the Carnivorous Maw (Lineage)	Able to gain sustenance from anything that can be swallowed (rocks, dirt, wood, etc.).
Rite of the Deep Breath (Lineage)	Gain the ability to breathe under water.
Rite of the Rimy Eye (Lineage)	Gain darkvision 60 feet on land and 120 feet under the water.
Secret of Syn, First	Change your lineage ability scores to a +2 bonus to Strength.
Secret of Syn, Second	Gain a bite attack and the ability to speak Gnoll.
Secret of Syn, Third	When you reduce a target to 0 hit points, gain an additional attack.
Starsign: The Blade (Birth Only)	All others within 30 feet can speak and understand any language you know.
Starsign: The Book of Life (Birth Only)	Able to understand books and scrolls. This does not give the ability to write or speak the language. Nor does it decipher codes or puzzles.
Starsign: The Boar (Birth Only)	Gain a +1 bonus to Constitution.
Starsign: The Crown (Birth Only)	Per level, you may change one NPC of your level or lower to "Friendly".
Starsign: The Great Flame (Birth Only)	Gain proficiency with the Commune skill. Gain double proficiency when spirits are animal spirits.
Starsign: The Hag (Birth Only)	You have been blessed with the hag's gift of languages. You are able to understand the gist of any language you hear. If the language is a cultural tongue you are able to both hear and speak enough to get general ideas across. If the language is otherwise then you only can understand the most general concepts.
Starsign: The Hunter (Birth Only)	The spirit of the hunter looks favorably upon you. You are able to find enough food or water for up to 10 people a day in most climates. In deserts of barren landscapes you are only able to find enough for 4 each day.
Starsign: The Lion (Birth Only)	Your nobility is easily recognized by all who meet you.
Starsign: The Messenger (Birth Only)	Has perfect memory for messages, even if told the message in a language not understood. Subtleties of language, such as tone, are perfectly replicated.
Starsign: The Priestess (Birth Only)	You are tied to the influence of the gods more closely than most. Divine spells cast on you have one die rolled with advantage.
Starsign: The Serpent (Birth Only)	Limited prescience. Able to sense when a Major Disaster is approaching.
Starsign: The Stag (Birth Only)	Can influence the passage of someone towards death, either causing them to gain advantage or disadvantage on a death saving throw.
Starsign: Star Horse (Birth Only)	You know who has the highest Intelligence or Charisma score within a room.
Starsign: The Warrior (Birth Only)	Unerringly able to identify where a person learned to fight (must see the opponent make three attacks). After identifying the fighting style, may choose to give themselves advantage on the next attack. After identifying the fighting style, may choose to give their opponent disadvantage if the next attack is against them.
Starsign: The Weaver (Birth Only)	Able to see through the veil. Gains proficiency in the Commune skill when speaking to natural spirits. If you already have Commune, you gain double proficiency.
Tigerbound	Change your lineage ability scores to a +2 to Strength
Tigerbound, Pounce	If you move at least 20 feet before making an attack, gain a second attack.
Tigerbound, Resistance	Gain advantage to savings throws against spells for spells of a spell level that is at most 1/2 your class level.
Tigerbound, Stride	Gain 10 feet to your base speed.
Tutor to Aristocracy	Gain advantage to Intimidation ability checks.
Unnatural Birth	The power of ley lines flowing through you unnerves most animals.
Werebeast Blood-sense, Cursed	Sense any living creature within 60 feet, and direction within 30 feet.
Werebeast Disaster-sense, Natural (Birth)	Detect when a natural disaster is going to occur (within 24 hours).
Werebeast Other-sense, Natural (Birth)	Correctly identify when a creature or object is from a different plane of existence.
Wretch Birth	Needs a quarter the food and water others need.

C

CAULBORNE*(BIRTH)*

Event: A caul covered your head during your birth.

Power: You are able to see through the veil into the spirits of the mortal lineages. You gain proficiency in the Commune skill when speaking to spirits that are about to be born, or to those that have died. If you already have Commune, you double your proficiency bonus.

Loss Condition: Partake in the The Rite of Ethereal Blinding.

D

DEVOTED TO BARSICIARUS

Event: You have been under the charming influence of the incubus Barsiciacus.

Power: The charms of Barsiciacus have never fully left. You are immune to other Charm spells. Additionally, you gain advantage on any saving throw against attempts to dominate you.

Loss Condition: Betray the incubus in a manner that causes him physical harm.

DIVINE BLESSING

Event: Your entrance to the world was observed by a god. Minor miracles were seen on the day of your birth proving your divine favor.

Power: A halo of divine light appears behind you. Gain Halo effect.

Loss Condition: Commit an act antithetical to the god giving the blessing. The act must be performed without coercion or remorse.

DJINN TOUCHED: GHUL

Event: Either you were born the child of a Djinn and one of the other lineages, or the spirit of a powerful Djinn inhabits your body. You exhibit the traits of the Djinn.

Power: Bones touched by a Ghul gains ghostly flesh the Ghul can eat. You gain full nourishment when eating this ghost flesh.

Loss Condition: Eat no flesh or meat of any kind for a year and a day.

DJINN TOUCHED: JANN

Event: Either you were born the child of a Djinn and one of the other lineages, or the spirit of a powerful Djinn inhabits your body. You exhibit the traits of the Djinn.

Power: As an action, you create a crack in the ground before you and create a bubbling spring. At 1st level the spring pours forth a gallon of water every minute for 10 minutes. At 3rd level the amount of water increases to 2 gallons per minute for one hour. At 5th level you can create a permanent spring that produces 1 gallon per minute. You are only able to have one permanent spring at a time. If you create a permanent spring, all previously springs run dry. You can use this power to create any size spring once with this trait and regain the ability to do so when you finish a long rest.

Loss Condition: You do not drink any liquid for a full week.

DJINN TOUCHED: SHAITAN

Event: Either you were born the child of a Djinn and one of the other lineages, or the spirit of a powerful Djinn inhabits your body. You exhibit the traits of the Djinn.

Power: Eyes of Desire. You have the ability to see a mortal humanoid's greatest desire. You can spend an action studying a target. This allows you to make an Insight check to learn one and only one great desire.

Loss Condition: Wash your eyes with sand collected by a sphinx.

DRAGONBOUND

Event: You have tattooed ancient symbols of the serpent using ink mixed with the blood of a mighty dragon. Doing so has trapped some of its essence within you.

Power: Ability score increase changes the standard for your lineage to Strength +2 and Charisma +2

Loss Condition: Consume the flesh or blood of a dragon. Such a deed will repel the spirit bound within.

DRAGONBOUND, INGRAINED SCALES

Event: Tattoos of reptilian scales cover your forearms, calves, upper back and/or torso. Tattoo ink is made from ground dragon scale.

Power: You have resistance to the damage type represented by your tattoos. Choose from acid, cold, fire, lightning, or poison.

Loss Condition: The tattoos are removed or purposefully destroyed.

DRAGONBOUND, CALL FORTH THE DRAGON

Event: Tattoos of reptilian scales and ancient symbols of destruction on the palms of your hands, soles of your feet, and/or neck.

Power: Gain minor control over an element of a dragon. You can use your action to exhale destructive energy.

The type of tattoo work determines the damage type of the explosion (acid, cold, fire, lightning, or poison). When the destructive force is called, up to three creatures within 15 feet must make a saving throw as determined by your damage type. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed saving throw, and half as much damage on a successful one.

Damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. Alternately, instead of increased damage, you can choose an additional type of destructive force. If you choose the additional destructive force type, both the new and old damage types do not increase.

After you call forth the dragon, you can't call it a second time until you complete a short or long rest.

Loss Condition: Tattoo is removed or destroyed.

DURING A STORM

(BIRTH)

Event: During your birth a great windstorm blew across the land.

Power: Every week that you live in the same house, winds from the west grow in strength trying to move you along. Every week after the second, the land within a mile of your resting spot suffers winds the strength of a *Gust of Wind* spell. After a month, light damage begins to happen to buildings.

Loss Condition: Plant familial roots by getting married/having a child.

DWARVEN NOBLE

(BIRTH)

Event: You are born of a powerful Weorg-kin aristocratic Nothri bloodline, thus marked by emerald eyes and heart. Once you ruled thousands of Nothri in your mountain homes. Many of your kin still look to you for guidance.

Power: You gain advantage to social rolls with Weorg and Weorg-kin.

Loss Condition: The emerald buried by your heart is removed.

F

FETCH BIRTH

(LINEAGE)

Event: A fey carved you out of wood and filled you with leaves, colorful stones, moss, and small tokens of love stolen from humankind. You were then exchanged with a mortal child soon after their birth.

Power: Though you look human, you are not. You look like a human and grow and mature much like humans do. You can choose to be considered human or fae when magic might affect you. Replace your lineage ability score increase with a +2 Constitution bonus and a +1 Charisma bonus.

Loss Condition: Birth Emergence traits cannot be lost.

FETCH'S COLOCATION

(LINEAGE)

Event: Your desire to be in two places at once is so great that you accomplish the impossible feat.

Power: You are able to make an illusory copy of yourself appear anywhere within 100 feet. The illusion will act and speak as you wish. If attacked, the image will disappear. You are unable to use any senses or cast any spells through your "double". You can use this power once with this trait and regain the ability to do so when you finish a long rest.

Loss Condition: Fulfill or abandon all your dreams and plans. Upon the completion of your final wish, you become a Sidhe.

FETCH'S DEATHSHADE

(LINEAGE)

Event: You have sworn allegiance to the Niseelie Fae and the seasons of autumn and winter.

Power: You can project an illusory image of a particular humanoid with five or more hit dice fewer than you that is within one mile. The target must Successful DC 12 + your proficiency bonus Wisdom Ability check to avoid interacting with the shade and dying within 24 hours. You will need to complete a long rest before being able to throw your image again.

Loss Condition: Formally break your vows of allegiance with the Niseelie Fae.

H

HALO

(BIRTH)

Event: Your birth was marked by a shooting star in the night sky. Some now swear they can see its radiance emitting from you.

Power: Magi can create *Light* centered on their head at will as a spell-like ability. When using the halo, wizardlings gain advantage on Intimidate checks against and on saving throws against becoming blinded or dazzled.

Loss Condition: Birth Emergence traits cannot be lost.

HEART OF ICE

Event: Some event has shaken your soul to its core so badly that your heart has become as cold and slippery as ice. It has dulled your empathy and calmed your passions.

Power: Your cold nature has made you extra resistant to the influence of others. You gain advantage when saving against Charm spells and add your proficiency bonus to your Resolve score for any Influence encounters. However, you make Insight checks at disadvantage due to your inability to feel empathy.

Loss Condition: Fall in love.

HULDUFÓLK

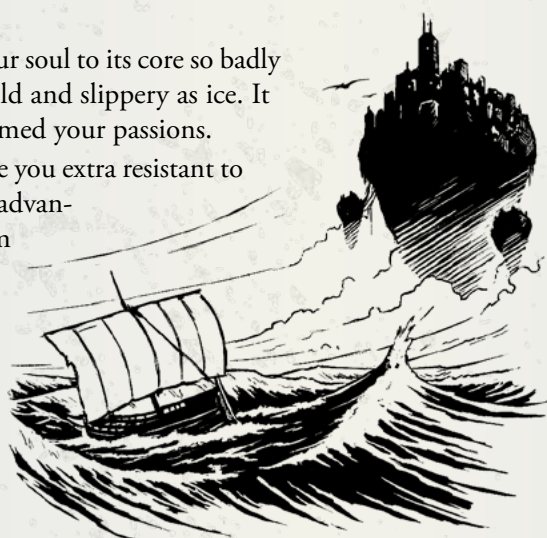
BIRTH

(LINEAGE)

Event: The blood of your ancestors is strong within you. You were born with a weakened version of their ancient curse.

Power: Once per long rest, you gain *Invisibility* to humans for up to one hour. You become visible if you attack a human or perform any action that calls attention to yourself. You must be Huldufólk to gain this Emergence. You can use this power once with this trait and regain the ability to do so when you finish a long rest.

Loss Condition: Be forgiven by 100 humans for actions you have committed against them.



L

LEY LINE NEXUS

(LINEAGE)

Event: You were either created at a nexus of ley lines, or gained a ley lines energy by binding it to your body. Either way, raw magic now flows directly through your mortal body, it passage slowly changing you.

Power: Replace your lineage Ability Score Increase with a +2 Intelligence and a +1 Constitution. Magi are quick of mind and their constant exposure to raw magic has toughened their bodies considerably. However, there is an oddness about them which non-Magos feel, often resulting in a distance between the magi and those of their former kind.

Loss Condition: Tattoo sigils to block the flow of the ley lines' energy with ink containing powdered silver.

LORD OF THE WYRM

Event: You have been granted the title Nesting Lord by an elder flycatcher dragon. You feel the spirit of the beast within you.

Power: Your familiar can take the form of a young flycatcher dragon. However, you find yourself with a hunger for insects.

Loss Condition: Have the title taken away from you by an elder flycatcher dragon

M

MYSTICAL RESERVOIR

(BIRTH)

Event: From birth, mystical energies were drawn to you. They freely swirl and mix granting you access to magic few others of your kind have access to.

Power: Choose up to four spells from any of the following spell lists. Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard. The spells must be of a level you can cast. These

spells are now considered part of your spell list. Once on your spell list, you may chose to cast them (if your class does not require you to chose “spells known”. If your class keeps track of “spells known”, these spells count against that limit. These spells are based on the spellcasting ability stat of the class from which this spell list the spell was taken. (I.e. Bard spells use Charisma to calculate the spell save DC and the spell attack modifier while Wizard spells use Intelligence.

Loss Condition: Birth Emergence traits cannot be lost.

MYSTICAL RESONANCE

Event: You have tapped into a ley line, made contact with a divine being, or been exposed to raw mystical energies. Whatever the case, the magic has left an indelible mark on your body and soul.

Power: Choose up to four spells from any of the following spell lists. Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard. The spells must be of a level you can cast. These spells are now considered part of your spell list. Once on your spell list, you may chose to cast them (if your class does not require you to chose “spells known”. If your class keeps track of “spells known”, these spells count against that limit. These spells are based on the spellcasting ability stat of the class from which this spell list the spell was taken. (I.e. Bard spells use Charisma to calculate the spell save DC and the spell attack modifier while Wizard spells use Intelligence.

This Emergence may be taken multiple times with new spells chosen each time. You may choose different spell list each time you take this Emergence.

Loss Condition: Have

N

NESTING WEAVER

Event: Befriend an Anchoring Weaver and convince it to take up residence in an object. It has set up an extra-dimensional home and allows you to store some of your belongings there.

Power: Choose a single location such as a pouch, the left sleeve of your favorite robe, or even behind your right ear. The anchoring weaver builds a small nest there. A small planar pocket is created which you are able to use as though it is a Bag of Holding.

Loss Condition: Kill the anchoring weaver. The one-time home of the Weaver will return to its normal and mundane state.

O

OUTSIDER

(LINEAGE)

Event: You have bound a particularly strong ley line from a distant plane to your mortal body. It fuels your body so that you no longer require sleep as you once did.

Power: You do not sleep as you once did. You must, however, enter a trance of an hour once a day or suffer fatigue or exhaustion.

Loss Condition: Voluntarily perform the week long Rite of Severing to release the ley line from your body.

P

POSSESSION, INFESTATION

Event: Either you were born the child of a demon and one of the other lineages, or the spirit of a powerful demon inhabits your body. You exhibit the traits of the demon. This is the most basic type of possession.

Power: Change your lineage ability score increase to +1 Intelligence and +2 Charisma.

Loss Condition: You voluntarily undergo a purification ritual performed by a high priest or priestess of a major temple.

POSSESSION, LEGION

Event: A recent experience has convinced the spirit inhabiting your mortal frame that your body alone is not enough. It must gain control of others in order to achieve its goals.

Power: You gain the ability to initiate a Possession Attack using the Wielding Influence rules. However, you are able to take on the role of an attacker instead of a defender. You may maintain the same number of possession attempts as your Wisdom modifier.

Loss Condition: Have a binding ritual performed upon you locking the inhabiting spirit within your body.

POSSESSION, MANIFESTATION

Event: The demon within you has grown in power and its mere presence affects the world around it.

Power: You know the *Thaumaturgy* cantrip. When you reach 3rd level, you can cast the *Hellish Rebuke* spell as a

2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *Darkness* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Loss Condition: You voluntarily bathe in a bath filled with waters from the four corners of the world.

POSSESSION, MOUNTING

Event: The demon within has begun to spread throughout your mortal frame, protecting you from the flames of purification. While your skin looks normal most of the time, when it comes in contact with flame it takes on the appearance of molten stone.

Power: You have resistance to fire damage.

Loss Condition: You voluntarily immerse yourself in blessed water, breathing in the water till you almost drown.

R

REVENANT

Event: You have died.

Power: As with other revenant Emergence, this trait is gained after your character has died. You are brought back to life as per the *Raise Dead* spell, or equivalent. However, you have permanent wounds that reflect the way you died. You have a slowly bleeding wound if you were stabbed, scars from a disease, or discoloration from poison. This wound does not affect your ability scores or hit point maximums.

Loss Condition: Revenant Emergence traits cannot be lost.

REVENANT, FAEBORN

Event: You have died and your body did not receive the burial rites of your clan. Must be from Tir Ydrail.

Power: As with other revenant Emergence, this trait is gained after your character has died. You are brought back to life as per the *Raise Dead* spell, or equivalent. However, your creature type becomes fae and you gain one of the below powers. You may take this Emergence multiple times choosing a different power each time.

Innate Spellcasting. Your innate spellcasting ability is Charisma. You can innately cast the following spells, requiring no material components.

At will: *Druidcraft*

3/per day: *Entangle*, *Goodberry*

Speak with Beasts and Plants. You immediately learn the

mother language Bes. You can communicate with beasts and plants.

Loss Condition: Revenant Emergence traits cannot be lost.

REVENANT, GHOULISH

Event: You have died.

Power: As with other revenant Emergence, this trait is gained after your character has died. You are brought back to life as per the *Raise Dead* spell, or equivalent. However, you gain the ability to receive normal nutrition from any dead flesh and blood. Rotten meat not only sustains you, but it tastes sweet upon your tongue.

Loss Condition: Revenant Emergence traits cannot be lost.

REVENANT, PLAGUEBEARER

Event: You had died due to a deadly disease, but death lost its grip upon you. You crawled forth from your grave immune to the plagues and illnesses that bring mortals low. Though a disease may leave its mark upon you, you will never sicken or die from any disease.

Power: As with other revenant Emergence, this trait is gained after your character has died. You are brought back to life as per the *Raise Dead* spell, or equivalent; however, you become a permanent carrier of the disease.

This Emergence also makes you immune to non-magical disease.

Loss Condition: Revenant Emergence traits cannot be lost.

REVENANT, VAMPIRIC

Event: You have died. Perhaps a Vampire has drawn your blood or you were cursed by a demon.

Power: As with other revenant Emergence, this trait is gained after your character has died. You are brought back to life as per the *Raise Dead* spell, or equivalent. Additionally, you gain one ability point of Charisma; however, you must consume blood instead of water to prevent thirst. You can drink other liquids, but they will not quench your thirst.

Loss Condition: Revenant Emergence traits cannot be lost.

REVENANT, WIGHTISH

Event: You have died.

Power: As with other revenant Emergence, this trait is gained after your character has died. You are brought back to life as per the *Raise Dead* spell, or equivalent; however, your mere presence drains the life force from the area around you. Plant life around you dies if you stay stationary

for more than an hour and all non-magical consumable (rations, wine, etc.) You carry will rot or sour within one week. Rotten or soured consumable items provide no nutrition.

Loss Condition: Revenant Emergence traits cannot be lost.

REVENANT, ZOMBIC

Event: You have died. Perhaps due to the bite of a zombie or other undead. Nevertheless, you have begun the path to becoming undead yourself.

Power: As with other revenant Emergence, this trait is gained after your character has died. You are brought back to life as per the *Raise Dead* spell, or equivalent. Additionally, you gain one ability point of Constitution; however, you must consume brains to prevent hunger. You can eat other food, but it will not provide nutrition.

Loss Condition: Revenant Emergence traits cannot be lost.

RITE OF THE CARNIVOROUS MAW (LINEAGE)

Event: Among the southern region of the Ostmen Islands, a great spire of rock rises from the ocean. An ancient oak grows precariously from the top of this rocky tower, bearing magical acorns. Once an acorn from this tree is blessed by a priest of Balar and eaten, the consumer becomes forever hungry.

Power: Though they will always feel hungry, they are able to gain nourishment from anything that they are able to swallow. Additionally, their tongue grows to three times its length and becomes slightly prehensile. It can grasp small items and pull them into its owner's mouth. Poisoned items or items infected with disease will still negatively affects the eater, but they no longer need to carry food.

Loss Condition: Fast for seven days.

RITE OF THE DEEP BREATH (LINEAGE)

Event: There exists a tidal pool on the island of Balieth that is said to be a footprint left by Balar when he once stood upon the shore. Since that day those whom would drown within the waters of this pool find that once they reach the edge of their death, the salty waters become as air to them. Ever after, they may follow Balar back to his depths in the sea.

Power: This blessed mortal gains the Fomoiré Narwhal Kin trait. Details of this trait are located in the Fomoiré's lineage details.

Loss Condition: Eat the flesh of a narwhal.

RITE OF THE RIMY EYE (LINEAGE)

Event: As part of this rite, the recipient of this rite has their eyes forced open by acolytes. A priest of Balar then slowly drops seawater into their unblinking eyes while reciting the glories that may be seen in the depths of the ocean. The rite is very painful to the recipient and its length, from sundown to the following sunup, often drives them mad.

Power: As a reward for the act of devotion, Balar grants the petitioner Darkvision 60 ft. on dry land and Darkvision 120 ft. in the depths of salt water. This Emergence causes tiny salt crystals to form around the eyes and into the eyebrows of the recipient. While the salt can be washed away, the more this enhanced vision is used, the quicker the crystals form. These crystals do not interfere with sight.

Loss Condition: Rinse the eyes from the source of the waters that feed the great Phanree River.

S

SECRET OF SYN, FIRST

Event: Having heard the first secret of Syn, your body prepares itself to learn further hidden knowledge. Your body gains muscle to aid in your travels. Your eyes can now see clearly in the dark places of the world. Both will aid in your quest to find the next piece of forbidden lore.

Power: Ability score increase changes from the standard bonus for your lineage to a +2 bonus to Strength. You may choose to keep the standard lineage bonus, and instead add +1 to Strength. You also gain Darkvision to a range of 60 feet.

Loss Condition: Burn the secret from your mind by writing it out and destroying the page in a flame lit by a Sant of Paladrus.

SECRET OF SYN, SECOND

Event: You have discovered the second secret of Syn and have furthered your transformation. Your mouth elongates into a muzzle with sharp teeth. This secret also has granted you the ability to communicate with others who are on path of Syn.

Power: Gain **Bite**. *Melee Weapon Attack:* Reach 5 ft., one creature *Hit:* 1d4 piercing plus Strength damage.

Loss Condition: Write the secret down on a piece of parchment. Dissolve the parchment in an acidic solution made from the waters from a temple of Mahte.

SECRET OF SYN, THIRD

Event: Having learned the third secret of Syn, you have been granted the ferocity to protect the secrets you carry. Your legs twist to resemble those of a dog, allowing you to quickly move from kill to kill.

Power: When you reduce a creature to 0 hit points on your turn, you may take a bonus action to move up to half your speed and make a melee attack for half damage.

Loss Condition: Write down the secret in a parchment. Wrap the secret around a chunk of pure quartz and drop into a hole at least 200 feet underground.

STAR SIGN: THE BLADE

(BIRTH)

Event: You were born when the Blade constellation was in ascendancy.

Power: Your presence enables intelligent beings to be able to communicate with each other. All beings within 30 feet of you are able to speak and understand the speech of any language that you know. You are able to turn this power off at any time if you wish.

Loss Condition: Birth Emergence traits cannot be lost.

STAR SIGN: BACRIE THE BOAR

(BIRTH)



Event: You were born when the Boar constellation was in ascendancy.

Power: You gain +1 Constitution

Loss Condition: Birth Emergence traits cannot be lost.

STAR SIGN: THE BOOK OF LIFE

(BIRTH)

Event: You were born when the Book of Life constellation was in ascendancy.

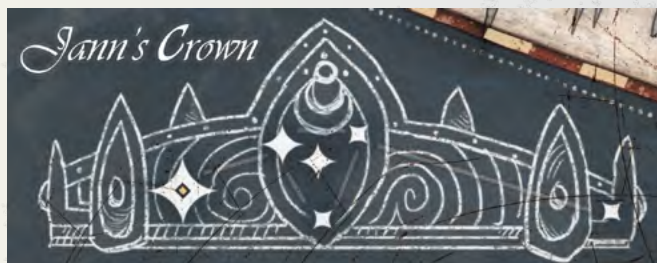
Power: From birth you have been able to understand any form of writing in books and scrolls. This does not give the

ability to write or speak the language, nor does it decipher codes or puzzles.

Loss Condition: Birth Emergence traits cannot be lost.

STAR SIGN: THE JANN'S CROWN

(BIRTH)



Event: You were born when the constellation The Crown was in ascendancy.

Power: As an action, you may change one NPC of your level or lower to "Friendly". You can use this power once with this trait and regain the ability to do so when you finish a long rest.

Loss Condition: Birth Emergence traits cannot be lost.

STAR SIGN: THE ODRIC FLAME

(BIRTH)

Event: You were born when the constellation The Great Flame was in ascendancy. Its flame burns bright in your chest calling the spirits of animals to your side.

Power: You gain the Commune skill and double your proficiency bonus when using the skill to communicate with a humanoid's spirit animal.

Loss Condition: Birth Emergence traits cannot be lost.

STAR SIGN: THE HAG

(BIRTH)

Event: You were born when the constellation The Hag was in ascendancy. You have gained her knack for communication.

Power: You have been blessed with the hag's gift of languages. You are able to understand the gist of any language you hear. If the language is a cultural tongue you are able to both hear and speak enough to get general ideas across. Otherwise, you can only understand the most general concepts without being able to also speak. This Emergence grants no ability to understand the written word or coded language.

Loss Condition: Birth Emergence traits cannot be lost.

STAR SIGN: OCHESA THE HUNTER (BIRTH)

Event: You were born as the constellation Ochesa The Hunter was in ascendancy.

Power: The spirit of the great hunter Ochesa looks favorably upon you, you are able to find enough food or water for up to 10 people a day in most climates. In deserts of barren landscapes you are only able to find enough for 4 each day.

Loss Condition: Birth Emergence traits cannot be lost.



STAR SIGN: THE LION (BIRTH)

Event: You were born when the constellation The Lion was in ascendancy.

Power: You gain +1 Charisma

Loss Condition: Birth Emergence traits cannot be lost.

STAR SIGN: ORTOLAN THE MESSENGER (BIRTH)

Event: You were born when the constellation The Messenger was in ascendancy.

Power: You have a perfect memory for messages, Even if told the message in a language not understood. Subtleties of language, such as tone, are perfectly replicated.

Loss Condition: Birth Emergence traits cannot be lost.

STAR SIGN: THE PRIESTESS/ SEERESS (BIRTH)

Event: You were born when the constellation The Priestess was in ascendancy.

Power: You are tied to the influence of the gods more closely than most. Divine spells cast on you have one die

rolled with advantage.

Loss Condition: Birth Emergence traits cannot be lost.

STAR SIGN: DUSTYCHE THE SERPENT (BIRTH)

Event: You were born when the constellation The Serpent was in ascendancy.

Power: You have gained a limited form of prescience. You are able to sense when a major natural disaster is approaching.

Loss Condition: Birth Emergence traits cannot be lost.

STAR SIGN: DAMH THE STAG (BIRTH)

Event: You were born when the constellation The Stag was in ascendancy.

Power: You have been granted the ability to influence the passage of someone towards death, either causing them to gain advantage or disadvantage on a death saving throw.

Loss Condition: Birth Emergence traits cannot be lost.

STAR SIGN: KIRIN (BIRTH)

Event: You were born when the constellation Kirin was in ascendancy.

Power: You know who has the highest Intelligence or Charisma score within a room.

Loss Condition: Birth Emergence traits cannot be lost.

STAR SIGN: THE WARRIOR ANHR (BIRTH)

Event: You were born when the constellation The Warrior was in ascendancy.

Power: After watching an opponent make three attacks, you may choose to gain advantage on your next attack against the opponent or give your opponent disadvantage on their next attack against you.

Additionally you are able to unerringly identify where they learned to fight.

Loss Condition: Birth Emergence traits cannot be lost.

STAR SIGN: THE WEAVER (BIRTH)

Event: You were born when the constellation The Weaver was in ascendancy.

Power: You are able to see through the veil separating the worlds from each other. You gain proficiency in the

Commune skill when speaking to natural spirits. If you already have Commune, you double your proficiency bonus on these checks.

Loss Condition: Birth Emergence traits cannot be lost.

T

TIGERBOUND

Event: You have tattooed ancient symbols of the serpent using ink mixed with the blood of a mighty tiger. Doing so has trapped some of its essence within your body.

Power: Ability score increase changes from the standard for your lineage to a +2 bonus to Strength and a +2 bonus to Charisma. If you wish to keep your standard lineage bonus, you may instead add +1 to either Strength or Charisma.

Loss Condition: Consume the flesh or blood of a tiger. Such a deed will repel the spirit bound within.

TIGERBOUND, POUNCE

Event: You have bound the aggressive attack of a tiger spirit to your body. Tattoos of tigers cover your biceps or forearms.

Power: If you move at least 20 feet straight toward a creature and hit with a melee attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target becomes prone you may make one melee attack against it as a bonus action.

Loss Condition: Tattoo is removed or purposefully destroyed.

TIGERBOUND, RESISTANCE

Event: You have fed a sentient creature to a tiger, then used the beast's blood as a base for your tattoo inks. This "man-eater" ink has the unfortunate side effect of causing you to crave the flesh of your own base lineage.

Power: You gain advantage on any saving throw against spells of a level less than half your class level.

Loss Condition: Tattoo is removed or purposefully destroyed.

TIGERBOUND, STRIDE

Event: You have bound the powerful legs of a tiger spirit to your body. Tattoos of tigers cover your thighs or calves.

Power: Your speed increases by 10 feet.

Loss Condition: Tattoo is removed or purposefully destroyed.

TUTOR TO ARISTOCRACY

Event: You have become a tutor to the Lady Sophia.

Power: You are considered a retainer of the very powerful family. You gain advantage on all Charisma (Intimidation) checks when you use your connection to the family.

Loss Condition: Publicly denounce the de Ceravoss family in front of at least 100 people.

U

UNNATURAL BIRTH

Event: Your birth took place on a confluence of ley lines, marking you in ways only animals can detect.

Power: You unnerve normal animals. Gain disadvantage for Charisma ability checks or Handle Animal checks targeting normal animals. Animals with fewer hit dice than your current amount gain disadvantage to all attacks against you. An animal's starting attitude towards you begins one step worse than normal.

Loss Condition: Birth Emergence traits cannot be lost.

W

WEREBEAST BLOOD-SENSE, CURSED

Event: You were either bitten by a cursed werebeast or cursed by powerful magic. The curse is now beginning to take hold of your body.

Power: Your senses are attuned to the intoxicating aroma of living flesh, making it easier to find prey. You are able to detect the presence or absence of living creatures within 60 feet and the general direction of the creatures within 30 feet. During a full moon, your ears become more pointed and your face transforms, giving you a muzzle.

Loss Condition: You consume twenty silver pieces of silver dust every evening for a month, beginning on the night of a full moon and continuing till the next full moon.

WEREBEAST DISASTER-SENSE, NATURAL BIRTH

Event: You were born to natural werebeast parents.

Power: You are able to detect the smells and sounds of impending natural disasters such as earthquakes, storms,

landslides, and floods. If these disasters originate from non-magical causes, you are automatically aware of the event 10 minutes before anyone else. If the disaster is magical in origin, you gain advantage on any saving throw related to the event. When you sense a disaster, your ears become more pointed and your face transforms, giving you a muzzle.

Loss Condition: The skin over your heart is peeled away by a knife with blade of gold, one of silver, and one of bone. This separates your soul from that of Æliode.

WEREBEAST OTHER-SENSE, NATURAL BIRTH

Event: You were born to natural werebeast parents.

Power: You are able to detect the smells and sounds of the other worldly. These subtle noises and odors allow you to correctly identify if an object or creature originates from a plane other than Æliode, and you can unerringly tell which plane it is from. When you sense an otherworldly presence, your ears become more pointed and your face transforms, giving you a muzzle.

Loss Condition: The skin over your heart is peeled away by a knife with blade of gold, one of silver, and one of bone. This separates your soul from that of Æliode.

WRETCH

Event: An unusual and dramatic event occurred in your life causing you to begin to waste away.

Power: You need a quarter the food and water others need.

Loss Condition: Come to terms with the traumatic event.



FEATS

The *Imperiums Campaign Setting* also includes several new feats. These include standard and new Evolution Feats.

EVOLUTION FEATS

Evolution feats are a new type of feat that changes or evolves throughout your game. When you first take the feat, you can choose at which the stage the feat begins. Should specific criteria be met during play, it is possible that the feat will evolve granting alternate effects.

Once a feat has evolved to a further stage, the feat typically cannot evolve back into a prior stage. Special circumstances may allow for this backward evolution, but these will need to be judged on a case by case basis by the GM. They should never be counted on.

Table 6-5: Feats

FEAT NAME	DESCRIPTION
Aura of Tradition	Double proficiency for overland travel or rest checks
Battle Bound*	Combat bonuses when fighting alongside your significant other
Blessed Healing	Cast healing spells with advantage
Effective Influence	Tactics more effectively reduce opponent's Resolve
Iaijutsu Master	Choose tactical advantages during Iaijutsu Influence encounters
Mother Tongues*	Gain the ability to speak a mother tongue
Ordained Priest	Higher chance for a successful rite
Practiced Discourse	Gain advantage with a tactic in Influence encounters
Unarmored Combatant	Gain bonus to AC when unarmored
World Renown	Gain Charisma bonus, renown affects multiple empires

AURA OF TRADITION

You gain double your proficiency bonus whenever you perform a Survival check to determine the outcome of an overland travel or rest roll. Allies who remain within 30 feet of you also gain this bonus from your presence. If you or your allies fail this check, you take damage of one tier less dangerous. (See page 200 for travel and rest rules)

BATTLE BOUND (EVOLUTION FEAT)

The Battle Bound feat evolution series follows the path one may experience in their romantic life.

Mate

Prerequisite. Must be part of a romantic relationship that has lasted no longer than one year.

Driven by fresh passion, you take foolish risks in order to catch your paramour's eye.

Once during your turn, when you and your loved one are within 10 feet of each other, you gain advantage on an attack roll.

You can use this benefit a total number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. If the romance ends (such as due to the partner's death), this feat evolves into the Widow stage.

Marriage

Prerequisite. Must be part of a romantic relationship that has lasted for at least one year.

Following Avitian and Ceravossian battle philosophy, you fight alongside a loved one as a deadly efficient pair. When you and your loved one are within 10 feet of each other, you gain the following benefits:

- Once during your turn, you gain advantage on an attack roll.
- As a reaction, when you are attacked by a creature you can see, you can impose disadvantage on the attack roll.

You can use these benefits a total number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

If the romance ends (such as due to the partner's death), this feat evolves into the Widow stage.

Widow

Prerequisite. You must have been married and your spouse has died.

Your spouse waits for you on the other side. There they plead your case to the guardians of the dead. You are able to choose to pass or fail death checks as you desire instead of rolling.

Special: While the gender combination of those in the relationship does not matter while using this feat, a character may only use the feat with one other specific person. Note, this bonus is in effect if the feat holder and their chosen character are fighting each other. This feat may be taken multiple times. Each time it is taken it is with a different person.

BLESSED HEALING

Prerequisites: Ability to cast the *Cure Wounds* spell.

When you cast the *Cure Wounds* spell, you cast it at advantage. (See spell advantage on page 208)

EFFECTIVE INFLUENCE

You do +1d2 damage for all tactics in one type of influence encounter (discourse, possession, Iaijutsu, etc.). You can take this feat multiple times, choosing a different influence encounter type each time. You cannot take this feat multiple times for the same influence encounter type.

IAIJUTSU MASTER

When you engage in an Iaijutsu influence encounter, choose two aspects of the encounter from the following list: Attack, Damage, or Defense. For that encounter, add your proficiency bonus to your attack damage or defense checks.

For example, if you choose Damage and Defense, you would add your proficiency bonus to your damage roll on a successful attack rolls and to the DC on any attacks against you.

MOTHER TONGUES (EVOLUTION FEAT)

You are granted secret knowledge allowing you to learn the Mother Tongues.

Bes-Voice of the Beasts

Prerequisite. You are a young adult or younger.

The youth of your spirit has a deeper connection towards the animals around you. You can speak Bes, the mother tongue of all animals. You are also able to understand them when they speak.

As you age, this language leaves your mind; the Voice of the Mortal takes its place.

Homic-Voice of the Mortal

Prerequisite. You are an adult, but younger than middle aged.

You learn Homic, the mother tongue from which all mortal languages come. All mortals understand you when you speak Homic. You understand all mortal languages you hear or read as well.

As you age, this language leaves your mind; the Voice of the Spheres takes its place.

Lagashi-Voice of the Spirit

Prerequisite. You are middle aged or older.

Your age and insight into the afterlife has granted you the ability to speak the mother tongue of the other Realms.

The Voice of the Spirit allows you to understand and be understood by any who speak a Realm Tongue.

ORDAINED PRIEST

When leading a rite, add 15% to your chance for success. This also raises the maximum chance for a rite to be successful from 10% to 20%.

PRACTICED DISCOURSE

Choose a single Influence tactic. You gain advantage when you use this tactic. You can take this feat multiple times, choosing a different tactic each time.

UNARMORED COMBATANT

Prerequisites: Tir Ydrail or the Ostmen Islands are your homeland.

You have trained to fight without depending on armor to provide defense. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- While wearing no armor, your armor class equals 10 + your proficiency bonus + your Dexterity modifier.
- When you make a Dexterity saving throw while wearing no armor, you can gain advantage on the roll. You can use this ability once, and you regain the ability to do so when you finish a long rest.

WORLD RENOWNED

Your deeds are celebrated by all. Even in foreign lands people flock to your side. You gain the following benefits: Increase your Charisma score by 1, to a maximum of 20.

You can gain Renown in a total number of lands equal to your proficiency bonus. You must still pay all costs to gain this bonus. The Renown bonus in the newly chosen land gains the standard Renown limit of your homeland.

In any land in which you have a Renown score, you have advantage on ability checks made to access locations above your own Renown.

LANGUAGES

Most of the languages in the *Imperiums Campaign Setting* are ones you already familiar with; Draconic, Celestial, Sylvan, etc. However, there are new languages, the dominant languages of the different nations, kingdoms, and people found in the world of Æliode. There are also new mystical mother tongues that are the basis of language groups

There is no “common” in *Imperiums*. Avitian Standard serves as a trade tongue throughout the world, so it is

hands-down the most useful language for an adventurer to know. However, if you are able to learn one of the Mother Tongues, you understand all the languages that stem from it.

MORTAL TONGUES

The below languages represent many, but not all, of the languages of the people of Æliode. Most of these languages have both a written and spoken version, but not all.

For instance, both Drumspeak and Forest echo are language that can only be “spoken” using an instrument. There is no version of the language that can be spoken with vocal cords.

The mother tongue that all these languages come from is Homic. Learning Homic grants knowledge of spoken, written, and performed (in the case of languages such as Drumspeak) of all the below languages.

Table 6-6: Mortal Languages

LANGUAGE	SPEAKER
Aossi	Broken into several dialects such as Huldufólki, Tuathan
Avitian Standard	Most of the world, Humans
Drumspeak	Secret Tongue, Nothri from the Avitian Empire
Fomoire	Fomoire
Forest Echo	Secret Tongue, Elves from Tir Ydrail
Issilini	People who live or do business on the Issian Peninsula
Legendre	Career soldiers in the Avitian Legions
Moon Phase	Secret written language of the Hands of the Waxing Crescent
Ogham	Secret Language of the Druids
Ostyr	People who live or do business on the Ostmen Isles
Risek	Language of the Rigians
Sidhe (Huldufólki)	Tongue of the Sidhe from the Avitian Empire
Sidhe (Dannan)	Language of the Sidhe of Tir Ydrail
Tani	The language of the Empire of the Emerald Vale and the Yökai
Triufir	People who live in or do business with the land of Tir Ydrail

SPIRIT TONGUES

These languages are the main tongues for the different realms of the Grand Monument. While each realm does contain as rich a language tree as Æliode, these are the most dominant. Many of the inhabitants of each realm will understand those who speak in the language of their realm.

There are languages spoken in the different realms than are listed on this chart. Just as in Æliode, different areas in the realms may speak different languages.

This languages on this list reflect the dominant language of that realm. For ease, it is recommended that GMs assume all being who speak a language from one of the below locals understand the language associated with that realm.

Table 6-7: Spirit Languages

REALM TONGUES	SPEAKERS
Hessic	Inhabitants of Tullhessa
Saer	Inhabitants of the world of Saerforn
Tallac	Inhabitants of the world of Talla na Féile
Ihrn	Inhabitants of the world of Ihrfeng

TONGUES OF THE MYSTERIES

While most languages are fairly mundane, the below languages have a more mystical form and function. These languages are the foundational roots to the linguistic trees that sprout from them. Once you learn one of these languages, you gain mystical understanding of all languages that stem from it.

Speakers of Homic, for instance, know all languages, written or spoken, that originate from the mortal plan of Æliode. All the languages found on the Mortal Languages table above are also known. When a Homic speaker speaks Homic, An avitian listener hears the speech as Avitian Standard. One skilled at Homic who looks at text written in Assoi, sees the words transform before their eyes into Homic.

This makes those who know the Vaci language master communicators as they understand all language.

Note: None of these languages may be chosen as a known language unless their class of some other ability specifically allows it. These languages cannot be chosen simply because a class or lineage feature allows a player to

choose a language.

Table 6-8: Mother Tongue Languages

TONGUE	SPEAKERS
Homic	Basis for all the languages of Æliode. You can understand all written and spoken mortal tongues. All who speak a mortal tongue will understand your speech.
Bes	Basis for all animal and plant languages. Animals and plants will understand you.
Lagashi	Mystical language of spirits (angels, demons, etc). You comprehend all the spirit tongue languages.
Vaci	Mystical language that is the foundation of all other languages. You understand the three lesser tongues of the mysteries (Bes, Homic, and Lagashi) and are able to communicate with anything that understands language.

LANGUAGE DESCRIPTIONS

Avitian Standard: This is a human tongue of the Avitian Empire. It is spoken in most areas due to the dominance of the empire. If there is one language that one can expect most people encountered to speak, it is Avitian Standard.

Bes: It is said that all animals and plants, flora and fauna speak the same language. Humanoids lost their ability to understand or even perceive this language once they gained higher sentience. This mother language, Bes, is still used by the beasts and flowers of nature however. Some few humanoids are gifted with the ability to speak this rare and powerful tongue. Of course, the ability to speak a language does not mean what is being said is of any interest to others.

Drumspeak: The Nothri of the Godspine Mountains use rhythms pounded on large drums to communicate to the large numbers of Nothri who once resided in the mountain halls. This secret language is dying out due to a consistent effort of the Avitian Empire. It is considered illegal for a Nothri to use Drumspeak.

Fomoir: Native tongue of the Ostmen Fomoir.

Forest Echo: Forest Echo is a secret language of the Tuathan Sidhe used to send messages over long distances. By running wooden rods around the edges of a series of large metal bowls, ringing tones are produced that can be heard by any in within five miles. The combination of pitches

form the words of the message. While messages can be heard from far away, this method of communicating takes a long time. Any message takes around 30 seconds for each word to be sounded.

Hessic: A dark language from the foundational realm of the Grand Monument. All the demons and spirits who dwell upon the plane of Túlhessa speak this language.

Homic: This mother language is the basis for all languages of sentient creatures on Æliode. Every humanoid tongue has its origin, to some extent, in Homic. Homic's mystical nature allows every humanoid who hears the language to understand what is being spoken. Speakers of Homic also understand all that is said or written in any of the humanoid languages of Æliode.

Ihrn: Ihrn is the most prominent language of the plane of Ihrfeng. Most Djinn speak this tongue or a dialect of it. Some experience sublime or ecstatic epiphany when hearing this language spoken by a true poet of the tongue.

Issilini: This is the native tongue of the Issian Peninsula.

Lagashi: While those native to the realm of Æliode have the mother tongue Homic, as the basis for the languages of the realm, all other realms have been unified by the mother tongue called Lagashi. Mastering this mother tongue allows the speaker to communicate with any sentient creature from the other planes of the Grand Monument as well as many of the minor realms as well. It does not seem to help with the languages of those creatures native to the Expanse.

Legendre: This language is used by soldiers of the Avitian Legions. In addition to its spoken version, Legendre also covers a basic sign language as well as a flag language for long distance communication.. The language is used to convey complex instructions using a fraction of the words needed in other languages. Vocabulary is focused on terms and ideas most needed on a battlefield so it is next to impossible to use this language to convey nonmilitary ideas. Legendre is a secret language only available to Avitian fighters, paladins, rangers, and warriors.

Moon Phase: This secret written language uses a series of shapes similar to the phases of the moon. Different patterns of the symbols reference holy texts known to the Hands of the Waxing Crescent, whose complex messages are able to be transmitted by the metaphors referenced by the phrases drawn in Moon Phase.

Ogham: Based on the portions of the Dannaic Sidhe tongue, Ogham is a powerful secret language taught to all druids. Each letter symbolizes a specific tree and the powers of that tree. While this is a spoken and written language, druids have also taken the arboreal roots of the language to heart. By planting trees that symbolize the letters, druids have written their most secret knowledge upon the face

of Æliode in hallowed groves. Much of the reason a druid will defend their grove so fiercely is because the trees of their grove quite literally contain written invaluable written knowledge and spells.

Ostyr: Weorg and humans from the Ostmen Isles share this language.

Risek: This melodic language is the primary tongue of the people of the Rigan Kingdom. It is noted by linguists for its poetic nature, though many scholars also borrow terms heavily from it for more academic discourse.

Saer: A strangely flowing language spoken by the folk who reside upon the plane os Saerforn.

Sidhe (Dannan): Language of the Sidhe of Tir Ydrail. It is the basis for the Ogham of the druids and human language Triufir. Much like Ogham, it is a series of symbols each symbolizing a tree, vine, or other plant with special significance to the Sidhe. There are some rare letters that symbolize animals that are used in more formal or esoteric speech and writings.

Sidhe (Huldúfólk): This is the language of the Sidhe of the Godspine Mountains. While it shares some with the Tuathan Sidhe, thousands of years has changed most of language's words and syntax.

Tallac: The primary language of the full blooded Sidhe of the plane Talla na Féile. It is the basis of all fey tongues.

Tani: Regularly spoken within the Empire of the Emerald Vale, few outside of this land have leaned to speak this language.

Triufir: Based off of the Tuathan Sidhe language, the language spoken by the human population of Tir Ydrail.

Tani: Regularly spoken within the Empire of the Emerald Vale, few outside of this land have leaned to speak this language.

Vaci: All language was created from one master tongue. This language contains the very concept of communication and some say even thought itself. This powerful, rare, and extremely secret language is called Vaci. This is the language of the gods themselves. If reality were to write a poem, it would do so in Vaci. Those who have mastered the language understand, and are understood by, speakers of all other languages, written and spoken. Knowledge of this language is jealously guarded by the divine as the ability to communicate with all things is considered to great a gift for mortals. It is nearly impossible to learn save for those marked by greatness.

THE AVITIAN SOLDIER'S MARCHING PACK IS THE EPITOME OF MILITARY DESIGN AND LOGISTICS. IT IS OFTEN CALLED THE FURCA AFTER THE POLE UPON WHICH THE GEAR IS STORED UPON. THE STANDARD PACK POLE IS FOUR FEET LONG WITH 25-INCH CROSSBAR ATTACHED NEAR ONE END.

THE AVERAGE FURCA WILL HAVE THE FOLLOWING ATTACHED TO IT DURING A STANDARD MARCH: CLOAK/BEDROLL (ALSO USED AS A PACK FOR LOOSE ITEMS), BOWL, CUP, COOKING POT, A WEEK'S HARDTACK, SALTED MEATS/DRIED FRUIT, FLOUR, A SMALL JAR OF GARUM, SMALL KNIFE, SHAVING KIT, CHANGE OF CLOTHES, FAMILY ICONS, SMALL POUCH OF COINS. OF COURSE EVERY SOLDIER MAKES SURE THERE IS ENOUGH ROOM TO ATTACH TROPHIES WHICH THEY HAVE GAINED DURING THEIR EXPLOITS.

Chapter Seven Equipment



AVAILABILITY

Not every weapon is found in every society. Sometimes this is due to their level of technology, other times it is due to the culture making the most of their local resources. Sometimes its more of a matter of tradition that makes some weapons or armor more commonly produced.

Whatever the reason, the availability of each weapon

and armor type is indicated in the Availability column. If a society is not listed in this column, the item can only be acquired in major cities in that society and the price for the item is four times the listed price.

A: Avitian Empire

O: Ostmen Isles

T: Tir Ydrail

Table 7-1: Weapons

WEAPON NAME	POOR	FAIR	GOOD	MASTERFUL	LEGENDARY
Simple Melee Weapons					
Club	7 cp	1 sp	509 gp	2d4 × 2,000 gp	2d4 × 20,000 gp
Dagger	13 cp	2 gp	680 gp	2d4 × 2,000 gp	2d4 × 20,000 gp
Greatclub	10 cp	2sp	518 gp	2d4 × 2,000 gp	2d4 × 20,000 gp
Handaxe	32 cp	5 gp	950 gp	2d4 × 2,000 gp	2d4 × 20,000 gp
Javelin	3 cp	5 sp	545 gp	2d4 × 2,000 gp	2d4 × 20,000 gp
Light Hammer	13 cp	2 gp	680 gp	2d4 × 2,000 gp	2d4 × 20,000 gp
Mace	32 cp	5 gp	950 gp	2d4 × 2,000 gp	2d4 × 20,000 gp
Quarterstaff	1 cp	2 sp	518 gp	2d4 × 2,000 gp	2d4 × 20,000 gp
Sickle	6 cp	1 gp	590 gp	2d4 × 2,000 gp	2d4 × 20,000 gp
Spear	6 cp	1 gp	590 gp	2d4 × 2,000 gp	2d4 × 20,000 gp
Martial Melee Weapons					
Battleaxe	65 cp	10 gp	1,400 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
Clawed Glove	65 cp	10 gp	1,400 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
Flail	65 cp	10 gp	1,400 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
Glaive	130 cp	20 gp	2,300 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
Greataxe	195 cp	30 gp	3,200 gp	3d4 × 3,000 gp	3d4 × 30,000 gp
Greatsword	325 cp	50 gp	5,000 gp	3d4 × 3,000 gp	3d4 × 30,000 gp
Halbard	130 cp	20 gp	2,300 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
Iwissa	32 cp	5 gp	950 gp	3d4 × 2,000 gp	3d4 × 20,000 gp
Lance	65 cp	10 gp	1,400 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
Longsword	98 cp	15 gp	1,850 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
Main Gauche	3 cp	5 gp	950 gp	3d4 × 2,000 gp	3d4 × 20,000 gp
Maul	65 cp	10 gp	1,400 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
Morningstar	98 cp	15 gp	1,850 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
Pike	32 cp	5 gp	950 gp	3d4 × 2,000 gp	3d4 × 20,000 gp
Rapier	163 cp	25 gp	2,750 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
Scimitar	163 cp	25 gp	2,750 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
Shield	65 cp	10 gp	1,400 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
Shortsword	65 cp	10 gp	1,400 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
Trident	33 cp	5gp	950 gp	3d4 × 2,000 gp	3d4 × 20,000 gp
War Pick	33 cp	5 gp	950 gp	3d4 × 2,000 gp	3d4 × 20,000 gp
Warhammer	98 cp	15 gp	1,850 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
Whip	13 cp	2 gp	680 gp	3d4 × 2,000 gp	3d4 × 20,000 gp

WEAPONS

Weapons in the *Imperiums Campaign Setting* are handled slightly differently than in other settings. There is a greater distinction between what is a magic item and what is a well made, but non-magical weapon. A weapon's quality adjusts its bonuses to attack and damage. An item is magical if

it has an exceptional ability. Instead of weapons being classified as either non-magical, or magical with a +1, +2, or +3 bonus, weapons are only considered magical if they include an exceptional quality such as Flame Tongue or Frost Brand.

Weapons gain bonuses (or penalties) to their attack and damage based upon the quality of their craftsmanship.

Low quality weapons are easily found throughout the

Table 7-1: Weapons

AVAILABILITY	DAMAGE	WEIGHT	PROPERTIES	WEAPON NAME
Simple Melee Weapons				
A, O, T	1d4 bludgeoning	2 LB.	Light	Club
A, O, T	1d4 piercing	1 LB.	Finesse, light, thrown (range 20/60)	Dagger
A, O, T	1d8 bludgeoning	10 LB.	Two-handed	Greatclub
A, Q, T	1d6 slashing	2 LB.	Light, thrown (range 20/60)	Handaxe
A, T	1d6 piercing	2 LB.	Thrown (range 30/120)	Javelin
A, O, T	1d4 bludgeoning	2 LB.	Light, thrown (range 20/60)	Light Hammer
A	1d6 bludgeoning	4 LB.	—	Mace
A, O, T	1d6 bludgeoning	4 LB.	Versatile (1d8)	Quarterstaff
A, O, T	1d4 slashing	2 LB.	Light	Sickle
A, O, T	1d6 piercing	3 LB.	Thrown (range 20/60), versatile (1d8)	Spear
Martial Melee Weapons				
O, T	1d8 slashing	4 LB.	Versatile (1d10)	Battleaxe
A	1d4 slashing	1 LB.	Offhand	Clawed Glove
A	1d8 bludgeoning	2 LB.	—	Flail
A	1d10 slashing	6 LB.	Heavy, reach, two-handed	Glaive
O	1d12 slashing	7 LB.	Heavy, two-handed	Greataxe
T	2d6 slashing	6 LB.	Heavy, two-handed	Greatsword
A	1d10 slashing	6 LB.	Heavy, reach, slashing, two-handed	Halbard
A	1d6 bludgeoning	2 LB.	Light, thrown (range 20/60)	Iwissa
A	1d12 piercing	6 LB.	Reach, piercing	Lance
A, O, T	1d8 slashing	3 LB.	Versatile (1d10)	Longsword
A	1d4 piercing	1 LB.	Finesse, light, offhand	Main Gauche
A, O	2d6 bludgeoning	10 LB.	Heavy, two-handed	Maul
A	1d8 piercing	2 LB.	—	Morningstar
A, O, T	1d10 piercing	18 LB.	Heavy, reach, two-handed	Pike
A	1d8 piercing	2 LB.	Finesse	Rapier
A	1d6 slashing	3 LB.	Finesse, light	Scimitar
O, T	1d6 bludgeoning	6 lb.	Offhand	Shield
A, O, T	1d6 piercing	2 LB.	Finesse, light	Shortsword
A	1d6 piercing	4 LB.	Thrown (range 20/60), versatile (1d10)	Trident
A	1d8 piercing	2 LB.	—	War Pick
A, O	1d8 bludgeoning	2 LB.	Versatile (1d10)	Warhammer
A, O, T	1d4 slashing	3 LB.	Finesse, reach	Whip

WEAPON NAME	POOR	FAIR	GOOD	MASTERFUL	LEGENDARY	AVAILABILITY
<i>Simple Ranged Weapons</i>						
Crossbow, light	162 cp	25 gp	2,750 gp	2d4 × 2,000 gp	2d4 × 20,000 gp	A
Dart	1 cp	5 cp	505 gp	2d4 × 1,000 gp	2d4 × 10,000 gp	A, O, T
Shortbow	162 cp	25 gp	2,750 gp	2d4 × 2,000 gp	2d4 × 20,000 gp	A, O, T
Sling	1 cp	1 sp	509 gp	2d4 × 2,000 gp	2d4 × 20,000 gp	A, O, T
<i>Martial Ranged Weapons</i>						
Blowgun	65 cp	10 gp	1,400 gp	4d4 × 2,000 gp	4d4 × 20,000 gp	A
Crossbow, hand	488 cp	75 gp	7,250 gp	4d4 × 3,000 gp	4d4 × 30,000 gp	A
Crossbow, heavy	325 cp	50 gp	5,000 gp	3d4 × 3,000 gp	3d4 × 30,000 gp	A
Longbow	325 cp	50 gp	5,000 gp	3d4 × 3,000 gp	3d4 × 30,000 gp	T
Net	7 cp	1 gp	590 gp	3d4 × 2,000 gp	3d4 × 20,000 gp	A, O

world. Higher quality weapons become more difficult to acquire as the quality of material, the cost of the materials, and the expertise required to craft the weapons, increases.

WEAPON QUALITIES

There are five different qualities of weapons that replace the bonuses granted to weapons from magic. These are Poor, Fair, Good, Masterful, and Legendary.

Poor. This weapon is made from the poorest of materials, crafted by a beginner apprentice, or it has fallen into disrepair for so long that it cannot be fully repaired. The average blacksmith or carpenter in even the smallest hamlet is capable of making items of this quality.

When rolling damage for this weapon, roll two of the same damage dice and use the lower amount rolled.

Fair. This weapon is made from standard quality materials by an average craftsman. The crafter must have been trained in weaponsmithing or at least have attained an advanced level of apprenticeship. While such crafters are

fairly common, it is possible that small settlements may not have the resources or need to have someone with this skill.

You have no bonuses nor penalties to your attack or damage rolls.

Good. Weapons of this quality are made from higher quality steel, fire-hardened wood, or other remarkably prepared materials. It likely was crafted by an expert who has spent their life making weapons of this type. A fully trained professional weaponsmith with easy access to material is required. In any society, there are probably 100 to 200 such trained individuals spread across the land, most of which have sold their services to military commanders, noble houses, or wealthy merchants.

You gain a +1 bonus to your attack and damage rolls.

Masterful. Weapons of this quality are made by masters of their craft who have spent months of dedicated effort. They have worked with incredibly rare materials such as silver mined under a full moon, or wood from a Sidhe tree. Cultures generally produce a dozen or so crafters of such quality items. The items, as well as the crafters, are considered treasures and they are sought after by the powerful and wealthy alike. Those seeking such artistry must be ready to spend a noble's ransom to acquire such items should they ever reach the open market.

You gain a +2 bonus to your attack and damage rolls.

Legendary. These weapons are created only by the devotion of a master crafter dedicating months or years of their life to the construction of this single item. Metals are drawn from legendary sources such as starmetal or pieces of the pillars of the Grand Monument itself. Crafters who have the skill to work these materials show up once in a generation. A culture may have only one or two artisans capable of making weapons of this calibre, and they never work for pay alone. These items are given individual names and are often forged for specific goals. They are destined to



DAMAGE	WEIGHT	PROPERTIES	WEAPON NAME
Simple Ranged Weapons			
1d8 piercing	5 LB.	Ammunition (range 80/320), loading, Two-handed	Crossbow, light
1d4 piercing	1/4 LB.	Finesse, thrown (range 20/60)	Dart
1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed	Shortbow
1d4 bludgeoning	—	Ammunition (range 30/120)	Sling
Martial Ranged Weapons			
1 piercing	1 LB.	Ammunition (range 25/100), loading	Blowgun
1d6 piercing	3 LB.	Ammunition (range 30/120), light, loading	Crossbow, hand
1d10 piercing	18 LB.	Ammunition (range 100/400), heavy, two-handed	Crossbow, heavy
1d8 piercing	2 LB.	Ammunition (range 150/600), Heavy, two-handed	Longbow
—	3 LB.	Special, thrown (range 5/15)	Net

become fodder for dozens of tales and poems chronicling their deeds.

You gain a +3 bonus to your attack and damage rolls.

NEW WEAPONS AND WEAPON PROPERTY

Below are several new weapons, as well as an additional property that some weapons may have:

WEAPON PROPERTY: OFFHAND

Weapons with the Offhand property have an additional level of proficiency available. If you train for proficiency in the weapon's Offhand property, you gain access to this ability. Training lasts 250 days and costs 250 gp, however your GM may adjust either the length of training or cost.



Once you have gained proficiency, use of that weapon will grant you a +1 to your armor class. Additionally, when you hit with your main weapon attack, you will add damage to the roll based on the damage die of the offhand weapon.

WEAPON DIE	ADDED DAMAGE
D4	+1
D6	+2
D8	+3

Clawed Glove. This gauntlet has been enhanced to include sharp talons along the fingertips. These “claws” allow the wearer to make lethal attacks with their hand without worrying about being disarmed.

Iwissa. This club-like weapon can be used effectively both as a close-quarters weapon and a ranged weapon. Oftentimes it is used as a walking stick when a weapon isn't called for.

Main Gauche. While somewhat similar in appearance to a dagger, those with a knowledge of weaponry will quickly see the differences between the fine cutting edge of a combat dagger and the more protective nature of the main gauche blade and hilt. This blade is commonly used in combination with a rapier by bravos and sword duelists of the noble classes or those wishing to be confused with such.

Shield. Though many warriors in the early days of their training believe the shield is purely a weapon of defense, in the hands of a practiced combatant the shield is a destructive weapon in its own right. A well timed block may place the shield in perfect striking position. And the iron bounds edges of a well made shield can break bones or strip flesh from an unprotected area quite effectively.

Table 7-2: Armor

ARMOR NAME	POOR	FAIR	GOOD	MASTERFUL	LEGENDARY
<i>Light Armor</i>					
Padded	32 cp	5 gp	950 gp	2d4 × 2,000 gp	2d4 × 20,000 gp
Leather	65 cp	10 gp	1,400 gp	2d4 × 2,000 gp	2d4 × 20,000 gp
Studded leather	292 cp	45 gp	4,500 gp	2d4 × 2,000 gp	2d4 × 20,000 gp
<i>Medium Armor</i>					
Hide	65 cp	10 gp	1,400 gp	3d4 × 2,000 gp	3d4 × 20,000 gp
Chain shirt	325 cp	50 gp	5,000 gp	3d4 × 2,000 gp	3d4 × 20,000 gp
Scale mail	3235 cp	50 gp	5,000 gp	3d4 × 2,000 gp	3d4 × 20,000 gp
Breastplate	2,600 cp	400 gp	4,000 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
Half plate	4875 cp	750 gp	7,500 gp	4d4 × 2,000 gp	4d4 × 20,000 gp
<i>Heavy Armor</i>					
Ring mail	195 cp	30 gp	3,000 gp	3d4 × 3,000 gp	3d4 × 30,000 gp
Chain mail	488 cp	75 gp	7,500 gp	3d4 × 3,000 gp	3d4 × 30,000 gp
Splint	1,300 cp	200 gp	2,000 gp	4d4 × 3,000 gp	4d4 × 30,000 gp
Plate	9,750 cp	1,500 gp	15,000 gp	4d4 × 3,000 gp	4d4 × 30,000 gp
Shield	65 cp	10 gp	1,400 gp	4d4 × 2,000 gp	4d4 × 20,000 gp

ARMOR

Armor in the *Imperiums Campaign Setting* is handled slightly differently than in other settings. Armor with a +1, +2, or +3 bonus to armor class are not considered to be magical but instead are a high quality version of the armor. Qualities such as Invulnerability or Resistance cause a piece of armor to be considered “magic”.

ARMOR QUALITIES

There are five different qualities of weapons that replace magic armor. These are Poor, Fair, Good, Masterful, and Legendary.

Poor. This armor is made from the poorest of materials, crafted by a beginner apprentice, or it has fallen into disrepair for so long that it cannot be fully repaired. The average blacksmith or carpenter in even the smallest hamlet is capable of making items of this quality.

Fair. This armor is made from standard quality materials by an average craftsman. The crafter must have been trained in weaponsmithing or at least have attained an advanced level of apprenticeship. While such crafters are fairly common, it is possible that small settlements may not have the resources or need to have someone with this skill.

You have no bonuses nor penalties to your attack or damage rolls.

Good. Armor of this quality are made from higher quality steel, fire-hardened wood, or other remarkably prepared materials. It likely was crafted by an expert who has spent their life making weapons of this type. A fully trained professional weaponsmith with easy access to materials is required. In any society, there are probably 100 to 200 such trained individuals spread across the land, most of which have sold their services to military commanders, noble houses, or wealthy merchants.

You gain a +1 bonus to your AC while wearing this armor.

Masterful. Armor of this quality is made by masters of their craft having spent months of dedicated effort. They have worked with incredibly rare materials such as silver mined under a full moon, or wood from a Sidhe tree. Cultures generally produce a dozen or so crafters of such quality items. The items, as well as the crafters, are considered treasures and they are sought after by the powerful and wealthy alike. Those seeking such artistry must be ready to spend a noble's ransom to acquire such items should they ever reach the open market.

You gain a +2 bonus to your AC while wearing this armor.

Legendary. These armors are created only by the devotion of a master crafter dedicating months or years of their life to the construction of this single item. Metals are drawn

Table 7-2: Armor

AVAILABILITY	ARMOR CLASS	STRENGTH	STEALTH	WEIGHT	ARMOR NAME
Light Armor					
A, O, T	11+ Dex modifier	—	Disadvantage	8 lb.	Padded
A, O, T	11+ Dex modifier	—	—	10 lb.	Leather
A, O	12+ Dex modifier	—	—	13 lb.	Studded leather
Medium Armor					
A, O, T	12+Dex modifier (max 2)	—	—	12 lb.	Hide
A, O, T	13+Dex modifier (max 2)	—	—	20 lb.	Chain shirt
A, O, T	14+Dex modifier (max 2)	—	Disadvantage	45 lb.	Scale Mail
A, O	14+Dex modifier (max 2)	—	—	20 lb.	Breastplate
A	15+Dex modifier (max 2)	—	Disadvantage	40 lb.	Half plate
Heavy Armor					
A	14	—	Disadvantage	40 lb.	Ring mail
A, O	16	Str 13	Disadvantage	55 lb.	Chain mail
A	17	Str 15	Disadvantage	60 lb.	Splint
A	18	Str 15	Disadvantage	65 lb.	Plate
A, O, T	2	—	—	6 lb.	Shield

from legendary sources such as starmetal or pieces of the pillars of the Grand Monument itself. Crafters who have the skill to work these materials show up once a generation. A culture may have only one or two artisans capable of making weapons of this caliber, and they never work for pay alone. These items are given individual names and are often forged for specific goals. They are destined to become fodder for dozens of tales and poems chronicling their deeds.

You gain a +3 bonus to your AC while wearing this armor.

TOOLS

Demonologist Toolkit. This kit contains a variety of holy symbols, religious texts, and minor relics used by demonologists in their battle against demonic possession.

Proficiency with this kit allows you to use your passive Insight or Perception to notice if someone is undergoing a possession attack. In addition, these tools will allow you to add your proficiency bonus to any ability check made to defend against a possession attack. This bonus applies to attacks against you or against others. See page 188 for more details on possession.

Hedge Magician's Toolkit. This kit contains a variety of instruments such as small sharp knives, mortar and pestle,





DEAN SPENCER

powders, reagents, and vials used by hedge magicians to harvest and preserve fragile mystical materials.

Proficiency with this kit, in addition to proficiency with the Practical Magic skill, allows you to create magical items from rare plant, animal, or spiritual matter.

Legionnaire's Toolkit. This kit contains a variety of poles, packs, pots, and bedroll used by Avitian Legionnaires to move large amounts of gear over long distances and make camps quickly when they get there.

Proficiency with this kit allows you to either carry 25% more equipment than you normally could or travel 25% faster overland while carrying a normal load. In addition, these tools will allow you to add your proficiency bonus to any ability check relating to setting up or guarding a camp of up to four people.

Odr Ritual Toolkit. This kit contains all the vials, poisons, tattoo needles, ink, and ingredients required by a devotee to the god Odr to communicate with spirit animals. They may speak to their own guide, or identify and communicate with someone else's spirit guide, as long as that person is within 5 feet.

Proficiency with this kit allows you to add twice your proficiency bonus to any survival roll to avoid the dangers of the Expanse during rest and travel. See page 200-203 for more details.

Additionally, they user may add this proficiency bonus to any Nature roll pertaining to identifying beasts, plants, or the potential dangers of a non-urban environment.

Travel Shrine. This kit is a 1 foot by 2 foot wooden box complete with a lock. Inside contains all the holy symbols, small texts, candles, icons, and other items used by holy people during prayer and rites. The kit is an icon for the society or its origin. It provides a circle of faith and helps solidify the boundaries of reality in the distant lands in danger of temporary slips into the Expanse.

Proficiency with this kit allows you to add twice your proficiency bonus to any survival roll to avoid the dangers of the Expanse during rest and travel. See pages 200-203 for more details. The kit also grants you an additional 5% chance to successfully perform a Rite or Ritual. (See pages 207 and 208)

Traveler's Toolkit. This kit contains an ingeniously designed poncho, with several feet of cord and semi flexible wooden rods hidden within. The poncho itself has many clever folds and sealable arm and ventilation gaps which allows the single garment to be adapted for many different climate and weather conditions. It is reversible as well with a light side and a dark side. There is even a built in water proof "backpack" pouch to help carry gear.

Using the cords and/or rods allows the garment to be

transformed into different camp structures. By using the cords, the cloth can be made into a two-person hammock with an optional "roof". Using the rods and the cords with the completely unfolded cloth will make a four-person tent.

Proficiency with this kit allows the garment in any form, poncho, hammock, or tent, to be completely water-proof and it negates the dangers of extreme natural heat and cold. You also may add your proficiency to any roll pertaining to surviving weather extremes and setting up or tearing down campsites.

Without expert training, however, the garment will quickly turn into an unwieldy mass of cloth that provides no benefit and may even impede movement.

Tristes Marking Toolkit. The marking kit of the Tristes contains many herbs, powders, inks acids, and various small knives, quills, and vials. In the hands of one experienced in their use, these tools can be used to create a grand variety of inks, etching acids, and other liquids or gels which can mark nearly any mundane material in nearly any way imaginable.

Inks of any color can be created that may be used to write upon any surface. This includes inks that are only visible under unique circumstances, such as the presence of a ceratin type of light or when viewed by a specific creature type.

Acids can be quickly mixed that will allow writing to be etched into the surfaces of stone, metal, or even living material without permanently harming that which is being writ upon.

Proficiency with this kit allows you to add twice your proficiency bonus to any roll related to writing or drawing upon an item. This bonus is also applied to any attempts to hide the message by use of "invisible inks" or other similar methods of hiding script.

ITEM	COST	WEIGHT
Demonologist Toolkit	40 gp	3 lb.
Hedge Magician's Toolkit	50 gp	7 lb.
Legionnaire's Toolkit	20 gp	35 lb.
Odr Ritual Toolkit	10 gp	5 lb.
Traveler's Toolkit.	35 gp	4 lb.
Tristes Marking Toolkit.	35 gp	3 lb.

THERE ARE FEW MOMENTS, FEW INDIVIDUALS, WHOSE INFLUENCE WILL GUIDE THE COURSE OF GODS, WHOSE PRESENCE SHIFTS THE PATH OF NATIONS, OR WHOSE PRESTIGE HOLDS SWAY OVER THE GATES BETWEEN THE VERY GATES OF LIFE AND DEATH. HOWEVER, EACH OF US ARE PRESENTED WITH, AS WE WONDER THROUGH THE PASSING OF DAYS, MANY MOMENTS WHERE THE WEIGHT OF OUR SOULS MIGHT GUIDE THE SMALL AFFAIR. AND WITH EACH CONVERSATION, WITH EACH INTERACTION, THE ACCUMULATION OF OUR ACTIONS, OR WHAT THE MOURNFUL SAGES CALL OUR PERSONA DE ACCRETIV, MANIFESTS UPON THE SPHERES, BE WE PRESENT OR NOT.

Chapter Eight

Wielding Influence



Many times during play, situations will arise when players encounter an NPC who needs to be convinced of important information. Often the situation is resolved by a single social skill roll. At times this can feel anticlimactic as one botched die roll can ruin the encounter. Additionally it limits players around the table from working together and using more than just the roll of the character with the highest Persuasion total.

Likewise, it is not uncommon for players around the table to be discussing their beliefs about what should be their next course of action and the game stalls because the players cannot be convinced that their chosen course of action is not “the best.” Not only does this take time away from playing, but all too often the case is won by the player with the best skill in persuasion winning even though the character’s skill might line up differently. Sometimes people get frustrated and it is hard to get back into the excitement of the story at hand. Sometimes a resolution is handled by a “who rolls highest” way of deciding the issue, but this can also be anticlimactic.

It is for just these cases that players and the GM may wish instead to use an influence encounter. The influence mechanics aims to add a degree of excitement as well as roleplaying opportunities to important social interactions. They also lessen the effect one bad roll of the dice has upon the result of intense or complex negotiations and discussions. Players are also able to call for an influence encounter in order to resolve issues at the table in an exciting and entertaining way.

Influence is not meant to be used for everyday simple social interactions. For instance, negotiating the price of a sword with a merchant or bluffing your way past a guard should still use the standard Persuasion and Deception checks. Influence is only called for when the stakes are high. Convincing a lord that they should accept the Emperor’s peace terms, proving to the captain of the guards that your group was not responsible for the theft of a merchant’s jewels, or negotiating with the general of a legion to spare your village from attack.

Influence encounters also allow for more dramatic play even in combat situations. By using the Duel and Iaijutsu versions, a player’s final encounter with their nemesis can take on added levels of excitement and tension.

The Possession encounters add a level of uniqueness to encounters that are not well represented by spells or abilities that rely on dominating or charming an opponent. It also allows for players who are not users of magic to have more to contribute to these type of encounters.

Overall, these options allow for special and more meaningful encounters when a story calls for them, without adding large levels of complexity.

There are many situations in which influence can be wielded. Influence works well to resolve conflict in several types of social encounters: discursive conflicts between player characters and non-player characters, conflict resolution between player characters, spiritual possession of a character, highly ritualized duels, and “wild-west”-style duels.

DISCOURSE RESOLUTION BETWEEN PCs AND NPCs

Players often find themselves at odds with the other inhabitants of the world, and sometimes it’s just not possible to solve the issue with a blade. Perhaps they are being tried for a crime by a judge and jury, or seeking to convince a warlord to hold back their armies. Sometimes these conflicts are intimate, held between two adversaries huddled quietly beside a table in the back of an inn. Other times, influence is wielded in full view of hundreds of onlookers, the crowd’s loyalty hanging in the balance.

Discourse typically represents the parties arguing and negotiating over a series of minutes to hours. In most cases both sides remain to argue their side till they’ve reached a resolution. Sometimes, however, the discourse represents discussion occurring over a series of days, as both sides present their arguments using elaborate displays or gathering witnesses testimonies. Discourse takes as long as required by the situation.

The same format may be used to resolve conflicts between PCs.

DUEL

While some dueling follows complex rituals and traditional rules created by past generations, other duelists approach the activity with a bit more roguish panache and devil-may-care attitude. These duels rarely have agreed-to terms and almost anyone can choose to enter into the duel. These duels are not spiritual affairs as the Iaijutsu duels below are, they are much more free-form.

These are the duels that occur on the city square at high noon. They are the challenges between desperadoes who live on their ability to quick-draw a weapon and drive it into the heart of their enemy. Oftentimes, these duels begin on the spur of the moment between two highly incensed enemies, perhaps over cheating in a game of chance or a perceived slight.

While this duel is basically combat, it can be used for encounters where the standard combat rules do not reflect the theme of the encounter very well.

The duel follows the same format as the other types of influence; however, the results feed directly into a combat encounter that must immediately follow. When a character engaging in a duel reaches a 0 resolve, the duel activates and attacks are immediately resolved.

The loser of the duel may make an attack roll against their opponent and deal damage as usual.

The winner of the duel automatically hits with their attack. Additionally, the winner will multiply the damage roll of their weapon by the number of resolve points they have left.

Only the damage from a weapon's damage die is multiplied. Additional bonuses due to ability scores, special abilities such as backstabbing, or additional damage dice from poison or the like are not multiplied. They are added after the weapon damage is calculated.

For example, Flann the sorcerer has engaged in a duel with a member of the Culling. Flann reduces his opponent's resolve to 0, while his own resolve is reduced to 6.

Flann would normally roll a 1d6 and add +2 to the result due to his strength. However, by winning the duel, his damage is much higher. Flann rolls a 4 on his d6. He then multiplies the damage on this roll by his remaining resolve score (which is 6) for a result of 24. Flann then adds his +2 strength bonus to this result bringing his total damage done up to 26 points of damage.

Since the multiplier is the amount of the winner's Resolve when their opponent's is reduced to zero or lower, a character engaged in a duel may make tactical choices that may keep their own resolve high as well as reduce the resolve of their opponent. After all, if Flann was able to reduce his opponent to 0 and keep his resolve at 10 instead of 6, he would have done 42 points of damage as a result of winning the duel instead of 26.

LAIJUTSU

Iaijutsu is a formalized weapon duel between two individuals with a pre-agreed loss condition in place. Those engaged in the duel agree on the winning conditions of the duel. Once the duel is completed, whatever the agreed-to conditions were, occur.

As the duel progresses, the parties engaged in the encounter choose stances to best position themselves to strike their opponent and strive to conquer their inner fears and doubts. The clear mind will always triumph over the noisy mind.

Engaging in this mental duel, the combatants weaken each others' resolve till one breaks. The duelist who loses all their resolve pulls their weapon with a clouded mind and, therefore, initiates a flawed attack. The winner of the duel, however, reads their opponent's will and, being of clear mind, is able to out-draw their opponent. If the duel includes a losing condition involving a weapon strike, the strike lands perfectly.

It is possible for both parties of the duel to lose all their resolve in the same round. If this occurs, both parties draw at the same instant and both must endure the consequences as though they had lost.

These conditions always relate directly to the encounter itself. Below are examples of acceptable conditions that can be the result of a Iaijutsu duel:

- First Draw
- First Hit
- First Blood
- A percentage of hit point damage
- An agreed-upon die of damage to a stat
- Death

The loser of the Iaijutsu encounter immediately receives the condition that was agreed to. If both parties agree to risking 50% of their hit point total, the loser will take that damage from the resulting duel strike. If the parties agree to risking 2d6 charisma damage, losing the duel temporarily shatters their social standing and they take that damage.

If both parties agree to death as the losing condition, then the loser will immediately die as a result of losing the duel. If death is chosen, the loser does not make any death saves; they are immediately killed. With the high potential cost of a duel to the death, few engage in such duels.

Some duelists attach additional conditions as part of an Iaijutsu duel. For instance, the duel itself may have a loss condition of "First Blood". But the duelists may agree to the additional condition that the one who draws first blood may remain in the village while the loser must leave.

Additional conditions are not automatically enforced by the duel as the primary loss conditions are. Losing the above duel means the loser must have a scratch which bleeds. However, if they choose not to honor the further agreement that they must leave town because they were scratched, they are able to make that choice.

This of course may have other consequences in the game as word spreads of their untrustworthiness.

While many engage in Iaijutsu duels using swords, this is not a requirement. Many cultures allow different weapons to be used. Some cultures require that both duelists use the same type of weapon while others allow for each duelist

to choose their own weapon. These details are agreed to before the duel occurs.

While the tactics below represent the duel as understood by those from the Emerald Vale, most cultures have a formalized set of rules for ceremonial duels. Though the name of the duel and tactics may vary from area to area, the format remains the same. This makes it possible for the Avitian Centurion to understand and engage in an Iaijutsu duel with an Ostmen berserker.

POSSESSION

A Possession is a long-term conflict between a host and an invasive spirit that is trying to take over the host's body for its own uses.

An invader might be an undead intelligence trying to free its physical form from a sealed chamber, a slain paladin trying to protect his daughter from beyond the grave, or a fey lord trying to teach a lesson to the pompous merchant who insulted his wife. Or a Possession could be a solitary affair, representing a hero's attempt to stave off lycanthropy, a long-buried alter ego, or a previous incarnation as a despot tyrant.

Possessions are resolved slowly. A rapid possession might involve a nightly visit from the invading spirit, a slower possession might occur during the three nights of the full moon, and a slow possession could occur only during lunar eclipses. At the end of the possession, either the invader is expelled or the host's mind is taken over, reducing the original host to "invader" status. If the original host fails again, their psyche is shattered and their soul moves on to a limbo dimension, unaware of who it was or what occurred.

Effects of Possession. Possession attacks have several additional mechanics that are not present in the basic Discourse resolution use of Influence.

Attack Pacing. As mentioned above, a possession attack is resolved more slowly than other attempts to wield influence. A specific possession round occurs only one a day. Once per day, the attacker or defender may choose to advance a specific possession engagement. Either side may choose to begin the engagement. Once the encounter is complete, neither side may choose to reengage in that specific possession for 24 hours. They may, however, engage in other possession attacks.

Depending on the attack, the GM may choose to allow possession attacks to occur more frequently, but this should be the exception.

Range of Attack. The initial attack between a spirit attempting to begin a possession and their target must

occur while the two parties are in line of sight and within 60 feet of each other. If the initial attack by the spirit instigating possession is successful, the spirit "hooks" the soul of their target. Once hooked, future possession attacks may be made at any distance.

While the attacks may be made at any distance, this does not mean either side is aware of the location of their opponent, nor are they able to gain any insight in to their thoughts or actions.

Optional: Conflict Resolution Between Two Player Characters

There comes a time when players at a table cannot agree to take on the same course of action. One player wishes to storm the gates of the city with axes and fire, while another wishes to sneak over the walls in the dead of night.

In these cases, when it seems that the players are deadlocked and cannot convince each other of what to do, exerting influence can be a more speedy way to resolve the issue. Instead of the players challenging an enemy within the game, they challenge each other. Whoever wins influence, wins the discussion.



THE FOUR PHASES OF WIELDING INFLUENCE

Wielding Influence is divided into four separate phases: Declaration of Intent, Determination of Resolve, The Conflict, and Resolution. By the end of the fourth phase, the opponents will arrive at a resolution to their conflict.

PHASE ONE: DECLARATION OF INTENT

In this phase, both sides first will declare what it is they want to win in the conflict. Their Intent must be a single concise and clear sentence that makes a positive claim. This is what the player would like and it is specifically what is in contest.

A Declaration of Intent could be as simple as “The party will go to the village to save the magistrate.” Other examples of good Intents are “You will give us enough guards to defend the inn from the orc attack” or “I wish to possess the longsword +2 we just found.” Each of these statements are clear, precise, and easily understood.

Advice

As in standard conflicts, both sides of a possession must declare their intent. In most cases, the possessing spirit will chose to take control of a character’s body in order to perform a specific action. This action must be completed within 24 hours of the possessing spirit having gained control.

Whether the character is aware of what happens during the possession is up to the GM.

An example of a badly worded Intent might be “The party will go to the village, drink at the inn all night, and then visit my mother, then question the guards, then fight some Fomoi, and then rescue the magistrate.” This would be a badly worded Intent as even though it is a clear plan, it is excessively wordy. Another poorly worded Intent might be “I get to have the stuff.” This Intent is too open-ended as it is not clear what “stuff” the character actually wants nor how long the player’s call of “dibs” would last.

After the Intent is decided on, both parties must write down the exact words of the Intent and place it face up on the table. This way everyone is clear about what is at stake.

Both parties must then agree to the stakes involved. If the stakes are not agreed to the parties may revise their Intents until they are agreeable. A side cannot be forced to take part of in Influence encounter if they do not wish.

PHASE TWO: DETERMINATION OF RESOLVE & WIT POINTS

Every participant in a conflict or argument has only a limited ability to argue their side. They also have a limited amount of patience and self-assurance to defend these convictions before they are mentally drained. These are represented by a character’s Resolve and Wit Points.

Advice

Should you wish to enhance the fatigue brought on by a prolonged possession, consider applying possession results to other influence attempts. You may wish to start each influence conflict with the possessed individual’s Resolve Point total reduced by the number of resolve points lost from possession. The longer a possession continues, the less the possessed is able to resist even nonmystical influence.

Resolve Points. Resolve Points are used to measure how strong an argument is as well as the mental constitution of the character defending the argument. Once these points reach zero or lower, either the argument is discredited or the character loses the will to defend it. In either case, losing your Resolve Points in an influence encounter is the path to losing the Intent you are fighting for.

An argument’s Resolve Points are determined by a character’s mental ability scores. Use the following equation to calculate and argument’s Resolve Points:

$$\text{RP} = (\text{Wisdom score} + \text{Intelligence score} + \text{Charisma score})/2$$

Wit Points. Both sides also receive a number of Wit Points in a Wit Point Pool equal to twice their proficiency bonus. Wit Points represent the character’s ability to think on their feet and outmaneuver their opponent. These points may be spent over the course of the entire encounter and there is no limit to the number of points that can be spent in a single round.

The player roll 1d4 for each point spent. The total rolled is a bonus to either their attack or their defense. This will allow the player to adjust their attack and/or defense giving them an edge for that round.

If multiple points are spent, some points may be applied to the attack and other points to the defense. The player states how many Wit Points they wish to apply to their attack roll and defense before rolling. Once they have decided how many points they wish to spend on their Attack, they roll 1d4 per point, total the numbers, and this becomes a bonus to their attack roll. Likewise, when they are attacked, they will roll 1d4 for each Wit Point spent and add it to their Defense Bonus.

Character Level	Available Wit Points
1-4	4
5-8	6
9-12	8
13-16	10
17-20	12

PHASE THREE: THE CONFLICT

The Conflict Phase is where the action really takes place in an Influence encounter. Now that the stakes are agreed to and the strength of the argument has been determined, it's time for the two sides to see who the better is.

The Conflict Phase is divided into four stages: Tactic Choice, Tactic Reveal, Speech, and Tactic Resolution. These stages are repeated until at least one side has 0 or fewer Resolve Points.

Stage One: Tactic Choice

At this stage, both sides will decide what tactic they wish to use. This tactic is written down in secret on a piece of paper or a note card. There are nine different tactics which may be chosen. Each tactic uses a different skill and has a different difficulty depending upon the tactic their opponent has decided to use. Each tactic also provides a different amount of defense as well as being able to do a different range of damage to their opponent's argument.

The choosing of which tactic to use is very strategic. For example, if you know that your opponent does not have a very high Charisma, the chance of success may be high if you choose to use the Dialectics tactic even though your Investigation skill might not be as high as your other skills. If you have a healthy reserve of Resolve Points and your opponent's are close to 0, you might choose to use a tactic which may do more damage to your opponent's argument but provides less of a defense, in the hopes of defeating your opponent quickly.

Each tactic has five different components that determine how the tactic is used while Wielding Influence. These components are the following.

Skill Used: This is the skill the speaker will roll to determine the effectiveness of the tactic

Difficulty: This is the number which the speaker will need to match or beat with their skill check in order to successfully use that tactic. The target's defense bonus is determined by the tactic the speaker's opponent chose in this bout. This is added to the opponent's indicated ability modifier and a base of 8.

Defense Bonus: This number is added to the difficulty that the opponent will have to meet or exceed with their skill check.

Damage: If the tactic is successful, this is the amount of damage done to the opponent's Resolve Point total.

Speech: This is a guide to the type of roleplaying the tactic simulates.

Using the same tactic repeatedly is less effective as an opponent begins to expect the tactic and is better able to counter it. A player choosing the same tactic for more than two consecutive rounds is at disadvantage when determining the tactic's success.

Stage Two: Tactic Reveal

At this stage both sides will reveal what tactic they have written down on their note card. Once revealed, the tactic can't be changed.

Stage Three: Speech

At this stage the players take turns roleplaying the speech that goes along with their chosen tactic. A couple sentences is usually all that is needed.

If a player provides an exceptionally strong argument, or roleplays their speech particularly well, the GM can choose to award the player with either advantage on their ability check or impose disadvantage on the opponent's check. They can only receive one or the other, not both.

Stage Four: Tactic Resolution

At this point it is time to see how well-chosen the tactic was. Determine the DC for your skill check and then see if your skill check meets or exceeds that DC. If you roll lower than the DC, then did perform the tactic well enough to weaken your opponent's argument. If any Wit Points are being spent during this bout, they must be spent before either side rolls their skill check.

If your skill check meets or exceeds the DC, you have successfully used your tactic and your opponent's argument is all the weaker for it. Roll the damage die indicated by the tactic you used and remove that many Resolve points from your opponent's Resolve Point total.

Remember, choosing the same tactic for more than two consecutive rounds means your roll is at disadvantage.

If neither side has been reduced to 0 or fewer Resolve Points, both sides will go back to stage one; choose new tactics and engage in another bout. If at least one side has been reduced to 0 or fewer Resolve Points, the conflict is concluded and phase four begins.

PHASE FOUR: THE RESOLUTION

All conflicts must come to an end and this phase is where the result of the Influence encounter is determined.

The side which has lost all of their Resolve Points is considered to either have been convinced of the opposing view or they have lost the will to continue the conflict and concede. The side who still has Resolve Points is the winner and the Intent they put forth in Phase One will be acted upon.

Once the resolution has been reached, no more discussion will change the outcome and all parties involved in the encounter must fulfill the terms of the winning Intent. If the losing side wishes to ignore the result and try to bring about their losing intent, physical combat is the only course of action left open to them.

However, if the winning side of the encounter is reduced to less than half of their Resolve Points during The Conflict, their win is not so clear cut. In this situation the winning side must give some concession to the losing side for having weakened the winning argument. A concession will not change the result of the winner's Intent, but the winner must give something to the opposing side.

Advice

Winning an Influence encounter does not mean the victor will get exactly what they want without repercussions. Sure, the victor may have convinced the magistrate of the village that she should step down and allow the victor to take over the town, but others might need convincing as well. The captain of the guards may not see the validity of the claim, and the merchants in town may prefer the old magistrate to the silver tongued newcomer. Just as in defeating a foe with physical combat, sometimes others may step in and challenge a victor.

For example, if the winner's Intent is "The party will go to the village to save the magistrate", they might concede that after the party goes to the village and an attempt to save the magistrate is made, the winning side will back the

losing side's decision to where they will go next without any argument.

AN EXAMPLE OF PLAY

The paladin Roland stands face to face with an imp who is poised to strike his son in the neck with his poisoned tail.

Roland's Intent: "The imp releases my son."

Imp's Intent: "Roland attacks."

The imp's intent is sinister indeed—if he can lure Roland into attacking him, then his son's blood will be on his hands. The player and the DM agree to these stakes, and the influence encounter begins.

Roland's RP: *Wisdom (13) + Intelligence (9) + Charisma (15) / 2 = 18*

Imp's RP: *Wisdom (7) + Intelligence (12) + Charisma (14) / 2 = 19*

Roland is a paladin but not particularly cunning. The imp has a slight edge in his resolve.

Roland: Intimidation +4, Persuasion +3, Deception +2, Investigate -1, Insight +3; Wit Points: 4

Imp: Intimidation +4, Persuasion +4, Deception +6, Investigate +3; Wit Points: 4

Roland is a fifth-level paladin, and imps have three HD. Whenever one or the other spends a Wit Point, they will add +1d4 to either their skill roll or their defense bonus.

ROLAND: Leave him alone! This battle is between us!

IMP: You expect mercy from one of my kind? Laughable.

Roland has made a Point, while the imp has attempted to Dismiss his argument. Roland makes a DC 12 Charisma (Persuasion) check [8 + 3 (the Defense Bonus of Dismiss) + 1 (the imp's Intelligence modifier bonus)]. He rolls a 10 for a total of 13. He rolls a 1d4 for damage and does an amazing 4 points!

The imp makes a DC 10 Charisma (Intimidation) check [8 + 3 (the Defense Bonus of Point) - 1 (Roland's Intelligence modifier bonus)]. He rolls a 3 for a total of 7—three points shy of his DC.

ROLAND: No, but you can expect mercy from me. Release him, and you may survive this day.

IMP: Where would I go?

ROLAND: Back to your masters.

IMP: Are you sure? What if I found some other victim? Someone beyond your reach? What havoc might I cause if you do not stop me here?

Roland is making another Point, but this time, he is spending a Wit Point to modify his roll. The imp's questions represent his Sophistry. Roland rolls a 11. He also rolls a 2 for his Wit Point. With the +3 from his Persuasion, he beats the imp's new DC of 14. He rolls 1d4 for damage and deals 3 damage to the imp's resolve.

The imp is also spends a Wit Point. He rolls a 14 on his d20 and a 3 from his Wit Point die. With +6 from his Deception, he beats Roland's DC 12 and deals 2 damage to Roland's resolve.

ROLAND: I am not so easily baited, imp. There are many evils in this world, and I will not commit one today based on what wickedness you might cause tomorrow.

IMP: So you would trade the life of your son? Do you hear that, child?

Roland's Rebuttal is sound, as he rolls a 9 for a total of 14 Persuasion against the imp's DC of 10 [8 - 1 (Defense Bonus) + 3 (Charisma Bonus)], dealing 3 damage to the imp's resolve.

The imp should have known not to Incite the paladin. It was a risky maneuver—he took a Defense penalty for the attempt—and even with a roll of 19 he only manages a 22 on its Charisma (Intimidate) check against Roland's 10 + 8 (Defense) + 11 (Diplomacy).

IMP: Do you hear it? He is so noble. So pure. If only you had the wisdom to understand why your father is choosing not to save you.

ROLAND: Your cruelty is obvious, but not your wisdom. This is a paladin's blade, and it has cast aside your kind like a peasant throwing grain in the harvest wagon. Do you welcome death?

The imp is now using a logical Fallacy (in this case, a false dilemma) that he supplements with his last Wit Point, rolling a total of 16 with his two dice for a total of a 19 on its Charisma (Intimidate) check against Roland's DC of 9 [8 - 1 (Defense Bonus) + 2 (Charisma bonus) + 3 from a Wit Point die of defense]. The comments stings—he deals 4 damage to Roland's Resolve.

Yet Roland has made an interesting gamble in his attempt to Incite the imp, dropping his remaining 3 Wit Points on it, one point for defense and two for attack dice. With his three attack dice, he has rolled a 13 for a total of 16 on his Charisma (Intimidate) check against the Imp's DC of 12 [8 + 2 (Defense) + 2 (Charisma Bonus)]. He gets lucky on his damage roll, dealing 8 damage to his enemy's Resolve.

The imp wilts under the paladin's stern gaze and knows that he cannot tempt him, and that he would meet swift and certain doom at his hand. It hisses and flaps away as Roland catches his terrified son in his arms. His paladin's

code is intact, but he has never felt its burden so much as he does at this moment.

AN EXAMPLE OF POSSESSION

The paladin Simon believes he has slain the powerful demon Alexios, but he has underestimated the creature's tenacity. A drop of blood landed on his neck, quickly soaking into his skin and bringing with it the foul will of Alexios.

Simon's RP: Wisdom (13) + Intelligence (9) + Charisma (15) / 2 = 18

Alexio's RP: Wisdom (15) + Intelligence (12) + Charisma (18) / 2 = 22

Simon: Intimidation +4, Persuasion +4, Deception +2, Investigate -1, Insight +3; Wit Points: 4

Alexios is an ancient and powerful demon. His barbed tongue can both deceive (Deception +4) and condemn (Intimidation +4).

Simon is a mighty paladin, but his resolve pales in comparison to the demon. A polar opposite to Alexios, his greatest advantages are his noble words (Persuasion +4) and extraordinary empathy (Insight +3).

Although Simon himself is unaware of his possession,

Advice

While a winning an influence encounter is a potent mechanic, it is not magic and does not allow the victor to control the actions of the defeated side. Being defeated in the encounter means that the losing side cannot further attempt to convince the winner of their Intent. A defeated side always has the choice to prove that they are correct by drawing steel and attacking.

his player is. The GM shows him the list of available tactics and asks him to choose, secretly what Simon would do when first faced with temptation. The GM does the same for Alexios, and on a count of three, the opponents reveal their tactics: Visions of the Past for Alexios, and Outside Influence for Simon.

The story resolves thusly: for days, Alexios had mutely observes Simon's memories. His first nudge comes as Simon is using his paladin's sight, finding a faint evil in the soul of a mother yanking her child along the street. Alexios stokes the fires of rage and indignation in Simon's heart. This tactic, an "emotional onslaught," requires Alexios to

roll a Charisma (Intimidation) check vs. DC 8 + 1 (Simon's Will save) + 8 (the Defense bonus of Outside Influence). The GM rolls a 15 on the die. With his +4 bonus he meets his DC of 19. He rolls a measly 2 on 1d8+1 for damage, reducing Simon's resolve to 10/13.

Alarmed by this uncharacteristic mood, Simon focusses his Psyche on the memory of his sister being born. By calling up his Fortress of Love, Simon hopes to weather out the storm. Simon has a Charisma (Persuasion) check DC 11. The DC equals 8 + 4 (the demon's Charisma modifier) - 1 (the Defense penalty of Emotional Onslaught). Rolling a 12, Simon beats the DC, rolling a 2 on his 1d3 Resolve damage. Both Alexios and Simon have had their resolve tested by their first skirmish, but at this rate, Simon's psyche will be the first to crumble.

The GM plans to have another "encounter" between Simon and Alexios when the party camps at a haunted crypt during the next session, roughly one week in game time.

THE MIXED ENCOUNTER

The different styles of Wielding Influence can be the focus of the encounter, or part of a larger over-arching encounter. Situations might occur where a Demonhunter is attempting to break a demon's possession of a victim, while the hunter's allies hold off the demon's minions who are trying to abort the intervention. Perhaps a powerful otherworldly creature's body is wreaking havoc with its tentacles (a situation the party's monk is dealing with via combat) while building up magical power for a highly destructive spell (which the groups spellcasters are combating via a wizard's duel). Maybe the party's barbarian is attempting to cow the head of a rival clan in the middle of a raid where battle swirls around them.

As influence encounters can occur in the same timeframes as each other as well as combat encounters, one should feel free to combine their use. Such combinations will open up options to allow non-combat options for players who may not be willing (or able) to fight. Some stories might also naturally lead to a resolution of an encounter other than a martial defeat.

How to Blend Encounter Types

Encounter types can be blended seamlessly so that a more diverse range of stories can be told. For example, one character could use the discourse rules to convince a young prince's guardian to allow their group to perform an exorcism on the noble child. Meanwhile a second player could be using the possession rules to surreptitiously exorcise the demon controlling the prince. At the same time, the remaining two players in the connecting hallway could

be holding back a half dozen minor demons who seek to kidnap the possessed prince by using the standard combat rules.

All three goals may be worked towards at the same time in a way that rapidly shifts from player to player, scene to scene, with the same rapidity as a standard combat.

To blend encounters, it is often helpful to make sure the separate encounter types all feed into the same overall goal. In the above example the overall goal is to make sure that the young prince has the demon possessing him exorcised and banished. However, this goal could be foiled not only by the Possession Influence encounter being lost, but also by the prince's guardian interrupting the exorcism. Additionally, if the lesser demons can enter the prince's chambers and kidnap him before the exorcism is complete, the players could also fail.

The primary goal of exorcising the prince therefore has two subgoals: 1. Convincing the prince's guardian to allow the exorcism (or delay their decision till the exorcism is finished) and 2. Defeat the demons trying to reach the prince (or hold them off until the exorcism is completed).

Once the goals are agreed to, all players and NPCs involved will roll their initiative. When a player's turn comes up, the player may determine which encounter they wish to engage in. They will then choose an appropriate tactic and follow the rules for the encounter type. After they have completed their action, the player with the next highest initiative will then take their turn.

With familiarity, the time it takes for a player engaging in an Influence encounter will take the same amount of time during their turn as a player making a combat attack,

ROUND ROBIN OPTION

There are times when a conflict takes place not between two individuals, but with multiple people on each side of the argument. Such a setup is also possible when performing an Influence encounter.

To engage in this style of influence encounter, one PC or NPC must be chosen as the Primary for the argument. All Resolve Points and Wit Points are calculated off of the Primary's stats and level. The Primary must also engage in the first round of the Conflict. In the second round and all following rounds other players may join in the Conflict using their character's skills. The assisting player is able to choose what tactic they wish to use as well as roleplay that tactic. If the Primary agrees, the assisting player may also use Wit Points from the Primary's Wit Point Pool (the assisting player does not roll nor have their own Wit Points in this encounter).

DISCOURSE TACTICS

Dialectics

Skill Used: Investigation

Difficulty: 8 + target's defense bonus + target's Charisma modifier

Defense Bonus: +2

Damage: 1d4+1

Speech: You begin asking questions which try to show your target that the opposite of what they are asking for is better for them than what they actually asked for.

Dismiss

Skill Used: Intimidation

Difficulty: 8 + target's defense bonus + target's Intelligence modifier

Defense Bonus: +3

Damage: 1d3+1

Speech: You state the uselessness of your target or their argument with a healthy dose of satire and insult is mixed in.

Fallacy

Skill Used: Deception

Difficulty: 8 + target's defense bonus + target's Wisdom modifier

Defense Bonus: +2

Damage: 1d6

Speech: You purposefully use faulty logic to lead your target into a verbal trap.

Incite

Skill Used: Intimidation

Difficulty: 8 + target's defense bonus + target's Charisma modifier

Defense Bonus: -1

Damage: 1d8

Speech: You make inflammatory remarks to provoke your opponent into making a mistake in the heat of the moment. You bombard your opponent with random surges of powerful emotion which you too must endure.

Point

Skill Used: Persuasion

Difficulty: 8 + target's defense bonus + target's Intelligence modifier

Defense Bonus: +3

Damage: 1d4

Speech: You state a reason why your viewpoint is correct. You speak directly to your opponent, assuring it of the inevitability of your victory.

Rebuttal

Skill Used: Persuasion

Difficulty: 8 + target's defense bonus + target's Charisma modifier

Defense Bonus: +8

Damage: 1d3

Speech: You state logical reasons against your opponent's argument.

Recitation

Skill Used: Appropriate skill from the following list: Arcana, History, Nature, Religion

Difficulty: 8 + target's defense bonus + target's Charisma modifier

Defense Bonus: +5

Damage: 1d2

Speech: You list off a series of facts and figures in order to confuse your opponent or get them off topic.

Rhetoric

Skill Used: Performance

Difficulty: 8 + target's defense bonus + target's Intelligence modifier

Defense Bonus: +1

Damage: 1d6+1

Speech: You begin an impassioned speech appealing to the emotions of your target instead of their argument.

Sophistry

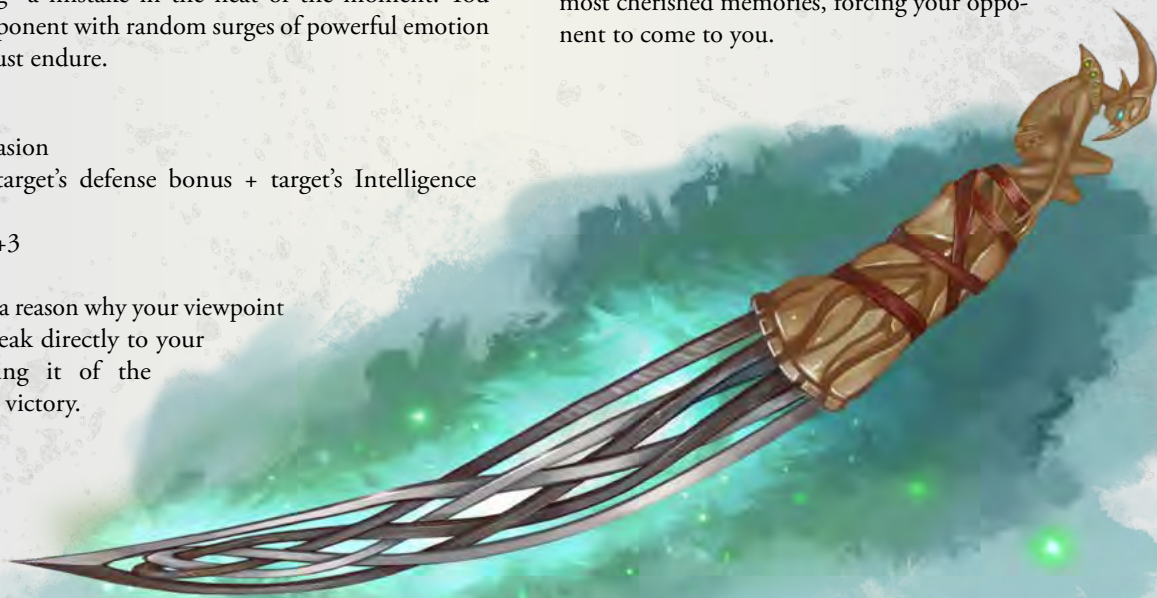
Skill Used: Deception

Difficulty: 8 + target's defense bonus + target's Wisdom modifier

Defense Bonus: +5

Damage: 1d2

Speech: You try to take control of the argument by asking a series of leading questions. You anchor yourself in your most cherished memories, forcing your opponent to come to you.



Barking Beast

Skill Used: Animal Handling

Difficulty: 8 + target's DB + target's Wisdom (Animal Handling) modifier

Defense Bonus: +3

Damage: 1d3+1

A far-off animal of some kind, perhaps a dog or a wolf, begins to bark or howl. The sudden noise threatens to break your enemies concentration.

Last Witty Remark

Skill Used: Deception or Intimidation

Difficulty: 8 + target's DB + target's Wisdom modifier

Defense Bonus: +1

Damage: 1d6+1

A duel can hardly be a duel unless someone makes a last-moment witty remark. A perfectly worded jibe has been known to shatter an opponents confidence when it is most needed. Your quip can be insulting or intimidating, in either case you hope they're not also your last words.

Prepare Weapon for Draw

Skill Used: Weapon attack bonus

Difficulty: 8 + target's DB + target's Attack bonus for their weapon

Defense Bonus: -1

Damage: 1d8

In order to ensure you pull your weapon first, your weapon must be ready to fly. Swords are loosened in their scabbards, crossbows are cocked and ready. When the moment comes, you will be sure to be the quickest draw.

Roll Shoulders

Skill Used: Athletics

Difficulty: 8 + target's DB + target's Dexterity modifier

Defense Bonus: +2

Damage: 1d4+1

You roll your shoulders and head to loosen your muscles. Aside from making you look a little intimidating it loosens up your joints and muscles. Now you are ready to react at a moment's notice.

Squinting Grimace

Skill Used: Intimidation

Difficulty: 8 + target's DB + target's Charisma modifier

Defense Bonus: +2

Damage: 1d6

Enemies with little presence can often be unnerved by a well-placed grimace. It also makes you look a bit more cool to the onlookers.

Tense Onlookers

Skill Used: Performance

Difficulty: 8 + target's DB + target's Charisma modifier

Defense Bonus: +5

Damage: 1d2

A duel almost always has onlookers. Sometimes they are members of the duelist's parties, sometimes just passersby. Whatever their origin, their gaze reveals much of what is about to happen before it does.

Twitchy Fingers

Skill Used: Dexterity

Difficulty: 8 + target's DB + target's Constitution modifier

Defense Bonus: +5

Damage: 1d2

Standing so close to your potential death can make anyone a little jumpy. Your adrenaline is pumping and floods your entire body with energy. The key is to draw your weapon as soon as your enemies' nerves break.

Thousand-Yard Stare

Skill Used: Perception

Difficulty: 8 + target's DB + target's Intelligence mod

Defense Bonus: +3

Damage: 1d4

You have reached an almost supernatural level of calm stare. You are now able to see past others' attempts at intimidation and focus on the duel at hand. This tactic tends to make users of the Last Witty Remark and Squinting Glance tactics upset since you don't react.

Windblown Interference

Skill Used: Investigation

Difficulty: 8 + target's DB + target's Intelligence modifier

Defense Bonus: +8

Damage: 1d3

In tense situations, it is not unusual for the world itself to seem to become involved. Whether it's a piece of scroll blowing past, a piece of stone falling off a ruined wall, or even the iconic desiccated bush, the world itself seems to be trying to sway the outcome of the unfolding events. Most of the time these occurrences have little effect on the outcome of a duel, but every so often their timing perfectly interrupts the flow of a perfect attack.

*Acknowledge and Accept***Skill Used:** Insight**Difficulty:** 8 + target's DB + target's Charisma mod**Defense Bonus:** +7**Damage:** 1d2

You focus your spirit by acknowledging potentially disruptive thoughts or feelings and accepting their presence. Doing so lessens their influence over your spiritual state. Thus prepared, you are better able to recognize the Perfect Moment when it arrives.

*Awaken the Dragons***Skill Used:** Persuasion**Difficulty:** 8 + target's DB + target's Charisma (Persuasion) mod**Defense Bonus:** +2**Damage:** 1d6

When calm, the skilled duelist learns how to call the energies of the natural world, focusing the flow through their bodies. Whether it is pulling the strength of the earth dragons from the ground below, calling upon the unyielding power of the river dragons, or any of the energies of nearby dragons, the duelist supplements their own chi energies with the energies of these powerful spirits. Though calling upon these powers is a dangerous practice, the strength that may be gained is tempting to most.

*Disquiet The Spirit***Skill Used:** Intimidation**Difficulty:** 8 + target's DB + target's Wisdom mod**Defense Bonus:** +3**Damage:** 1d3+1

Through intimidating stare, you shake your opponent's resolve. They begin to feel doubts, fears, or overconfidence. Such emotions disturb the calmness required for a perfect strike.

*Energize Other's Chi***Skill Used:** Performance**Difficulty:** 8 + target's DB + target's Con mod**Defense Bonus:** +1**Damage:** 1d6+1

You cause your chi to flow through your opponent's body making it more difficult for them to maintain focus. Their body begins to ache with the desire to move. Their body temperature rises, skin tightens, and they begin to sweat. The energy pooling in their muscles threatens to cause the body to strike out before the perfect moment has been reached.

*Iai-goshi (Stance)***Skill Used:** Acrobatics**Difficulty:** 8 + target's DB + target's Intelligence mod**Defense Bonus:** +8**Damage:** 1d3

You have taken a low crouching posture with a powerful base. This stance allows for quick movement but sacrifices some of your strike's strength for the ability to move out of your opponent's strike path.

*Perfect the Flow***Skill Used:** Medicine**Difficulty:** 8 + target's DB + target's Intelligence mod**Defense Bonus:** ++2**Damage:** 1d4+1

The Perfect Strike requires many factors to come into alignment for its completion. Not the least of which is the duelist's correctly balancing the flow of Chi to all areas of their body. Many spend some few moments adjusting the flow of their chi to ensure their muscles are in correct alignment to guide the strike, their bones are strengthened to endure the force of the blow, and their organs are correctly fueled.

*Prepare Feign***Skill Used:** Deception**Difficulty:** 8 + target's DB + target's Intelligence mod**Defense Bonus:** +3**Damage:** 1d4

Much about an incoming attack can be read from the position and subtle movements of an opponent. A skilled duelist may use this against their opponent. You intentionally display false "tells" of your incoming strike. If successful, your opponent may ready poor defenses or be motivated to strike before the perfect moment.

*Seiza (Stance)***Skill Used:****Difficulty:** 8 + target's DB + target's Intelligence mod**Defense Bonus:** +1**Damage:** 1d2

You slide into a formal kneeling posture. Considered a "dead" posture because of the lack of mobility it provides, it is used either by the foolish who do not know any better, or as an insult when a master uses this position to handicap their performance against lesser duelists.

*Tachi-ai (Stance)***Skill Used:** Athletics**Difficulty:** 8 + target's DB + target's Dexterity mod**Defense Bonus:** -1**Damage:** 1d8

This standing posture is very aggressive and provides an angle for a strong attack, but offers more limited mobility. The strike is always a two-handed overhead blow. While the stance lets a savvy opponent know the general nature of the strike to come, the strength granted to a master duelist will allow the strike to slice through any defense encountered. Armor has been cleaved and blades sundered by attacks from this posture.

Emotional Onslaught

Skill Used: Intimidation

Difficulty: 8 + target's DB + target's Charisma mod

Defense Bonus: -1

Damage: 1d8+1

You bombard your opponent with random surges of powerful emotion which you too must endure. The wilds of emotion can tear down even the strongest mental defense.

Focus Senses

Skill Used: Persuasion

Difficulty: 8 + target's DB + target's Intelligence mod

Damage Bonus: +3

Damage: 1d4

You focus on sensory input--the color of grass, the taste of water--to subtly train the mind to following your commands. This focus prevents the madness and hallucinations from gaining strength.

Folkloric Knowledge

Skill Used: Appropriate skill: Arcana, History, Nature, or Religion

Difficulty: 8 + target's DB + target's Charisma mod

Damage Bonus: +5

Damage: 1d2

You use your knowledge of local traditions and knowledge to make spiritual attacks or defences. Every culture has them. From pickled chicken toes to wearing socks inside-out on full moons, the sheer amount of folkloric knowledge is unbelievable. While many debate whether their powers comes from the strength of the belief-holder or from some otherworldly source, that there is power in local folklore cannot be denied.

Fortress of Love

Skill Used: Persuasion

Difficulty: 8 + target's DB + target's Charisma mod

Defense Bonus: +8

Damage: 1d3

You anchor yourself in your most cherished memories. These loving memories warm your soul and shield you from harm. The deeper the feeling, the more the memory will act as a salve.

Know Your Foe

Skill Used: Investigation

Difficulty: 8 + target's DB + target's Wisdom mod

Defense Bonus: -1

Damage: 1d8

or

Defense Bonus: +5

Damage: 1d2

Perhaps you have learned part of their true name or mystical weakness. Hidden and esoteric knowledge gives you power over your foe. Using this knowledge is not always safe however. Sometimes the use of such secrets leaves one's soul open to otherworldly influence.

Outside Influences

Skill Used: Commune

Difficulty: 8 + target's DB + target's Charisma mod

Defense Bonus: +2

Damage: 1d4+1

An ally, such as a night hag or local confessor, supports your efforts through hypnosis, telepathic influence, or just plain telling you to snap out of it. Their aid provides an unexpected edge, but their distance means such aid will likely be short-lived.

Plead

Skill Used: Deception

Difficulty: 8 + target's DB + target's Wisdom mod

Defense Bonus: +5

Damage: 1d2

When your soul is at risk, it sometimes pays to forget your pride and throw yourself on the mercy of your attacker. You appeal to your opponent's sense of duty, pity, or mercy. Depending upon your opponent this could be a dangerous gambit.

Ritual Attempt

Skill used: caster level

Difficulty: DC 11 + Target's number of hit dice

Defense Bonus: +0

Damage: 1 per spell level

You use raw spell energy to gain the upper hand. You marshal the energies of the Expanse, the Grand Monument, and all the ley lines. Your rituals focus this energy.

Subtle Insinuation

Skill Used: Deception

Difficulty: 8 + target's DB + target's Wisdom mod

Defense Bonus: +2

Damage: 1d6

You twist your opponent's desires in an attempt to convince it that your motives are not so dissimilar. Sometimes the soft guiding hand is more effective than a hammer.

Tone of Dominance

Skill Used: Intimidation

Difficulty: 8 + target's DB + target's Intimidation mod

Defense Bonus: +5

Damage: 1d4

You speak directly to your opponent, assuring it of the inevitability of your victory. There is no doubt in your mind that you are the strongest, the most righteous. None can stand against your glory.

Visions of the Past

Skill Used: Intimidation

Difficulty: 8 + target's DB + target's Intelligence mod

Defense Bonus: +3

Damage: 1d3+1

You strike at your target's memories, dredging forth long-buried fear and despair. Little has as much destructive force as one's own memories.

SPIRALS AND WAVES

THE WORLD IS BUT SPIRALS AND WAVES

A SEEMING OF CHAOS WITH ITS

SHORELINE DEGENERATIVE POUNDING

TREELINE UPWARD STRIVING

DRUMLINE COUNTING THE SECONDS UNTIL DEATH IS LOOSED

BUT IT IS ALL SPRIALS AND WAVES

FOLLOWING THE RHYTHEMS SET LONG AGO

ECHOES OF LONG PAST WILLS

SPIRALS AND WAVES TO GUIDE THE WORLD

CHAPTER NINE

OTHER RULES



CRITICAL HITS AND DEFENSE

In the swirl of combat, one must make life or death choices in a fraction of a second. Skilled warriors are trained to take advantage of every opportunity. While not every attack is a successful hit, a combatant can use attacks to better position themselves.

If the d20 roll for an attack is a 20, the attack is considered a critical hit.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers to the target's AC. Also, the attack gives you critical defense.

Critical Hit. When you roll a critical hit, roll all of the attack damage dice twice and add them together. Then add any relevant modifiers as normal.

Critical Defense. When you roll a critical defense, you receive one critical defense token, you may spend this token at any time until the beginning of your next turn. When you spend the token, you give one specific attack against you disadvantage. Each token can only affect one d20 die roll.

All unused critical defense tokens go away at the beginning of your next turn.

TRAVEL, REST, AND THE EXPANSE

When traveling between tamed and civilized lands and outposts, the world becomes a more dangerous place. Without the beliefs of the mortals holding the realms in place, the barriers between worlds become weak, and the Expanse encroaches. It is possible for creatures, plant life, even who landscape features, to begin to bleed through from other realms. Stories abound of travelers bedding down for the night off of well-worn paths to wake up and find themselves in new lands filled with wondrous and dangerous creatures.

While GMs are welcome to play out each of these encounters between outposts of civilization, they can also use Overland Travel rules to tell fantastic stories with the help of the players, but without leaving the primary story for too long.

The farther away from civilization an area is, the more likely it is that sentient creatures like the PCs might slowly bleed through into one of the other worlds.

Should the PCs fail their roll, they will arrive at the next point in the story weakened.

THE DANGERS

There are six different levels of safety when traveling the roads of Æliode. These dangers arrive from mundane sources (such as poorly maintained roads or bandits) to more supernatural origins (where the boundaries between worlds has weakened and other realms have bled through).

Players can take action to change the level of danger in a region.

From hiring soldiers to patrol roads to setting up shrines devoted to their gods, by marking an area with a sign of civilization, a location may become safer. Building monuments to their faith may push back the chaos of the Expanse. Patrols may deter bandits or wild animals that may harass or attack travelers. Clearing land and building bridges also certainly make travel safer.

By traveling with powerful symbols of society, a group might lower the danger of a region as well. Flags representing well established houses or tribes are one such Icon. Cart-drawn holy symbols, or ancient relics also stabilize nearby planar barriers. The constant feeding of faith by large groups of people infuse such items with this stabilizing effect.

Of course, destroying such signs of civilization may also have the opposite effect and raise the danger of a region as well.

Safe. (DC NA) Roads are well traveled and well maintained.

Lightly Maintained. (DC 6-10) Travel is by road, but the road has few soldiers protecting it or is a secondary road. Alternately, the surrounding landscape make travel by this road slightly hazardous.

Rarely Maintained. (DC 11-15) You are traveling either on very poor roads or across fairly safe, but undeveloped, lands.

Dangerous. (DC 16-20) There are no roads where you travel. Alternately, the region suffers common attacks from monsters or bands of raiders.

Treacherous. (DC 21-25) The landscape is lethal to most. These regions are the most arid of deserts, the most craggy of mountains. Every spot you place your foot brings new dangers.

"Here there be monsters". (DC 26-30) No one sane travels in these lands. Open fields of lava, deadly poisonous plants and animals, and horrible nightmares from the Expanse tread freely. Though you may survive, the experience may surely mark you.

RUNNING AN OVERLAND ADVENTURE

Step One: GM Determines the level of safety for the region and assigns a DC.

Step Two: Make a Wisdom (Survival) check with a DC set by the safety level.

Step Three: If successful, the trip is uneventful and the party arrives at their destination without incident.

If the ability check is unsuccessful, each member of the party can choose to lose either the number of hit points, level of spells, or combination of the two that equals the safety rating of the region. Players provide a short story describing what happened to cause the party to use up these resources.

Note, damage from an unsuccessful ability check will never be enough to kill a character. If a character's hit points would reduce to 0 or fewer due to a failed ability check, their hit points will reduce to a minimum of 1.

Step Four: Players are inserted back into the adventure right at the moment where the players may encounter further danger.

This Overland Travel option works best when everyone at the table agrees to its use. Overland Travel is designed to be a shorthand for all the challenges that heroes face without requiring too much game time to be devoted to them.

Overland Travel rules come into play only when something is at risk. If the players are traveling from town to town and there is no danger at the end of their journey, use of the overland travel rules may be superfluous.

If the GM plans on giving the players an opportunity to rest and replenish themselves before continuing with an adventure, do not worry about the overland travel rules.

If the players roll poorly on their ability check and immediately decide to take a long rest to replenish what they lost, then the overland travel rules add nothing to the story or their experience.

SAFETY LEVEL	DC	HP LOSS	SPELL USED
Safe	—	—	—
Lightly Maintained	6-10	13	1 level of spell
Rarely Maintained	11-15	26	2 levels of spells
Dangerous	16-20	39	3 levels of spells
Treacherous	21-25	52	4 levels of spells
"Here there be monsters"	26-30	65	5 levels of spells

Example of Play

The infamous bandits Justice and Foley are on the run with a golden idol, racing to reach the village of Inzyk with the statue to quell an impending uprising.

The GM has planned that once the players have reached the village, they will find their ally the mayor is on her way to be executed by rebels. The GM feels like the characters would likely have some difficulty in making their way to the village, but does not want to distract the players too long from the main story the group is trying to tell. The GM decides to call for an Overland Travel check. The PCs must cross unsettled territory, the GM considers this a Dangerous area.

Foley attempts a Wisdom (Survival) check and gets a 14. Since the region is "Dangerous", Foley needs a 20 to succeed. Foley has failed the check.

Foley's player looks at the map between their starting location and the village, and sees an area called the Canyon of Glass. The name gives her an idea of what difficulties the bandit pair have on their journey.

They race into the Canyon of Glass, and its shimmering crystal dunes and razor-sharp sands. She opts to represent the scene's danger with a windstorm filled with razor-sharp glass. She foreshadows the event by describing the scarred bones that the party passes, embedded with chunks of glass buried all the way to the marrow. When the wind picks up, and the glass shards start biting at them, the two bandits rush for shelter, but the winds are swift.

Foley's player explains that they find a small cave and calls out "Justice, this way!" No sooner has he entered than a massive shard of glass blasts against the cave and seals the entrance.

Trapped outside, Justice throws his cloak over himself and braces for the sharpened wind. Desperate, he manages to cast *Barkskin* on himself. As a 2nd level spell, it removes 2/3rds of the 39 damage a Dangerous event causes, for a total of 13 damage.

Foley extricates himself from his shelter, calling for his ally. He then spots a man-shaped mound of glass and dirt. "Justice?" He asks. "Are you alive?"

The mound rattles and the glass falls off. Justice, still cradling the idol, rises from the debris. But before the relief of surviving their ordeal sets in, they hear the rattling of glass.

"Another storm?" asks Foley.

"Worse," says Justice, looking up at a crowd of angry temple guards.

Expanse Challenge Failures

Your campfire is infused with a spirit from the Expanse which momentarily causes you to walk into the flames.

The grass, roots, and vines of the ground awaken. While the vines momentarily bind you, the roots and grass begin to burrow into your flesh and grow out of your pores.

Rain or snow begins falling so hard that it becomes impossible to see past 10 feet. Your party narrowly avoids falling in a crevasse, but you injure yourself avoiding the deadly fall.

A small group of rogue Weaver Spirits decide part of your body should exist in a different plane of existence. While you are able to pull your extremities out of their multi-planar webbing, it temporarily twists your flesh.

As you dream, your proximity to the Expanse causes some of your dreams to materialize. You awaken to miniature visions of your nightmares, which you spend an hour combating.

A fog rolls over your group temporarily granting your weapons malevolent sentience. You spend an hour confronting your own equipment until the fog lifts and your weapons return to normal.

A cabal of secretive local wizards perform some highly dangerous new spells whose effects unpredictably wash over the surrounding lands. You use your own raw magic to deflect or counter these incoming effects.

A passing troupe of sidhe mesmerizes your party with their dancing. You follow them to their homeland as members of their party. You escape after a year only to find that a few minutes have passed on your home realm. You have injured yourself in your escape however.

The spirits of several asps bleed into your realm. They poison you with their bite. Though you fight it off, you find you now have a small tattoo of a snake coiled in a figure eight encircling your wound.

The barrier between realms weakens due to a raging battlefield from a different realm. Spectral combatants and arrow volleys fade in and out of existence around you, but not before a few blows land.

Several multi-headed birds rip through the Expanse. Their shrill calls elicit terrible emotions in you. You fight to contain these emotions lest their release brings further destruction. The birds disappear as suddenly as they appeared.

Traveling actors interrupt your journey. Their unusual appearance strangely does not cause you worry until you notice the actors mirroring your group's appearance. You repel the acting troupe from your party, but find yourself drained by the experience.

A local storm caused a small wildfire. It spreads faster than expected, but you are able to escape/contain/extinguish the flames.

Your passage awakens a group of surly rock daemons. They show their displeasure by changing the local landscape into a field of sharp obsidian. The rocks cut through your boots and tear at any equipment that touches the ground.

An angel falls from the sky, slamming into the earth. It stands up, pulls its blade free from the scabbard at its side and streaks back into the sky, fading from view as it rises. The brilliance of its halo's battle glow burns your soul.

Your shadow has temporarily gained sentience and is trying to separate itself from your body. In doing so it begins tearing at the spiritual connection binding itself to you. You solve the conflict but not before your soul is scarred.

TAKING RESTS IN DANGEROUS AREAS

Resting in dangerous locations may also invite hazards of its own. Choosing to take a short or long rest in a dangerous local can invite discovery from random patrols or expose the PCs to environmental dangers. If the PCs choose to rest far from the stabilizing effects of a well populated location, there is the added concern of the encroaching Expanse and all the dangers of the other worlds leaking through.

When PCs elect to take a short or a long rest in the ancient ruins of a long forsaken temple, on while exploring the fiendish depths of a forbidden cave, you can use the Expanse mechanic to simulate the danger of local. By using the Expanse mechanic, PCs are able to gain the

benefits of taking a long or short rest, but not without a potential cost.

The four step process of resting is similar to that of traveling.

Step One: GM Determines the level of safety for the area the group takes the rest in and assigns a DC.

Step Two: Make a Wisdom (Survival) check with a DC set by the safety level.

Step Three: If the check is successful, the rest is completed without incident.

As with travel, an unsuccessful check results in each member of the party choosing to lose hit points, levels of spells, or combination of the two that equals the safety rating of the region. As always, players are encouraged to explain what happened to cause the party to use up these resources.

Note, damage from an unsuccessful ability check will never be enough to kill a character.

Step Four: Players are inserted back into the adventure right at the moment the players may encounter danger.

RENOWN

Saving towns from rampaging Fomoiré and uncovering the destructive secret plots of undead wizards comes with many rewards: treasure, experience, levels for your character. But these are not the only rewards that can come from performing challenging tasks that are beyond the abilities of the average inhabitants of Æliode.

The brave souls who perform such great tasks soon find they are the subjects of tales and poems. As these stories are passed along, more and more people hear of their trials and characters begin to gain a degree of celebrity status. With this status comes all sorts of rewards; from merchants and innkeepers offering their wares and services at reduced costs, to opportunities for characters to gain access to groups and locations beyond the social standing of the average person.

In the *Imperiums Campaign Setting*, this feature is tracked by a character's Renown score. This score has several effects in game play from modifying some skill checks made by the character and helping determine a character's access to people and places, to determining what others know about the characters based upon their fame.

To gain Renown, a character must accomplish some deed of note. They must then spend the appropriate amount of gold to fund a celebration, so the population at large becomes aware of their deed. Once completed, the character's Renown rank will increase to the next level. See table 5-1 for the costs associated with raising one's rank in Renown.

Renown Level	Celebration Cost	Time Required
1st	100 GP	1 day
2nd	250 GP	1 day
3rd	500 GP	1 day
4th	1,000 GP	1 day
5th	2,500 GP	1 day
6th	5,000 GP	1 week
7th	7,500 GP	1 week
8th	15,000 GP	1 week
9th	25,000 GP	1 week
10th	40,000 GP	1 month

A character's Renown has two components; their score, and the land in which the score has an effect.

Land. Within the story told in the Plight of the Tuatha series, there are three lands from which characters may choose. When within this region, or speaking to an NPC from this land, the character may take advantage of their Renown score.

The lands available are:

Avitian Empire. A beacon of intellectual and civil light amongst less advanced civilizations. A military powerhouse striving to bring their knowledge to the rest of the known world.

Tir Ydrail. The land of fae and ancient magics. Clans of humans still strive to hold what land they have from being taken by the Avitian Empire.

Ostmen Islands. Home to the seafaring people of the northern Tulumolic Ocean. Considered by many to be raiders and pirates.

The Renown score is notated in the form of a bonus (such as +1, +2 etc.). This bonus has three specific effects in the game world that represent the degree of fame which the character enjoys. These three effects are: Social Skill Bonus, Knowledge Bonus, and Location Access.

SOCIAL SKILL BONUS

Effect: Any Deception, Persuasion, Intimidation, or Investigation roll made by the character will add their Renown score to determine the character's final roll result as long as:

- The character is within the land the bonus is tied or,
- The character uses the skill upon a citizen of the land.

The social skill bonus represents the degree to which the character's fame or notoriety is known throughout their homeland. The better known the character is, the more the character is trusted, feared, or even just plain catered to. People are more apt to believe the lies told by a character who possesses a high renown, as well as believe the threats such a character might make. They also are more likely to answer such a character's questions as well as work with the character to resolve disputes.

KNOWLEDGE BONUS

Effect: The more renown a PC or /NPC has, the more likely it is that rumors about them abound. Any ability check made by an NPC to determine what the NPC might know about a character with Renown will add the character's Renown Score to their roll to determine their result.

A character with Renown gains their Social Skill Bonus because people have heard tales about the PC. The Knowledge Bonus represents how many details the NPC knows about the character. The more famous the character, the harder it is for the character to keep their secrets. Stories are told of the character's history, what weapons they used, the magic spells at their command, and many other facts. A character with a high Renown will have to go to great lengths to hide things they wish others to know.

LOCATION ACCESS

Effect: Gain immediate access to locations or items of this rating or below without the need to succeed on ability checks. Access does not guarantee that you will receive the items you seek or convince anyone of anything. It will only allow you unimpeded access to the person, object, or location. The GM still may make some locations inaccessible even though a PC has the required Renown. However, they should not restrict access without a strong reason.

Gaining an audience with a high priest, being allowed within the magistrate's manor, and being allowed to purchase powerful scrolls from the Heka Majoris Library in Chandegar may be events that can help a character achieve their goals. However, such access is not granted to everyone. There are some locations and resources that become easier to access once the character has attained some Renown.

PRESTIGE LOCATIONS

ALLAFAR'S TEMPLE OF MIRIUM

This open-air temple to Allafar sits upon the seaward cliff edge overlooking the Tulumolic Ocean. Sitting upon his Throne of Hallowed Victories, Allafar keeps watch for invaders.

In his right-hand stands the Emperor Taedus Galabardon, hero of the Hundred Night War. In his left hand he holds a Scepter of Ascendancy. Both icons are said to be able to grant victory to those who offer a suitable sacrifice.

Pilgrims travel from hundreds of leagues to visit this wonder of the world, but only those who are themselves notable may gain access to the temple's interior. Their tents can be seen lined up along the roads that lead to the temple.

Renown Rating. +4

Location. Mirium (Avitian Empire)

Access Granted. Allafar looks kindly upon those who do him honor by visiting his temple. Any PCs taking a long rest in the temple will treat the result of their next check as if they rolled a "20". This check may be a saving throw, ability, or even a "to hit" check. NPCs gain this bonus only 50% of the time.

AQUIUS CELLS OF AVITUS

Lining the halls leading to the Seanate Aeternum is a massive aquarium whose glass walls make up the walls and ceiling on the 117-foot-long entrance hall. The aquarium contains tropical fish of an extraordinary variety. Each creature now living in this watery prison once was someone of considerable danger and importance. The worst criminals, the treasonous, the most honorless enemies of the Avitian State are magically transformed into aquatic life forms to spend the rest of their days acting as a warning to all who pass on their way to the Halls of government.

Renown Rating. +7

Location. Avitus

Access Granted. While many are allowed to walk the hall while on their way to speak before the Seanate Aeternum, few are allowed to tarry in the hallway. Those who are, and who have the ability to speak with sea creatures, can converse with many of the most influential, knowledgeable, dangerous and infamous people who ever found themselves at odds with the Avitian Empire.

GLADE OF DRAKES

Located just outside of the city of Callion, this glade is said to be the ancient home of one of the first dragons to live in the mortal realms. To the untrained eye, the area appears to be a glade set in the middle of a crescent-shaped ridge line that rises 20 to 30 feet in the air. Lore state, however, that this ridge is the sleeping form of an ancient dragon upon which the forest has overgrown. Even in her deep slumber she is able to guard those she deems worthy.

If someone bold of spirit spends the night within the large semicircle of stones defining the glade's, the spirit of this ancient beast is sometimes said to whisper guidance. If one seeks guidance pertaining to the hatching and rearing of dragons or drakes, the more likely such a communion will take place.

Renown Rating. +5

Location. Callion (Tir Ydrail)

Access Granted. Those with a Renown score of at least +5 who stay the night in this location may have one question answered as per the Commune spell. They may only have a question answered once per year.

HEKA MAJORIS LIBRARY

Heka Majoris Library is known across Æliode as an essential repository of knowledge, both magical and mundane. The library is curated by the powerful Keening Mages of

the Tristes Arcanus. While the library allows access to mundane subjects, those who seek out more esoteric knowledge may be allowed into the protected lower halls.

Scrolls, carved tablets, and other more unusual means of recording information line the walls and alcoves of these restricted areas. Areas containing secrets of creation and other dangerous, forbidden, or valuable knowledge is available to those known and trusted by the librarian guardians. Many magic workers seek out these halls in search of scrolls and tomes infused by magic.

Renown Rating. +7

Location. Chandegar (Rigia)

Access Granted. Ability to purchase spell scrolls of any level from the Heka Majoris Library in the city of Chandegar. Without this rating a character may not be allowed into the library. The library contains spells which the wizards of the area deem too powerful or too disruptive for every wizard to have access to.

INN OF THE GILDED PEACOCK

Of the many inns that grace the great port city of Chandegar, the Inn of the Gilded Peacock is one of the most luxurious. Fine tapestries hang from the walls, colorful silk cloth hangs from the ceiling, and soft colorful pillows line much of the inn floor space.

The main hall of the inn often provides cover from the harsh noon-day sun to those wealthy enough to enter. Successful merchants and well-off nobles can be found lounging by the cool water fountains found throughout the open-air main hall.

Renown Rating. +5

Location. Chandegar (Rigia)

Access Granted. Guests at the Inn of the Gilded Peacock can rest in comfort and safety. You gain the benefits of a long rest after only 6 hours instead of the normal 8 hours. Additionally, any merchant or service that you normally have access to will come the Gilded Peacock to do business. Salm ibn Tahir, the owner of the inn, will set up any such business meetings.

THE ROOM OF CHAIN

The Room of Chain is set in the back of the Beached Kraken Inn. If you are deemed brave enough to be allowed into this room you will find yourself among the strongest and most long lived pit fighters from the local arena.

Renown Rating. +2

Location. Safeharbor (Issian Peninsula)

Access Granted. Once accepted into this room, the group inside will speak loudly and at length about their fights and the area around Safeharbor. Any check to gather information in the Room of Chain is at advantage. Of course anyone going into the room will likely be forced to spend hours gambling and drinking before they are allowed to leave the room.

SEPULCHRE OF THE CROWNED DEVISER

This sepulchre houses the remains of Sant Lantsida, saint of builders and architects. She gained legendary status for her design of the Temple of the Monsoonic Rapture in the city of Redgrove. She also designed her own sepulchre to pierce the weaver's barriers in the hopes that her soul would be granted escape from an afterlife swimming in Tultessa's blood ocean of the damned.

Renown Rating. +4

Location. Roadside, Northern Issian Peninsula

Access Granted. Those who take a short rest at the sepulcher gain spell advantage on the next cleric spell they cast. No matter how long you rest, you will only gain spell advantage for one spell.

SHRINE OF ZYF'S SANCTUARY

This small shrine resides in the much larger Temple of the Seven Heights. It was dedicated by Sant Zyf, patron Saint of persecuted travelers, to the protection of travelers who are fleeing unfair rulings. The shrine commemorates an encounter between the saint and a pair of young lovers fleeing their family's displeasure. Sant Zyf not only saved the young pair from their sinking ship, but sped them away from their pursuers. Once they had reached safety, he presided over their wedding ceremony.

Renown Rating. +3

Location. Chandegar (Rigia)

Access Granted. If you are being pursued by a government or noble, they cannot attack or arrest you as long as you remain in the Shrine. Should you leave the shrine they may immediately continue their pursuit.

CULTURES AND RENOWN

Every culture has their way of glorifying the heroic among them. A would-be hero from the Triufir of Tir Ydrail gains Renown through lavish feasts while Avitians hold parades and have games to celebrate a hero's accomplishments. Though the cost a player must pay remains the same, the way the money is spent varies from culture to culture.

AVITIAN EMPIRE

Avitians gain Renown by holding tributes, or parades, in their honor, thus impressing their heroic status among the populace and ensuring that all hear of their deeds. As money is thought of as merely a way to reach pure political power, those who wish to increase their Renown gladly spend tens of thousands of gold on a triumph to make a show of their strength.

Rank 1-5 tributes. The money is spent on bread, which is passed out among the common folk. Coin is spread among the local government officials in appreciation of those who show support for the character. There might be a small parade through a village or less affluent section of a city. These often culminate with the presentation of a bronze laurel or bronze plated baton to the character at the parade's end.

Rank 6-9 tributes. These events demand a much more extravagant celebration. The ceremony must be held in a settlement no smaller than a city. A giant parade including many soldiers marches before the thousands of citizens in attendance. While some may come to the event of their own accord, a sizeable portion is paid to the common folk to make a show of attending the celebrations. Games are held in the hero's honor, and dozens of feasts take place in inns and squares throughout the city. Many high-ranking officials also require "donations" be made to them as a symbol of the hero's deference to their honor. The festivities are expected to last several days. The tribute ends with the character receiving a silver laurel or silver plated baton in recognition of their service to the Avitian Empire.

Rank 10 Tributes. These grandest of tributes are only held in the capital city of Avitus. Hundreds of thousands attend these rare events expecting to see wonders of the world paraded before them. Feasts are held for the wealthy or influential and bread is supplied to the common folk of all who live in the city for the length of the tribute. Games will go on for weeks; each held to praise the glory of the great hero. Of course, these events are all paid for from the character's coffers. After the end of the month-long celebration, the character is awarded a gold laurel or gold baton in recognition of their service.

TIR YDRAIL/OSTMEN ISLANDS

Renown is gained in the lands of Tir Ydrail and the Ostmen Islands by the recognition of three different political powers. The leaders of the clans must be paid tribute to assure that the petitioner does not wish to overthrow their claims to rulership. The druids or priests must determine if a petitioner is spiritually worthy. Additionally, the bards and skalds must be convinced the petitioner's deeds are

worthy of their songs and tales. Only by the acceptance of all three will Renown be gained.

Rank 1-5 feasts. Such a celebration is a relatively small affair, often held in villages or larger moderate-sized buildings within a city. Fair quality food and drink are made available to all while gifts of weapons or armor are available for the clan leaders in attendance. Druids or priests will sacrifice a few animals to the gods, and a bard is convinced to attend. Such events usually only last a single night. The celebrations rarely catch the attention of more than 100 attendees. Most of these will be from the lower or middle ranks of society.

Rank 6-9 feasts. These celebrations occur in the feast hall or longhouse of an influential clan leader. Dozens of minor clan leaders are in attendance along with the most well-known of their entourage. During the day, attendees compete in contests of skill and strength while at night large amounts of food and drink are consumed. Bards of skill attend to compete with each other to show their skills and win prizes. At the end of the celebration, druids or priests will sacrifice tens of livestock to the gods to bless the feast. The petitioner is expected to give gifts of great value; gold-plated armor, jewel-encrusted weapons, fine horses and chariots, to all the clan leaders who attend. All the important personalities in a region will likely be in attendance and may be insulted if they are not invited.

Rank 10. This monumental feast is an affair that only happens once every few years. Those of Tir Ydrail travel to Loch Lia Fail while the Ostmen gather at Hevejor, both the holiest of sites, for a week-long feast and celebration in the petitioner's honor. Most every clan leader and their retainers will attend to meet the petitioner as well as receive valuable gifts of gold, jewels, weapons, and even ships. Dozens of bards and skalds arrive to compete in contests that last for days, while warriors compete in wrestling matches, feats of strength, and test of bravery which border on foolishness. The celebration is a glorification of life and virility as the number of children born three seasons hence will attest. Druids and priests read omens and make predictions of events that will occur in the years to come, sometimes sacrificing over a hundred livestock in the process. Tens of thousands attend such a celebration.

RITE MAGIC

Divine spellcasters are not the only ones who have access to divine magic. As divine magic relies upon a degree of devotion to a god, and not an understanding and manipulation of magical laws (arcane magic), any petitioner who

offers devotion to a god has a chance of gaining the god's attention and receiving a blessing. These ways of offering devotions to a god are open to any character, no matter their class.

MINOR RITE

As an action, a character can undertake a Minor Rite in the hopes of gaining the favor of a god. Upon completing the rite, there is a 1% chance of obtaining the god's attention, who allows the character to receive one 1st level spell from the cleric's spell list. The maximum chance for the rite to be heard by a god is 10%, no matter how many total class levels participate.

The character can cast the spell as normal, without expending a spell slot. Wisdom is the spellcasting ability

History

In the village of Grimgrave, a statue of a Nothri kneels over a fountain with his hands outstretched about two meters off the ground. Believed to be dedicated to a great healer, the locals have taken to holding sick children up to be touched by the statue, believing that it drives away sickness. This is a minor rite that has a 1% chance per level of the participants, up to a maximum of 10%, of curing diseases in infants.

One day, a desperate widow arrives in town with a sickly, dying boy in her arms. Her perilous journey has resulted in her becoming a 2nd level character, giving her a base 2% chance of success. A washing woman, moved by her plight, brings her to the statue and joins her in raising the child to the statue, adding 1%.

The dice are picked up. The baby will surely be dead the next morning, but there is a slight chance that this local rite will save her son and change the widow's life forever. The dice are rolled. The baby dies. The world, after all, is more often cruel than kind.

for this spell. The spell remains until the character finishes a long rest, or until cast. Characters can pray for access to a specific spell; however, sometimes the god knows better than the character what would help the most. The GM may instead give the player access to a spell that would be more helpful in the situation that the character faces. If this occurs, the GM can use knowledge of the full situation and give the character access to the best option (if there is one). The GM should have the character's best interests in

mind and not use this as an opportunity to make things more difficult. Each god's entry lists examples of actions that constitute a Minor Rite.

A character who attempts a Minor Rite can't do so again until they finishes a long rest.

MAJOR RITE

Groups of worshippers can perform a Major Rite in the hopes of receiving a blessing from their god. Each Major Rite takes one hour to complete. The chance of attracting a god's attention with a rite is based upon the total number of levels of those involved in the rite. For each ten class levels held by the participants, there is a 1% chance of a blessing. The maximum probability the rite is heard by a god is 10% no matter how many total class levels are participate.

If the rite attracts the attention of the god, the character leading the rite will be granted one spell from the cleric spell list of 3rd level or lower. The character can cast the spell as normal, without expending a spell slot. Wisdom is the spellcasting ability for this spell. The spell remains until the character finishes a long rest, or until cast. As with a

History

For example, Zyf, the Nothri cleric of Myn, wishes to cast a *Cure Wounds* spell upon his wounded ally Flann. Zyf, however, has the feat Blessed Healing which allows him to cast *Cure Wounds* spells at advantage. Zyf then rolls two eight-sided dice, choosing the die roll that benefits the spell the most, in this case, the highest number. This number then is used to determine how many hit points Flann regains from Zyf's spell.

Following months of nearly constant battle, the Nothri cleric Zyf has healed so many wounds that it has become second nature to him, represented by his recent selection of the Spell Specialization (Cure Wounds) feat. After yet another skirmish with the Grim Riders, he turns to lay his hands on his stalwart berserker companion. He rolls 2d8, getting a 4 and a 6. He consults only the higher die, restoring 6 hit points. Over time, this second roll will increase his average healing from 4.5 HP on a d8 to 5.81.

Years later, Zyf is dead, but his memory lives on. His statue holds its hands over the fountain at Hor-segrave, where mothers still raise their sick children to be touched by his healing hands. Whether this is mere superstition or a genuinely magical remnant of his power is a question for the sages.

Minor Rite, the character can request a certain spell if they wish or the GM can grant a spell they feel will be most helpful to the character in their current situation. If the GM chooses the spell, the spell must have the character's best interest in mind.

A character who participates in a Major Rite can't do so again until it finishes a long rest.

SPELL ADVANTAGE/ DISADVANTAGE

Ability checks and "to-hit" rolls are not the only rolls granted advantage or disadvantage. Some abilities, skills, spells, and powers also allow advantage/disadvantage to other types of die rolls determining the effectiveness of spells as well.

SPELLS WITH A SINGLE DIE

When you roll a die to determine how strong a spell is, you roll a second die of the same type. Use the higher of the two rolls if you have advantage, use the lower of the two if you have disadvantage.

For example, if you cast *Cure Wounds* at a disadvantage, you roll a d8 for the spell and then a second d8 for the disadvantage. If you roll a 6 on the first die and a 3 on the second die, you would use the roll of 3 to determine the strength of the spell. If you had advantage you would use the 6 to determine the strength of the spell.

SPELLS WITH MULTIPLE DICE

Some spells, like *Fireball*, require the caster to roll multiple dice to determine the effect of the spell. In these cases, the player first determines the number of advantage or disadvantage dice by dividing the number of dice in their spell's die pool half (rounding up). The player then pairs these dice off as advantage or disadvantage dice and rolls. The number on an Advantage dice replaces the number on their paired standard dice if they are higher. The numbers on Disadvantage dice replace the numbers if they are lower.

TITANS

Between the all-powerful gods and the short-lived mortals are the Titans. Titans are the most powerful of the divine offspring. Banished from the mortal realms by their parents, the Titans now reside in the chaos of the Expanse.

Here, between worlds, they live; still exerting influence upon the mortal realms. They visit the Grand Monument only to fulfill their divine mandates or when summoned by powerful magic. Such an occurrence is rare and noteworthy.

Each Titan has three effects, growing in power and area of influence upon the nearby realms. The range of the effect depends upon the titan's strength and goals. A mighty Titan may affect thousands of square miles should they choose, while a weak or disinterested Titan might only affect a few tens of miles.

Additionally, the effects will emanate out from the Titan in a series of weakening concentric circles. Should the Titan Marrnathr find itself near a planar rift into the realm of Æliode, those within 1,000 miles of the rift will be under the effect of the Foreigner's Bane power. Those who are within 30-40 miles, however, will also be under the more powerful Northern Lights power.

The **Minor Effect** occurs when the Titan fully resides in the Expanse. Even from this distance, they still can affect the realm they once held domain over. If the Titan is fully in the Expanse, this effect permeates into a single plane of the Grand Monument and only those who are within

100 miles of the Titan on the correlating location on their plane. Those who reside on the same plane as the Titan will feel these effects up to 1,000 miles away.

A **Moderate Effect** will occur when a Titan is near a weakening in the barriers between worlds. This hole allows the Titan's presence to seep through into the realm. If the Titan resides on a plane within the Grand Monument, but not the same plane as a character, the character will experience this effect up to 10 miles away from the Titan. If the Titan is on the same plane, this effect is felt up to 100 miles away.

A **Major Effect** is only felt by those who reside on the same plane as a manifest Titan. This effect has a range of 10 miles.

The effects are cumulative with each inner ring providing a new effect in addition to the weaker effect.. A character on the same plane as a Titan and 90 miles away from it may feel the results of both the minor and moderate effects. Their distance from the Titan protects them from the Major Effect unless they decide to approach within 10 miles of the Titan.



HISAN ALSHAMS

Titles: Bright Horse, Daystrider, Sun Lurer
Hisan Alshams is the great horse that pulls the sun across the sky. At the beginning of time, she knew that mortals needed the wisdom only light was able to provide. She built a massive chariot upon which she placed the lazy sun. She then took up the chariot's harness and began to pull the sun across the Grand Monument.

As she passes, the sun's light passes through a door at the bottom of the chariot allowing the light to fall upon the land below.

To the mortals below, her passing brings hardship as well as blessings. Her path has worn with ages of her passing. At some points she rides closer to the realms, bringing warmth and brightness. At other points her journey leads her further away so the lands become cold and frozen.

To many, she is the reason for the seasons upon Æliode, as well as the varying climates. It is quite evident what her prolonged presence can do. One has only to look at the arid regions of the world.

TITAN'S EFFECT

The Terrible Dawn.

(Minor effect)

The sun glares mercilessly in the sky. Its heat washes down making most sweat uncomfortably. The air turns first humid, then arid as the lands water evaporates. Too long in the sun and even the most well rooted oasis would disappear.

The land is awash with heat waves and glaring reflections. Its hard to keep one's eyes open in such a bright assault. Be it from the heat or the incessant luminesces, mirage begin appearing on every hillside.

All bloodlines other than Rigan make all ability checks relating to survival and navigation in the Rigan Wastes at disadvantage.

Shifting sands.

(Moderate effect)

Hisan's presence shakes all the land. As each of their hooves strikes the land, the very ground crumbles to dust. Such is the force the even solid rocks begins to ripple and shift as if it were water.

Those within the area of effect who also have sunlight on them consider all terrain to be difficult terrain. If a terrain is already difficult terrain, the creatures movement is halved again (rounding down). Movement can be reduced

to "0". Entering a permanent structure will prevent this effect, but a temporary structure, such as a tent, or a movable structure, such as a palanquin, will not prevent these effects. Those of a Rigan bloodline may also avoid this if they succeed on a DC 15 Constitution saving throw. No save is allowed for other bloodlines.

Bringer of the Temple.

(Major effect)

The Lost Temple of Hisan is now manifest. In all its sublime and incomprehensible glory the gargantuan equine strides forth carrying the many spired Temple of Luminous Purification upon its back.

Any found within this area either bursts into flames or desiccates as all the moisture is removed from their body. All non-Rigan objects, plants, animals, and bloodlines, are damaged as per the *Fire Shield* spell once per minute. Rigan bloodlines, objects, animals, plants, etc., must make a DC 20 Wisdom saving throw. Success prevents damage for that minute. However, metal items forged this close to the Temple are purified and become a higher quality. For example, items crafted out of "Good" materials will result in a Masterful weapon or armor while Masterful quality items will become Legendary quality. An item forged with Legendary materials gains an additional power. The wielder of such an item, once the item has been attuned to them, may call upon the item to cast a *Fire Shield* upon them once per short rest.

MARRNATHR

Titles: Guardian of Ohr, The Great Barrier, Cold Scales, Spiritlighter. The Whales Road

The great serpent Marrnathr is a titan of the Ostmen isles who resides in the realm of Saerforn. From its home deep in the cold and dark depths of the ocean, Marrnathr encircles the isles. It is known to bring misfortune to those who sail to close especially those who do not call themselves Ostmen.

The serpent swims in an eternal circle around the islands. Its undulating movements beneath the ocean's surface causes waves and rough storms to arise out of nowhere. Those who call the isles home have learned the signs of its passing and can navigate successfully. However those from other lands are often surprised by the sudden weather changes and waves that seems to come out of nowhere.

It is not know why Marrnathr has chosen Saerforn as its home, nor why it remains near the Ostmen Isles. Whatever the reason, is has claimed them as its own and guards them jealously.

TITAN'S EFFECT

Foreigner's Bane.

(Minor effect)

Fickle winds and rough waters bedevil foreign ships. All bloodlines other than Ostmen check all abilities scores relating to sailing and navigation of a ocean borne vessel at disadvantage.

Northern Lights

(Moderate effect)

The nearness of Marrnathr is marked upon the sky itself. Sheets of color ebb and flow across the sky, Some believe the colors resonate with the mood of Marrnathr itself. The Yellowish-green color symbolizes it is hungry, while purples or crimson show disappointment and anger. Swirling blues, the rarest color, is said to represent the serpent's contemplative side.

This lights threaten to overtake the emotions of those who even glimpse them. While in this area, all rolls based off of Charisma are made at disadvantage. This includes ability checks, saves, and spell attack rolls.

If you are native to the Ostmen Isles you make attempt a DC 18 Wisdom Saving throw. No other's are allowed to make a save.

Roiling Mass

(Major effect)

Marrnathr is near and its presence means destruction. The coils of its body undulate upon he surface of the ocean. Miles of the ocean are covering with the serpents coils weaving upon itself in a horrific serpentine mass. As one approaches the center of the mass, the coils become so thick that they displace all the ocean from the surface creating an "island" of slowly moving scales.

Every 10 minutes a ship is in the area of the Roiling Mass, the ships captain must succeed on a DC 20 Intelligence save of their boat receives a Damage token due to impacts. Any ship that receives 3 damage tokens is destroyed.

Those who are able to travel to the center of the Serpentine Island will find Marrnathr's head. Petitioners who present the creature with carved Narwhal Ivory of at least 10,000 gp in value are granted audience and may attempt to Influence the Titan via Discourse (see page 194 for Discourse tactics). If successful, Ostmen Natives are able to ask the serpent to cast a single from any spell list. Non-Ostmen petitioners may ask for any spell of up to 8th level.

SH'ASIHILOOAH

Titles: Prince of Storms, Maker of Orphans, Great Earl of Southern Ring

This fearsome titan strikes terror in all across the Grand Monument. It is one of the Four Noble Winds who rules over the elements of clouds. Sh'asihilooah, however, is as much a danger to it's subjects as it is to its enemies.

In order to manifest, it must consume the strength of other winds. By devouring these winds, its physical strength increases, as does its destructive power. Thus was born the saying that a calm precedes the storm.

While its function must logically be more than mere destruction, these deeper goals are unknowable to the limited minds of mortals.

TITAN'S EFFECT

The Calm.

(Minor effect)

The winds are calm before the storm. This is because the storm feeds upon the winds, consuming them whole and stealing their strength.

All winds fear the presence of this prince. As the weaker winds leave the presence of this powerful spirit they take the breathable air away with them. All checks relating to holding one's breath or performing sustained actions (such as long distance running) suffer disadvantage.

The Fleeing Winds.

(Moderate effect)

Winds flee from the approach of their prince. Should these winds be caught by the prince, they would be consumed and add to the great winds power. In their panic, they are just as likely to attack anyone they happen upon as they are to flee.

Each hour someone is within the range of this effect, they will encounter one of these winds. Use the stats for an air elemental to represent this wind. Each round the wind has a 50% chance to attack or flee. Once they flee the wind flees, they are gone and will not return to attack.

The Lash of the Sant.

(Major effect)

This area is consumed by constant Strong Winds. All ranged attacks, even ranged spell attacks, are made at disadvantage as are any Wisdom (Perception) checks. This wind extinguishes open flames, disperses fog and flying is impossible. This affects both natural and magical versions

of flame, fog and flight. All spells that try to control wind or air, or have the lightening damage type automatically fail in this area.

MAGIC

Magic flows through all the spheres of reality, binding everything within the Grand Monument and Expanse together. Magic gives realities it form and dictates how everything relates to each other. The sun rising, the changing of the seasons, the creation of language all have their origins in magic and are ruled by the laws governing it.

Each branch of magic studies a different method by which magical energies connect to the world and follows their own rules. Much like the different sciences in the realm world, the branches of magic interrelate, but mastery of one form does not equate to mastery of a different branch.

Wizard magic revolves around their understanding of the flow of magical energies and the manipulation of these flows. By using symbolic gestures, words, and tokens, the flow of magic can be diverted so that the wizard's wishes become represented in reality. Wizards learn these skills through study and are able to bind energy in their body to be quickly released as needed. Wizards tend towards more abstract concepts pulling from any region of the Grand Monument.

Druids magic is very similar to wizard's save it is more specialized. Druids focus their understanding of the magical systems and how they interact with Æliode. They focus their knowledge on the systems of the mortal realm and how to manipulate them in a much more practical way than Wizard's.

Clerics, on the other hand, study the ways of a realm other than Æliode. They receive their abilities by becoming an exemplar of an ideology of one of these other realms. A foreign entity hears the requests of the cleric and affects Æliode on the petitioner's behalf.

Bards are dabblers in the realms of magic. Rare is the bard who fully understands why what they do works. A bard is like a cook who found a recipe and became good at preparing that one recipe. They likely do not know why the ingredients in the recipe are called for, nor why the steps must be taken in the order they are, but they have become well practiced at that one recipe and the recipe works for them. Bards typically do not create new magic spells, they are adept at finding spells hidden in folklore or song and learning how to perfect it.

Sorcerer's have the least understanding of the magic they perform. For these casters's magic is not the effect gained through the cause of years of study, it is the cause that affects the rest of their life. They have found themselves set adrift upon the tides of magic subject to the laws of magic that flow through them.

SPELLS

Spellcasters in the imperiums Campaign Setting have access to several spells unique to the setting. Some of these spells affect interact with mechanics introduced in this book. *Possession* and the various *Abjuristic Circles* are examples of this. Other spells, such as *Temple of Hygge* are spells that are tied to the setting but may easily be used in any campaign you use.

ABJURISTIC CIRCLE OF ATTAINMENT

1st-level abjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (chalk or salt for drawing the circle and incense or fish scales)

Duration: Concentration, up to 1 hour

While in this circle, you double your proficiency bonus in regards to all possession attempts to wield Influence. This spell only works against targets who have up to twice the spell level used to cast the spell in hit dice. I.e., if the spell is cast at 2nd level, it will affect adversaries of up to 4 hit dice; if cast as a third level spell, it will affect adversaries of up to 6 hit dice. There is not a limit to the total number of hit dice the spell works against, only the highest hit dice total it is effective against.

ABJURISTIC CIRCLE OF CORRUPTION

1st-level abjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M Chalk or salt for drawing the circle plus candles or other small flames)

Duration: Concentration, up to 1 hour

While in this circle, you deal an additional point of damage to a target's resolve during possession attempts. This spell only works against targets who have up to twice the spell level used to cast the spell in hit dice. I.e., if the spell is cast at 2nd level, it will affect adversaries of up to 4 hit dice; if cast as a third level spell, it will affect adversaries of up to 6 hit dice. There is not a limit to the total number of hit dice the spell works against, only the highest hit dice total it is effective against.

BARD SPELLS

1ST LEVEL

Sense Virtue

2ND LEVEL

Reinforcing Presence

3RD LEVEL

Imbue Icon

Summoned Hut

4TH LEVEL

Possession

Temple of Hygge

Temple of Uhygge

Whispered Charm

9TH LEVEL

Summon Titan

CLERIC SPELLS

CANTRIP

Word of Censure

1ST LEVEL

Abjuristic Circle of Attainment

Abjuristic Circle of Corruption

Abjuristic Circle of Fortification

Planar Piercing

Sense Virtue

3RD LEVEL

Imbue Icon

Unravel Weave

4TH LEVEL

Beast of Ohr

Possession

Temple of Hygge

Temple of Uhygge

9TH LEVEL

Summon Titan

DRUID SPELLS

1ST LEVEL

Abjuristic Circle of Attainment

Abjuristic Circle of Fortification

3RD LEVEL

Summoned Hut

4TH LEVEL

Beast of Ohr

9TH LEVEL

Summon Titan

SORCERER SPELLS

2ND LEVEL

Reinforcing Presence

3RD LEVEL

Imbue Icon

Unravel Weave

4TH LEVEL

Possession

Whispered Charm

WIZARD SPELLS

1ST LEVEL

Abjuristic Circle of Attainment

Abjuristic Circle of Corruption

Abjuristic Circle of Fortification

Planar Piercing

Sympathetic Wounding

3RD LEVEL

Summoned Hut

Unravel Weave

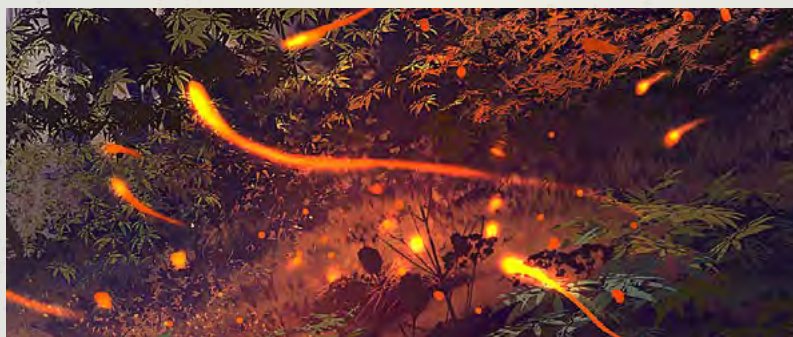
4TH LEVEL

Possession

Whispered Charm

9TH LEVEL

Summon Titan



ABJURIC CIRCLE OF FORTIFICATION

1st-level abjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (chalk or salt for drawing the circle and quartz crystals)

Duration: Concentration, up to 1 hour

While in this circle, you add your proficiency bonus to the DC of any attacks against you in regards to all possession attempts to wield Influence. This spell only works against targets who have up to twice the spell level used to cast the spell in hit dice, i.e., if the spell is cast at 2nd level, it will affect adversaries of up to 4 hit dice; if cast as a third level spell, it will affect adversaries of up to 6 hit dice. There is not a limit to the total number of hit dice the spell works against, only the highest hit dice total it is effective against.

BEAST OF OHR

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 8 hours

You give your soul's spirit animal a ghost-like pseudo-physical form, conjuring it in an unoccupied space within range. The beast is given one of two commands, Guard, or Protect. The beast is Invisible to all creatures except you and cannot be harmed.

When given the Guard command, the beast follows you for the duration of the spell. When a Small or larger creature comes within 30 feet of you without first speaking the password you specify when you cast the spell, the beast makes loud noises only you may hear. The hound sees Invisible creatures and can see into the Ethereal Plane. It ignores illusions.

While allies may see the beast, only through its connection to the caster does the caster understand any intentions or messages the spirit animal communicates.

At any time you may activate the beast's "Protect" command. Once the Protect command is activated the spell lasts 10 minutes before ending, no matter how much duration the spell has. Once commanded to Protect it cannot be commanded to Guard again unless this spell is cast a second time.

At the start of each of your turns, you may choose to have the hound do one of the following.

- The first melee attack made each turn adds 4d8 to your weapon's damage.



- The first ranged weapon attack against a target within 60 feet adds 3d8 to the weapon's damage. No damage is added against targets further than 60 feet away.
- The first spell that causes or heals dice of hit point damage or healing, add 3d8 to the dice normally rolled for that spell.
- If you take a Dodge action, your armor class increase to , at minimum 17, no matter what kind of armor you are wearing. This effect lasts as long as the dodge action.

DEDICATE ICON

5th-level

Casting Time: 1 hour

Range: Touch

Components: V, S, M (celebration worth 5,000 gp including food, gifts, rites, and storytellers)

Duration: Instantaneous

By gathering people together in celebration, the spell caster is able to focus and solidify the beliefs of those attending the gathering and transform a stationary object into a permanent Icon.

When cast upon the stationary object, the Safety Level of the area within 100 feet of the object increase by one level (i.e. from Treacherous to Dangerous).

If this spell is cast multiple times upon the same object, this range increase by an additional 100 feet. For example, if an area is normally has a safety level of "Treacherous" and this spell is used to dedicate an icon, the area within 10 feet of the icon moves up one level to Dangerous and everything further than 100 feet is still Treacherous. The second time the spell is cast on the same object, The range now reaches out 200 feet. Any area further than 200 feet is considered Treacherous. Areas within 200 feet but further than 100 feet move one level up the Safety Level chart to "Dangerous", and the area within 100 feet move an additional step up the safety level chart to "Moderately Maintained". There is no limit to the number of times this can be cast upon the same object. With each casting the area protected expands and the areas already covered by the spell get one level more safe until it reaches the level of "Safe".

No matter the number of times this spell is cast upon the same object, it is considered to be one spell for effects such as *Dispel Magic*.

Additionally, the icon only functions if it is stationary. If the icon is moved, the icon grants no protection until the icon becomes stationary and the *Dedicate Icon* spell is cast upon it to attune the icon to the new location. When

the *Dedicate Icon* spell is cast to attune the icon, the icon does not gain any new level of protection, but the level of protection it already granted are reactivated until the icon is once again moved.

IMBUE ICON

3rd-level

Casting Time: 1 hour

Range: Touch

Components: V, S, M (purified oils and incense to consecrate the icon)

Duration: 1 week

You are able to create a temporary icon. This icon represents the solidified beliefs of the caster and reinforces the planar boundaries within 30 feet. Any who make a overland travel or resting roll may treat they area as one level more safe (i.e. from Treacherous to Dangerous) as long as they stay near the icon See pages 200-202). The effects of these temporary icons made in this manner do not stack with each other, though their effects do stack with other types of Icons such as those created by the *Dedicate Icon* or *Reinforcing Presence* spells.

The Item to be imbued must be non-living and weigh at least 500 pounds. Additionally the Item must be uncovered and proudly presented in order for the icon to aid those nearby.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher you may reduce the weight of the object you cast the spell upon by 50% for each level,. When you cast this spell using a spell slot of 6th level or higher, you may chose to cast this spell upon a living creature.

PLANAR PIERCING

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You are able to open small tears in the planar boundary allowing Tiny creatures from the Expanse to crawl through and burrow into anything they touch. Choose three creatures you can see within range that are wounded. The wound does 1d4+1 damage of the same type you damaged yourself with. Roll one die and apply the same amount of damage to each target. Each target can only be affected once.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell can wound one additional target for each slot above 1st.

POSSESSION

4th-level enchantment (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (holy symbols or religious texts)

Duration: 8 hours

You begin a possession attack against a single enemy using the wielding Influence rules. If you successfully damage the target's resolve, you may continue to make a single attack on their resolve once every 24 hours. The spell's duration only pertains to the amount of time you have to make your first attack against your target.

If you make an attack and fail to damage the target, the spell immediately ends.

See pages 188 through 197 for more on wielding Influence and possession attacks.

REINFORCING PRESENCE

2nd-level enchantment

Casting Time: 10 Minutes

Range: Touch

Components: S

Duration: 1 week

Your very presence reinforces the planar boundaries that surround you. You may include your charisma bonus to any travel or resting checks to determine if the Expanse causes you any harm.

At Higher Levels. When you cast this spell using a spell slot of 3rd level, allies who remain within 30 feet of you, also may add your bonus to their travel or rest checks regarding the Expanse.

SENSE VIRTUE

1st-level divination

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

For the duration, you are able to sense one virtue or vice possessed by a target that you can see. By spending an action, you are able to sense one additional virtue or vice possessed by your target or switch your senses to a different target.

This spell allows you to detect the vice or virtue, but does not register neutral alignments.

See pages 128 through 130 for more details on alignment, virtues, and vices.

SUMMONED HUT

3rd-level conjuration (ritual)

Casting Time: 1 minute

Range: Self (10-foot-radius hemisphere or 10 foot cube)

Components: V, S, M (A small three dimensional carving of the building you wish to create. If cast above 3rd level, a small silver nail worth 10 gp must also be used.)

Duration: 8 hours

You may choose either to create a hut resembling the architecture of your homeland, or create a door which allows entrance into

Nine creatures of Medium size or smaller can fit inside the hut with you. Those creatures and objects designated at the time of the casting may leave and enter the hut. All other creatures and objects are barred entry. Spells and other magical effects can't extend past the walls of the hut, nor be cast from it. The atmosphere inside is comfortable and relaxing for each creature within, even if these contradict.

Until the spell ends, you can create any number of candles to be created and lit as well as a fireplace. The candles and wood cannot leave the hut however, and vanish if they are taken outside the hut.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher, you can add an additional 10 foot cube room following the same rules as above, or a stable with the same dimension that is capable of housing two large creatures.

SUMMON TITAN

9th-level conjuration (ritual)

Casting Time: 1 hour

Range: 120 feet

Components: V, S, M (an icon representing the Titan carved from stone precious to the specific Titan worth 7,500 gp.)

Duration: 8 hours

Through the application of strong magics, you rip apart the weaver's boundaries and call out to the great Titan's from beyond.

You may choose one titan and bring it closer to your plane. Each time the spell is cast, one level of the titan's effects activate; in order from Minor to Moderate, to Major. Casting the spell provides you with no protections from the Titan's effects.

Multiple Titans being in the same location risks a conflict between the titans. The GM should use their judgement what additional effects may occur when multiple titans try to manifest in the same area. Whatever the end result, its sure to be momentous.

SYMPATHETIC WOUNDING

1st-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

By wounding yourself, you cause the wound to simultaneously appear on three different creatures of your choice that you can see within range. The wound does 1d4+1 damage of the same type you damaged yourself with. Roll one die and apply the same amount of damage to each target. Each target can only be affected once.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell can wound one additional target for each slot above 1st.

TEMPLE OF HYGGE

4th-level enchantment

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a candle and small bread roll)

Duration: 12 hours

The goddesses Hygge aspect watches over you and your allies. Feelings of comfort and confidence flood into the party. Everyone feels rejuvenated.

Long rests can be completed in half the normal time. You are still limited to one long rest per day. You can affect yourself, plus one chosen target per proficiency bonus (a +2 bonus allows you to affect two additional targets other than yourself, a +3 bonus allows you to affect three).

TEMPLE OF UHYGGE

4th-level enchantment

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a candle and drawing of an eye)

Save:

Duration: 12 hours

The goddesses' dark Uhygge aspect takes interest in your enemies. She watches your foes from the darkness, briefly appearing in the corner of their eyes. Her presence unnerves even the most stalwart.

Long rests can be completed in double the normal time. You are still limited to one long rest per day. You are able to affect a number of hit dice equal to your hit dice multiplied by your proficiency bonus.

UNRAVEL WEAVE

3rd-level enchantment

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M (shears carved from cedar wood)

Duration: 8 hours

By causing violent fluctuation of magical energies, this spell worries at the planar boundaries. This spell is no powerful enough to tear a hole or allow planar travel, but it is enough to allow the Expanse to have a greater influence. This spell decreases the safety level of the area by one tier (I.e. from Moderately Maintained to Dangerous).

Additionally, any weavers, and only weavers, within the area of affect also take 2d8 force damage.

Multiple castings of this spell will not decrease the same area's safety level multiple times.

At Higher Levels. When you cast this spell using a slot of 4th level, the spell will decrease the safety level of an area by two tiers and increase force damage to 3d8.

WHISPERED CHARM

4th-level enchantment

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a 12 inch long silk string)

Save:

Duration: 8 hours

This spell acts as the *Charm Person* spell except the target does not recall that you are the caster of the spell once the spell ends. If they succeed on a wisdom save, they may know that something was wrong.

WORD OF CENSURE

Abjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 round

You deliver a stern word of rebuke, empowered by your consecration into holy mysteries, against a creature within range that can understand a language (not necessarily a language you speak). The target must succeed a Wisdom saving throw or take 1d6 psychic damage. If it fails this saving throw and ends its next turn closer to you than it began that turn, it suffers the cantrip's damage again (roll the damage a second time).

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

WEAVER CARAPACE (ANCHORING), CRUSHED WITH SEDIMENTARY PESTLE: When ground with a pestle of Sedimentary rock origin, iron locks lose a degree of their efficacy. However, if this powder is included in the forging of a brass lock, the lock , once activated, will never unlock via normal means.

WEAVER CARAPACE (ANCHORING), CRUSHED WITH VOLCANIC PESTLE: When ground with a mortar and pestle made from volcanic rock, it increases the protection granted by iron locks.

WEAVER CARAPACE (ANCHORING), CRUSHED WITH IRON PESTLE: A powder ground with a mortar and pestle made from iron rock, then infused in liqueur and imbibed will cause the drinker to become afflicted with lockjaw for up to a week.

-EXCEPTS FROM TRESTIC GUIDE TO
MULTIPLANAR ALCHEMY

Chapter Ten

NPCs and Beasts



NPCs

Æliode is filled with people from many walks of life. Some are vile creatures manipulating others to gain their power; others wander the land helping those in need. Most, however, merely seek to live another day fulfilling their meager goals of seeking food and shelter.

This chapter provides several NPCs found in the mortal realms. GMs may use them in addition to those found in the *Plight of the Tuatha* adventures. Each NPC contains information on their motivations as well as a few ideas as to how the NPCs might be used. Players will also find the NPCs as examples of the type of people living in the *Imperiums Campaign Setting*. Perhaps a player connect their background with one of these NPCs.

Whether these NPCs work with or against players, their addition to the world will provide a more in-depth backdrop to the setting and hopefully will inspire you.

Story Hook

Each NPC below has several story hooks included in their description. The story hooks are designed not only to inspire GMs, but also to more clearly show the role the NPC plays in the *Imperiums Campaign Setting*.

BARSICIACUS

Medium fiend (shapechanger)

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence to maintain the bond.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any

BARSICIACUS (INCUBUS)

Originally a servant of Paladrus, Barsiciacus was seduced by Syn to aid in the overthrow of the good gods of the Southern Empire. He was seduced by an agent of Syn and forsook his vows to Paladrus out of love. While the exact reason for his defection is not known, he did not change sides unscathed. During the imprisoning of Paladrus, his pure white wings became singed from the battle marring his once perfect beauty. Also, since embracing the ways of Syn, his footsteps taint the ground he walks upon, leaving a permanent black print. Other than this Barsiciacus retains the aspects of his perfect form, though his pride in his beauty has grown. Like many who aid Syn, Barsiciacus is very charming and persuasive, and he uses his charms to bring others to the worship of his new lord. If the rare instances a mortal has exceptional willpower and resists the temptation, he is just as happy to claim their unwilling soul by more destructive means.

In mortal form he will appear as an attractive, but not overly so, male or female of whatever lineage is most common. Sometimes he will also use his powers to unveil the needs and desires of a specific person and appear to them in the form most attractive to them. As a confidant, he will lead them to the mysteries and pleasures of his lord

equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

A C T I O N S

Claw (Fiend Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Desire. The target must make a DC 15 Wisdom saving throw against this magic. Failure allows the fiend to learn what the target desires. This knowledge causes the target to have disadvantage on any Wisdom saving throws made against Barsiciacus' other abilities.

Additionally, should the target indulge in this revealed desire within the next 24 hours, the target's maximum and current hit points increase for the next 8 hours (as per the *Aid* spell).

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

Syn, a path that most often leads to their destruction. Barsiciacus is a vain entity and is susceptible to flattery.

INTERACTIONS

He will appear attractive, but not so much so as to blatantly stand out, just enough to catch his target's eye.

STORY HOOKS

- Barsiciacus is encountered at an inn. He wishes to become a father and seeks a willing partner.
- Barsiciacus may be found in any city or village, typically in among the downtrodden or where alcohol is freely served. He is using his persuasive abilities to tempt mortals into committing crimes or act against the tenets of their gods.
- He may meet PCs with the hope of convincing them to rob drunk patrons, perhaps con them into fighting other patrons. He will also direct those he meets towards priests and priestesses of Syn so that they might engage in the carnal rituals of the god.

EMERGENCE: *Devoted to Barsiciarus*

CATALINA SOPHIA DE CERAVOSS

Catalina Sophia de Ceravoss, commonly called Lady Sophia, is the 9-year-old daughter of Noblesse Primas Cymus de Ceravoss. The identity of her mother is not known. Her father brought her into his household as an infant but did not allow her to be seen by the public until she was six years old. While some claim that Lady Sophia is not the daughter of de Ceravoss, the similarity of their features have dispelled most of these rumors.

The Lady de Ceravoss is very skilled in the pursuits of nobility, much more competent than others her age. She has been receiving training in oratory and politics since a very young age. While she has a firm grasp on the theory and tactics of noble society, she is still a child and subject to a child's whims.

Most often, the Lady Sophia is seen with her pet cat Agamen. Agamen is a young, grey housecat who seems to have resigned himself to being carried around everywhere by the young girl. Sophia is often seen carrying Agamen in an awkward manner throughout the city streets in search of adventure.

While she often displays a cheerful and childlike demeanor, those who spend time with her notice she has a malicious streak that sometimes reveals itself. While some say it is just the callousness that children of noble birth sometimes portray, others say it is a sign that there is more to her than meets the eye.

INTERACTIONS

If attacked, de Ceravoss has a magical *Heartstone Locket* attuned to her that teleports her to her father's villa. The locket will also protect Lady Sophia unless 30 hit points of damage is done to her before the amulet transports her. She always wears the locket when she is in public places.

STORY HOOKS

- The Lady Sophia has lost her pet cat Agamen. If the PCs help find him, Lady Sophia will introduce them to her father.
- It is time that the Lady Sophia has begun formal lessons. Her father offers the job to the PCs. It is a challenge to keep up with the precocious young girl.
- The Lady Sophia witnesses a PC wizard performing magic, she is impressed and tries to convince the PC and her father that the PC should be hired on to teach her magic.

EMERGENCE: *Tutor to Aristocracy*

CATALINA SOPHIA DE CERAVOSS

Small humanoid (human)

Armor Class 15 (breastplate)

Hit Points 7 (2d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	12 (+1)	12 (+1)	16 (+3)

Skills Deception +5, Insight +3, Persuasion +5

Senses passive Perception 11

Languages Avitian Standard

Challenge 1/8 (25 XP)

Special Equipment. Heartstone Locket.

A C T I O N S

Rapier. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8 + 2) piercing damage.

R E A C T I O N S

Parry. Lady Sophia adds 2 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

CYMUS MARIUS DE CERAVOSS

Cymus Maruis de Ceravoss is an aging man from a long and noble family line. He is a charming, intelligent, well versed in politics, and observant of traditions and etiquette.

Cymus was once a high ranking senator in the Avitian Empire, feared and respected by most of the other senators of the Senatus Aeternalis. Though he held great power within the Empire, he saw how Emperor Galabadon XXIII was beginning to consolidate all political power upon the imperial throne. Through the application of threats, bribes and deal-making, Cymus learn of the emperor's plans remove all Avitian senators from power either by assassination or charges of treason.

Not wanting to lose the wealth and prestige he and his family spent centuries amassing, Senator Cymus began clandestine negotiations with other senators. He spearheaded a plan for the wealthy and powerful of Avitus to shift their fortunes and households across the Tulmolic Ocean. Once completed Cymus and his allies rebelled against the throne and threw the empire into civil war.

Hailed as a hero by the nobles he saved, and therefore also by the people those nobles ruled over, Cymus was given the newly formed rank title of Noblesse Primas.

While the new senate of the Ceravossian Republic gives all other senators equal strength when it comes to voting, the Noblesse Primas possesses extra powers, and their vote is given the same weight as ten senators. Cymus reluctantly accepted this position but prefers to spend his time away from the senate and among the people. He uses the powers of his rank only on rare occasions of great importance.

Rumors claim that for all de Ceravoss' noble deeds and public acts, the Noblesse Primas has ties to less reputable organizations that deal in espionage, blackmail, and assassination. There is no reliable evidence that de Ceravoss has such connections, but the rumors persist, none-the-less. Other rumors claim that de Ceravoss is more than the mere mortal he appears to be. Some point to his near supernatural gift of oration and vast knowledge to be further signs of his unearthly quality.

INTERACTIONS

Cymus has a great love of collecting coins and would likely trade rare or magical items at a reduced price if paid for with rare coin.

If attacked, de Ceravoss uses his first available action to activate his magical *Heartstone Locket* to teleport to his mansion. Much like his daughter's locket, de Ceravoss' Heartstone protects him unless 180 hit points of damage are done to him before the locket activates the teleport.

CYMUS MARIUS DE CERAVOSS

Medium humanoid (human)

Armor Class 15 (chain shirt)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +5, Stealth +5

Senses passive Perception 16

Languages Avitian Standard, Issilini, Ostyr, Triufiri

Challenge 4 (1,100 XP)

Cunning Action. On each of his turns, Cymus can use a bonus action to take the Dash, Disengage, or Hide action.

Renown. Avitian Empire +10, Ceravossian Empire +10

Sneak Attack (1/Turn). Cymus deals an extra 7 (2d6) damage when he hits a target with a weapon attack if he has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated

and Cymus doesn't have disadvantage on the attack roll.

Special Equipment. *Rapier of Speed* (as *Scimitar of Speed*), *Ring of Mind Shielding*, *Heartstone Locket*.

A C T I O N S

Multiattack. Cymus makes two melee attacks, and can use a bonus action to attack with his *Rapier of Speed*.

Rapier of Speed. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

E M E R G E N C E

Broker of Secrets

Event: You have provided the de Ceravoss family with an important piece of information that saves the family a great hardship. You provided the information without asking for a favor in return.

Power: For every secret you pass along to Cymus de Ceravoss, he will provide information to the you. You will gain an advantage to a single Intelligence (Investigation) check per secret given to the lord. It will take 1d4 hours to work de Ceravoss's network to gain this advantage.

Loss Condition: Cymus catches the PC knowingly passing along false information to him.



STORY HOOKS

- The PCs have uncovered a trove of ancient coins. De Ceravoss is an avid collector and, upon seeing a rare coin among the PC's haul, seeks to partner with them in order to collect more rare coins.
- Cymus and Sophia are found together, with a group of soldiers to protect them. They are traveling to Callion in the land of Tir Ydrail visiting their summer manor.

KYABLASITHEIRIA OF THE FORLORN STONE

Kyablasitheiria is a demon formed from the falling blood of Tulhessa's death. And with that blood Kyablasitheiria was formed from hate, chaos, and loss. Though she is an ancient being, the passing ages have done nothing to reduce the rage that flows within her. Through the ages she has unleashed her anger with acts of the cruelest violence. Drawn to scenes of murder and betrayal, Kyablasitheiria has broken through the veils of reality to appear upon the mortal realm. There she has been known to destroy the families, level the cities, and decimate the armies of those who perpetrated these crimes.

The scales of this demon are brown, lightly striped with purple and blue. Her red eyes will seem to stare into your soul with patient, seething malice. Long ago her truename was discovered by a cabal of thaumaturgists, and ever since she has been summoned again and again against her will to do the bidding of the cabal. Mostly the cabal has used her as a source of information. She is aware of the locations of many lost artifacts and places of power, the remnants of those she has destroyed through the ages. Though the acts they request of her are in line with her desires, no doubt a creature of her age and power resents the control that these mortals have over her. Vengeance consumes her thoughts.

Due to her origin, it is believed that she has a love of fresh blood and enjoys the feeling of its warmth dripping on her or idols dedicated to her.

STORY HOOKS

- Kyablasitheiria may be found anywhere her captors decided to relocate; in a dark cellar, an empty warehouse, a remote glade sheltered from the elements. She will try to negotiate a trade of information for her release. If released she will not attack the PCs as she is eager to have revenge on her captors.

KYABLASITHEIRIA

Large fiend (demon)

Armor Class 18 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +9, Con +10, Wis +8, Cha +10

Skills History +9

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 16 (15,000 XP)

Magic Resistance. The marilith has advantage on saving throws against spells and other magical effects.

Magic Weapons. The marilith's weapon attacks are magical.

Reactive. The marilith can take one reaction on every turn in a combat.

A C T I O N S

Multiattack. The marilith makes seven attacks; six with its longswords and one with its tail.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* X (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled, (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

Teleport. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

R E A C T I O N S

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

REVITH

Most Sidhe from the Godspine Mountains prefer to spend their days high above the surrounding plains studying the intricacies of magic, worshipping Cran Tsamhriadh, or ensuring the sovereignty of their kingdom's borders. Revith, however, has forsaken such a sun-filled life for the cold comfort of the shadowy night.

Many of his brethren who knew him in his youth believed that he carried within him a memory of the elves' ancient relocation from Tir Ydrail. Others say that Revith listens to the voice of an Ostmen god which guides him from his homeland to walk among the humans, through their cities, and always under the watchful eye of the moon.

Though Revith is at the age of adulthood for his people, he does not seek out the companionship of his kin. The lure of the vitality and excitement within human settlements holds too strong a pull upon his soul. The tense anticipation felt before the roll of the dice in a back alley, the surge of his blood pumping as he slips past a manor's guards unnoticed, the feel of the cool night breeze on his skin as he makes his way from rooftop to rooftop; these all pull the solitary Sidhe back amongst the humans.

If asked why he has chosen a life of catburglary, of living life one step ahead of those who would see him imprisoned, he would say the value of what he steals has very little to do with anything. It is the challenge that these thefts present which is the allure of the lifestyle. Seeing the faces of rich and greedy merchants in a panic due to the rash of items being taken from their manors is a complete joy. Of course, if that person's garb betrayed them as one who lives a life of comfort, Revith would likely be pocketing their coin purse as he answered their inquiry.

Local gangs and groups of thieves despise Revith nearly as much as do the wealthy. If Revith would only join one of their organizations or spread around some of the wealth acquired on his nighttime excursions, they would welcome him into their fold. Revith, however, prefers the company of his two ferrets, Saitou and Veil, as he finds them more loyal, more capable, and less in need of a bath than most of the street thugs he has met.

INTERACTIONS

Revith is most likely to be found performing acts of catburglary in the city of Chandegar or hiding out in the village of Safeharbor. He will likely be found in the more wealthy areas looking for opportunities to practice his trade.

STORY HOOKS

- If approached he will be a good source of information concerning the local merchants as well as movers and

shakers of more illicit activities.

- If the players are looking for an expensive, yet non-magical, item, Revith would be a great NPC to use as a seller.

REVITH

Medium humanoid (Huldufólk Sidhe)

Armor Class 15 (studded leather)

Hit Points 27 (6d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	12 (+1)	15 (+2)	16 (+3)

Skills Athletics +4, Deception +5, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +7, Stealth +7

Senses darkvision 60 ft., passive Perception 16

Languages Avitian Standard, Huldufólk Sidhe, Orc

Challenge 1 (200 XP)

Cunning Action. On each of his turns, Revith can use a bonus action to take the Dash, Disengage, or Hide action.

Deathly Sight (Recharges after a Short or Long rest). As a bonus action, Revith can see how close creatures are to death. For 1 minute he can determine if a creature he sees is dead, fragile (alive and wounded, with 3 or fewer remaining hit points), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). This vision has a range of 30 feet. Spells (or other magic) that feign death or otherwise mask a creature's living (or unliving) status foil this sight.

Fey Ancestry. Revith has advantage on saving throws against being charmed, and magic can't put him to sleep.

Sneak Attack (1/Turn). Revith deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Revith's that isn't incapacitated and Revith doesn't have disadvantage on the attack roll.

A C T I O N S

Multiattack. Revith makes two melee attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage

- If a player likes to show off their wealth, Revith will make for an excellent encounter as he attempts to relieve such a player of showy items.

SMUJ

Smujyr, known as Smuj by his friends, was born of conflict. Smuj does not remember much of his past, only that his mother left him at the door of the Brotherhood of Mirisi in the coastal city of Mirimum. He was found wrapped in a rough-spun cloth with a flower forged from iron and a hurriedly-scribbled blood-stained note. The note told of an attack by ferocious man-beasts who came down from the Stadji Mountains and the destruction of a village. The story told of a leader of these brutal men that had recently returned in search of the child.

For months, the Brotherhood engaged in small skirmishes against the bestial Fomoire men, protecting the child whose strangely formed features betrayed his dark origins. It was a full six months of bloodshed before the raid attempts at Mirimum ceased and the child was safe. Smuj spent the first dozen years of his life at the monastery. The monks found him to be a passionate child who would throw himself entirely into any task set before him. Unfortunately with this passion came unruliness and single-mindedness the Brotherhood had difficulty guiding.

At the age of twelve, the unusually large Smuj left the monastery in the dead of night after having a dream of his mother calling to him. Pushed by what he believed was a message, Smuj never returned to his childhood home. He has spent years traveling through the Stadji Mountains in the hopes of finding the Fomoire who destroyed his home or discovering some word of the location of his mother.

His search has been hard. Many times he faced his death only to survive by the strength of his resolve and the lucky turn of a blade or well-placed shelter. But after slaying many ash elves in the Salt Plains of Svelgar and claiming the stalwart spear Elding Logi, his name has been spread far and wide. In Tir Ydrail he is known as The Great Drinker, the Ostmen know him as the Iceberg Sailor, and Avitians tell tales of the Rider of the Stone Giants.

He now travels the land as an aspiring merchant searching for word of his mother and carrying his iron flower. While his fierce visage has hampered his goals of making coin selling off items he has acquired during his travels, it does provide gold enough to continue his search.

INTERACTIONS

Smuj often finds himself moving from town to town due to his tendency towards meeting complicated situations with the butt of his spear. While he is generally jovial in his

SMUJ

Medium humanoid (Fomoire)

Armor Class 13 (hide armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	9 (–1)	11 (+0)	9 (–1)

Senses darkvision 60 ft., passive Perception 10

Languages Imperial Standard, Orc, Ostyr, Triufri

Challenge 2 (450 XP)

Aggressive. As a bonus action, Smuj can move up to his speed toward a hostile creature that he can see.

Reckless. At the start of his turn, Smuj can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

A C T I O N S

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

demeanor, he is known to inexplicably strike out at those who try to confuse him with “big words”.

STORY HOOKS

- Players run into him selling wares and weapons at a 10% discount out of a cart with the words “Ears and the Gray Man” crudely written on it, in any village or city they may be at.
- He may aid players in a bar fight in a backwater village in Tir Ydrail, or perhaps be found competing in the games in the port city of Safeharbor on the Issian Peninsula.

ZYF, DEVOTED OF MYN

Zyf was raised in a merchant’s home. His parents were artisans who worked metal and gems into beautiful pieces but try as they might to teach the boy, none of their lessons would stick. His mind always wandered, and his hands fumbled the knife and chisel. Kind, loving, but not skilled, Zyf would find no career as a sculptor or jeweler or stone mason.

One day, a fellow Nothri came by the shop and showed the family a book he had bound with the most exquisite

leather. The calf-skin was smooth and soft and rather than ‘cover’ the book; it appeared more like the skin caressed the pages. It was as fine a treasure as Zyf had ever seen. The owner asked Zyf’s parents to create some gold filigree to adorn the cover, and they immediately got to work measuring, hammering, smelting, working the soft metal into an intricate design that would not only enhance the cover of the book but provide some protection for its contents.

Inside were the stories of the siblings, Syn and Myn. This was a book about blasphemy and the forbidden goddess Myn! This was an outrage and crime! The magistrate should know about this immediately, but rather than run to the local authorities, something deep within him compelled Zyf to read the book. Syn was more than just a god of intelligence; he was bawdy and randy and full of life. Myn was more than just a simple cat-goddess; she was the epitome of curiosity and travel. These were gods, but they were also persecuted, and their stories leapt off the page and landed in Zyf’s heart.

When he was done with the book, his life had been changed. No longer a boy with a wandering mind, Zyf had focus now: the calling. Finding others to share these tales with became his obsession and although Myn is the goddess of luck, now and then the dice do not come up in her favor, thus it was with Zyf, too.

Zyf spent the next decades traveling the world, from the far-off land of Tir Ydrail to the Rikstrn’s Hammer. He learned that there are more gods than just those of the Viscian Pantheon. There were gods which did not demand cruel sacrifices to hold their destructive anger at bay, gods who sought to guide their people towards betterment and not as a source of obedience. Through it all, Myn’s voice rang clear and ever stronger urging Zyf towards a more profound understanding of creation.

In a world where the bloodthirsty efforts of other Issian priests had left Myn all but forgotten, Zyf became the guardian of the treasure of knowledge about the goddess. His rise to sainthood has become a map guiding others. Known now as Zyf, Devoted of Myn, the Nothri’s counsel is sought by many who have lost their way.

INTERACTIONS

Zyf is most certainly a braggart, and most of his tales revolve around how he, with the aid of his glorious goddess Myn, were the key figures in the success of some outlandish adventure. He will gladly spin tales for hours to his fellow travelers’ delight and lament.

Though given to telling unbelievable tales, his boasting and swagger are not malicious. He is kind, friendly, and gregarious, and his stories are never told to tear others down.

ZYF

Medium humanoid (Weorg-kin Nothri)

Armor Class 19 (splint, shield)

Hit Points 67 (9d8 + 27)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	11 (+0)	18 (+4)	11 (+0)

Saving Throws Wis +7, Cha +3

Skills History +3, Religion +2

Senses darkvision 60 ft., passive Perception 14

Languages Avitian Standard, Drumspeak, Giant, Issilini, and Truifir

Challenge 9 (2,300XP)

Spellcasting. Zyf is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Zyf has the following cleric spells prepared:

Cantrips (at will): *Guidance, Light, Resistance, Sacred Flame*

1st level (4 slots): *Bless, Cure Wounds, Healing Word, Guiding Bolt*

2nd level (3 slots): *Lesser Restoration, Spiritual Weapon*

3rd level (3 slots): *Dispel Magic, Spirit Guardians*

4th level (2 slots): *Death Ward, Divination*

5th level (1 slot): *Flame Strike*

A C T I O N S

Warhammer. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage or 7 (1d10 + 2) if wielded with two hands.

STORY HOOKS

- As Zyf spends his life traveling, it is possible that he may be found almost anywhere. He has set up several shrines to Myn, which he often visits. One sanctuary is in the Temple of the Sanctified Flame in the city of Chandegar, a second grew on the outskirts of Callion in Tir Ydrail.
- If players also find themselves in need of healing, Zyf might be seen wandering by. He offers his spells for free, but the party may have to listen to his somewhat unbelievable tales of his most recent adventure.

BESTIARY

Within the pages of the Plight of the Tuatha series, you will encounter many new creatures unique to the *Imperiums* Campaign setting. From malicious Peat Fae and disgusting Flesh to the reinventing of classic creatures such as the medusa and minotaur.

There are more beasts and beings that inhabit the Grand Monument than is held in those pages. Below are some additional creatures which might help round out your players experience of the *Imperiums* setting.

A few of these creatures, such as the Weavers, play supporting roles in the Plight of the Tuatha tale though their role never requires that their stats appear. They are included here in case a more active role is something PCs seek.

Creatures such as the Void Rippers and Drift Flies are included to help fill out the ecosphere in which the Weavers reside. Additionally, since there is some plane hopping involved in the Plight storyline, appearances by these beings might make sense. The flycatcher dragons, however, might make for a nice side encounter with a creature who is not necessarily evil or aggressive.

Emergence

Many creatures listed below include an Emergence in their stat block. At the GM's discretion, the listed Emergence may be available for players to give to their characters if the story allows. The GM should not feel like they must provide their players access to this Emergence. The GM may allow players to learn of the Emergence before they encounter the creature and, therefore, gain a reason to seek them out.

Story Hook

Each creature below has several story hooks included in their description. The story hooks are designed not only to inspire GMs, but also to more clearly show the role the NPC plays in the *Imperiums Campaign Setting*.

CAT

Cats are commonly found through out Æliode. Though they are common, there is much folklore about the animals that can be found in nearly all cultures.

Though a common animal, a small number of these beasts actually do have a connection to the supernatural world. The nature of this connection varies with the cat breed. Such specimens are likely the source of the folklore which attributes these powers to all of cat kind.

CAT

Tiny beast

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	15(+2)	10(+0)	3(-4)	12(+1)	7(-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

A C T I O N S

Claws. *Melee Weapon Attack:* +0 to hit, Reach 5 ft., one target. *Hit:* 1 slashing damage.

Breed Abilities. Different cat breeds are considered to have supernatural powers unique to their breed. 10% of cats encountered will have the following actions available based on their coloring.

- **Chittering (Forest Cat).** The cat makes a quite chittering noise towards potential prey. This sounds focuses the cats energy allowing it, and one ally, to gain advantage on their initiative roll. The cat must complete a long rest before being able to use this ability again.
- **Healing Purr (Issian Blue).** If this cat can be convinced to stay on a wounded PCs during a long rest, that PC gains an additional HD above their limit which they can immediately spend. A cat's purr works on only one creature at a time.
- **Hunt Fae (Tabby).** This cat is the natural enemy of all fae. Hit increases to 1d6 slashing damage against any fae.
- **Protect Valuables (Mao or Siamese).** This ability comes in one of two versions: Protects against pests, or protect against theft. The mao breed has the ability to protect 500 square feet of material from being destroyed or consumed by pests(mice, insects, rats, etc.). Siamese, on the other hand, protect items from being stolen. The first check a thief makes related to an attempt steal I item in the protects 500 square foot area (such a moving quietly, unlocking locks, hiding, or disarming traps) is made at a disadvantage.
- **See Spirits (Black Cat).** The cat can see ghosts or spirits, even if they are invisible or in another layer of reality. Mortals can also see these spirits if they stand behind the cat and look between its ears in the direction the cat is looking.

DRAGON, FLYCATCHER

Flycatcher dragons grow no longer than six inches, including a 3-inch-long tail, and they weigh no more than half a pound. Where insects are plentiful, the dragons eat half their weight every day. When flycatcher dragons are at rest, they fold their wings in, giving them the appearance of an ordinary, albeit vibrant green, lizard. The dragons convene in marshy areas for mating once every two years and a mated pair produce one to three eggs. Some dragons

remain to watch over the eggs, which hatch after three months. After hatching, the young dragons are left to fend for themselves and feed on the insects in their lairs. Flycatcher dragons have a 50-year lifespan.

Minuscule Masters. Dragons consider themselves masters of all they survey, and the minuscule flycatcher dragons are no exception. Their domain just happens to include insects, arachnids, and other vermin. They have also adapted to more effectively fight when these smaller creatures frequently gather en masse. While flycatcher dragons make no distinction between harmful and beneficial insects, they listen to humanoids who interact with them and point out beneficial creatures, and their keen minds allow them to retain that information. Thus, they leave pollinators alone, unless the insects pose an immediate threat to other creatures in their domain.

ELDER FLYCATCHER DRAGON

Tiny dragon

Armor Class 17 (natural armor)

Hit Points 52 (15d4 + 15)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	18(+4)	12(+1)	11(+0)	16(+3)	12(+1)

Saving Throws Dex +6, Con +3, Wis +5, Cha +3

Skills Acrobatics +6, Perception +5, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 4 (450 XP)

Swarm-Resistant Scales. The dragon has resistance to damage dealt by swarms.

A C T I O N S

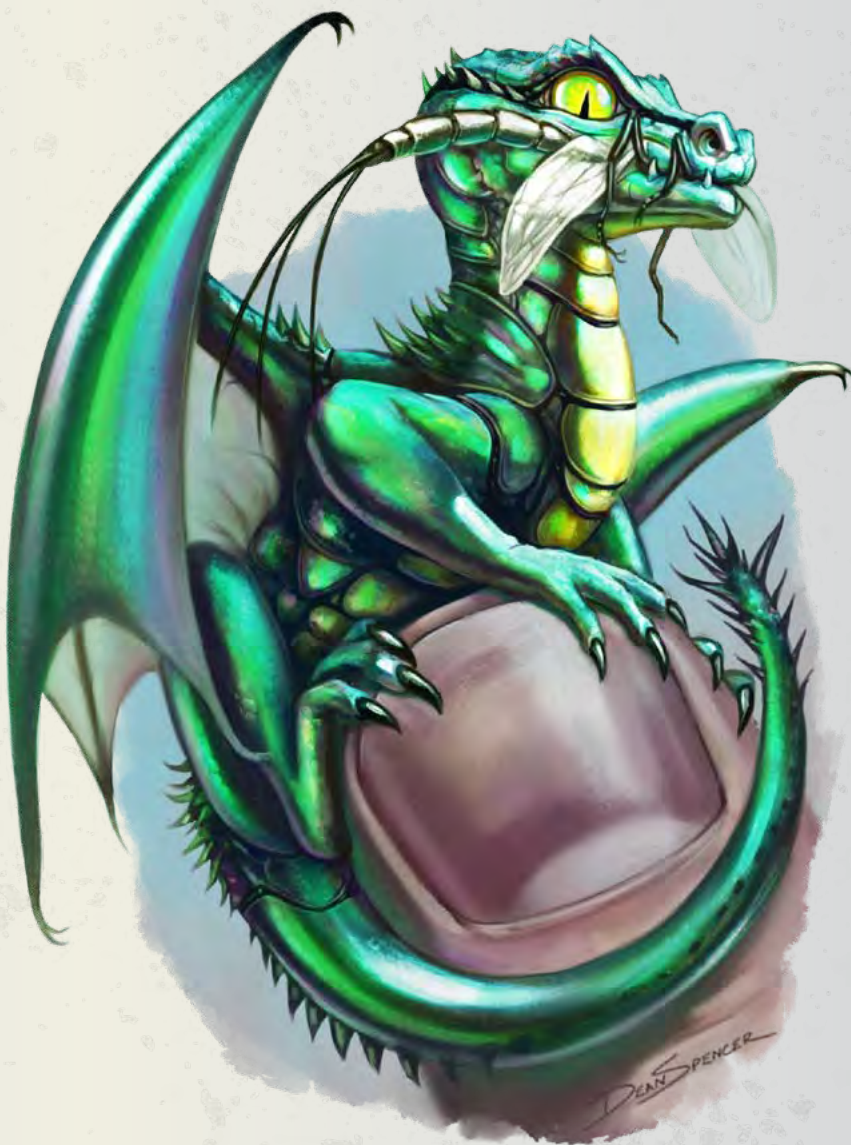
Multiattack. The dragon makes four attacks: one with its tongue, and one with its bite, and two with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage plus 7 (2d6) lightning damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 slashing damage plus 3 (1d6) lightning damage.

Tongue. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: The target takes 1 bludgeoning damage. If the target is Tiny, it is grappled (escape DC 14) and pulled 5 feet toward the dragon.

Thunderstroke Breath (Recharge 5–6). The dragon exhales a cone of thundering strokes of lightning in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 10 (3d6) lightning damage and 10 (3d6) thunder damage on a failed save, or half as much damage on a successful one. Creatures with the swarm trait take double damage.



Voracious Appetite. In combat situations, flycatcher dragons attack with gusto, especially if one of their favored targets is involved in the battle. A summoned swarm or giant insect acts as a nice distraction for the dragons if they prove too overwhelming in combat. Against swarms and vermin, they are fearless and eagerly launch themselves into the fray. They enjoy protection from such creatures and attack with tooth and claw, occasionally supplementing their attacks with their potent breath weapon. If a combat ends up being too tough for them, they have no qualms about flying away to gather allies.

Mutual Balance. Flycatcher dragons prefer marshes and swamps where insect populations are high, but they can thrive in any temperate or warm climate. In urban areas, independent dragons keep their chosen settlements free of pests. Flycatcher dragons like the company of other such dragons and gather in groups as large as a dozen, provided their prey can sustain them.

The dragons are amiable creatures and get along with most humanoids, provided they don't make a habit of summoning the dragons' hated enemies. Flycatcher dragons are agreeable enough to leave beneficial vermin alone if someone asks. Those dragons that spend time in and around rural settlements know to leave bees and even less venomous spiders alone. More powerful dragons also employ flycatcher dragons to keep swarms of insects from bothering them while they undergo their long slumbers. Flycatchers keep small nests where they store treasure; like all dragons, they hoard gems and other glittering prizes.

FLYCATCHER WYRMLINGS

After the spring and fall hatching of Flycatcher eggs. The wyrmlings gather in large swarms to feed. Clouds of the tiny dragons can be seen best at dusk as their minuscule bursts of multi-colored lightning breath flicker in the gathering darkness.

At this age, flycatcher dragons are unable to cause harm to creatures larger than small insects. That is, of course, unless one finds oneself trapped in the middle of a swarm of the tiny creatures. While individual dragons would find it challenging to harm a human-sized creatures, the bites and bolts of hundreds of the beasts can be formidable.

YOUNG FLYCATCHER

Flycatcher Dragons mature quite quickly. This is important because so many hatchlings are eaten by predators during their first few weeks of life. Those who are able to survive the attacks of birds and bats for a mere 20 to 30 days will grow to be large enough to be able to defend themselves from these larger creatures.

SWARM OF FLYCATCHER DRAGON WYRMLINGS

Medium swarm of Tiny dragons

Armor Class 12

Hit Points 22 (5d8)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	15(+3)	10(+0)	7(-2)	12(+1)	10(+0)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages Understands Draconic, but can't speak

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

A C T I O N S

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) lightning damage, or 5 (2d4) lightning damage if the swarm has half of its hit points or fewer.

Variant: Flycatcher Familiar

Young flycatcher dragons sometimes agree to serve spellcasters as a familiar. Such flycatchers have the following trait:

Familiar. The flycatcher dragon can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the flycatcher dragon senses as long as they are within 1 mile of each other. While the flycatcher dragon is within 10 feet of its companion, the companion shares the flycatcher dragon's Swarm-Resistant Scales trait. At any time and for any reason, the flycatcher dragon can end its service as a familiar, ending the bond.

Though physically capable of winning any fight between themselves and their former predators, the flycatcher still prefer their insectoid diet. Young flycatchers have grown to an inch to an inch and a half in length. Their size hides great power however. These brave creatures are able to release arcing stoking of lightening capable of covering an area multitudes greater than their size.

As with their younger form, their lightning breathe may take on many different colors. Those who live near flycatcher dragons tend to have strong opinions about what the different colors portend. There is little to support there is any meaning, however.

ELDER FLYCATCHER

Dragons who reach the age of 30 years are considered to be elders of the flycatcher community. These “ancient Wyrms” have grown to almost four inches in length and are capable of eating several pounds of insects each night. Such an appetite brings them into frequent conflict with local bat populations.

Often times these dragons seek out small burrows near insect laden water to call their home. Much like their larger kin, these elders have a fondness for collecting and hoarding. The objects they most desire, however, are chunks of lightning hardened tree sap which encases “prize” insects. These dragons will spend their days polishing their prizes with moss and their nights hunting down more impressive prizes to encase.

STORY HOOKS

- During a festival celebrating the hatching of a flycatcher dragon swarm, several children get lost in the nearby woods after chasing several hatchlings.
- The signet ring of a local magistrate is lost, only to be found in an “ancient” flycatcher’s horde hidden inside an old oak.

Lore: Intelligence (Arcana)

DC 10 – Flycatcher dragons are miniscule dragons that still pack a powerful punch, especially with their breath weapons that combine lightning and thundering energy.

DC 15 – Flycatcher dragons are bane to vermin, especially when the vermin swarm together. They possess an array of defenses, including immunity to diseases and poisons, and scales that prevent access to their flesh by most insects.

DC 20 – Flycatcher dragons enjoy civilization and apply their abilities to keeping habitations clear of damaging vermin. They sometimes agree to travel with like-minded

arcane spellcasters. They despise creatures who employ vermin, however, and seek to destroy them.

EMERGENCE

Lord of the Wurm

Event: You have been granted the title Lord of the Wurm by an Elder Flycatcher Dragon. You feel the spirit of the beast within you.

Power: Your familiar can take the form of a Young Flycatcher Dragon. However, you find yourself with a hunger for insects.

Loss Condition: Have the title taken away from you by an Elder Flycatcher Dragon

YOUNG FLYCATCHER DRAGON

Tiny dragon

Armor Class 15 (natural armor)

Hit Points 25 (10d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3(−4)	16(+3)	10(+0)	7(−2)	14(+2)	12(+1)

Saving Throws Dex +5, Con +2, Wis +4, Cha +3

Skills Perception +4, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 2 (450 XP)

Swarm-Resistant Scales. The dragon has resistance to damage dealt by swarms.

A C T I O N S

Multiattack. The dragon makes two attacks: one with its tongue, and one with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (2d6) lightning damage.

Tongue. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* The target takes 1 bludgeoning damage. If the target is Tiny, it is grappled (escape DC 11) and pulled 5 feet toward the dragon.

Thunderstroke Breath (Recharges after a Short or Long Rest). The dragon exhales a cone of thundering strokes of lightning in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) lightning damage and 7 (2d6) thunder damage on a failed save, or half as much damage on a successful one. Creatures with the swarm trait take double damage.

DRIFT FLY

This massive fly seems to skip random distances as it flies, momentarily disappearing and reappearing. Its multifaceted eyes gleam with a predatory intelligence.

While not as hardy as other planar travelers, drift flies possess a modicum of energy protection to keep them alive in all but the most uninhabitable locations. The creatures slip among dimensions and bring potential prey with them as they do. Regarded as nuisances among planar denizens, drift flies can easily devastate humbler habitations, as they drag victims away from any help and return for more after they have fed.

Dimensional Hunters. Hungry drift flies focus on a single foe and seek to grab it and carry it away with their teleportation ability, usually at the maximum distance to have less interruption as they try to kill prey. Particularly hungry drift flies attempt to snag victims and whisk them away. The creatures fight to the death only if they haven't eaten in a long time, otherwise they flee from stiff resistance.

Drift flies are solitary creatures and only gather with other drift flies when they mate, something that occurs once a year. It is possible to "train" drift flies by providing them copious amounts of rotting meat, and creatures capable of handling magical beasts employ drift flies to remove enemies from the battlefield.

Planar Nests. Drift flies can persist in almost any planar location, but they prefer moderately populated areas where they can find easy prey. They prefer carrion and often kill prey and leave it to rot for a day before devouring the flesh, but only if they can avoid other creatures. They have no problem consuming freshly killed prey if needs must. After mating, both drift flies produce dozens of eggs and deposit them in dead creatures capable of planar travel. If no such creatures are available, the mated pair of flies fight to the death and leave their eggs in the loser's corpse. The maggots rapidly mature and begin their first planar forays six months after birth. Weavers of all sorts hunt drift flies, partially to keep the flies from incidentally devastating the multiverse, but mostly because the weavers find the flies' dimensionally-charged flesh appetizing.

STORY HOOKS

- Local shepherds are going missing when they take their herds to a local watering hole. One sheep was found dead at the water's edge and the shepherd's tracks just disappear next to the animal's body. Strange insect eggs are found in the sheep.

Lore: Intelligence (Arcana or Nature)

DC 15 – Drift flies can often be found floating on the ethereal winds of ley lines that criss-cross the Grand Monument.

DRIFT FLY

Large monstrosity

Armor Class 16 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	16(+3)	18(+4)	2(−4)	14(+2)	16(+3)

Saving Throws Dex +6

Damage Resistances acid, cold, fire, lightning

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 7 (2,900 XP)

Disorienting Travel. Creatures grappled by the drift fly when it teleports must succeed on a DC 15 Constitution saving throw or suffer disadvantage on attack rolls and ability checks for 1 minute. If the saving throw fails by 5 or more, the creature is incapacitated as well. The creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

Grapppler. The drift fly has advantage on attack rolls against creatures it is grappling.

Innate Spellcasting. The drift fly's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spell, requiring no components:

1/day: plane shift

A C T I O N S

Multiattack. The drift fly makes three attacks: one with its bite, and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The drift fly has two claws, each of which can grapple only one target.

Teleport. The drift fly magically teleports, along with any equipment it is wearing or carrying, or with creatures it is grappling, up to 120 feet to an unoccupied space it can see.

They can travel dimensionally in the same plane, but they are also capable of traversing the planes.

DC 20 – Drift flies carry victims with them as they teleport to a safe place where they can devour their victims without interference.

DC 25 – As strange denizens of the multiverse, drift flies can withstand extremes on various planes, and, as a result, many types of damaging energy.

TARBH UISGE (CALF)

The tarbh uisge are a bane of the more distant regions of Tir Ydrail. These large bull shaped creatures live in the murky depths of remote ponds and lakes.

Great Beasts of Flame. A tarbh uisge looks very similar to mundane cattle save for two features: its size and its fiery nature. Due to the beast's ties to flame and fire, its skin stained permanently by the residue left from the destruction in its wake. Most beast forever turns black from the soot while some become greyish from ash. The natural color of these creatures is hidden which even their lives under water does nothing to lessen.

A calf is the size of a full grown bull and can sometimes pass as its mundane counterpart as long as one does not look into its eyes or see its fiery breath. A full-grown tarbh uisge, however, can reach the size of a house or even a barn. Thankfully, tarbh Uisge of this age are extremely rare.

Curse of the Land. Most Triufir view the tarbh uisge as a curse laid upon the land. The great beast will awaken and roam from its home beneath the waters to lay waste to the nearby area. As it travels, the fiery breath of the tarbh uisge sets everything aflame. Crops and buildings burn to cinders and ash.

The tarbh uisge also mates with cattle, passing its curse along to the herds of a region. All children of this union live ordinary lives. However, it is said that leather made from such cattle will not protect from the elements and its meat will not only make those who consume it more hungry. Leather bags and packs will drop items from them though there have no wholes, and wine or water skins turn liquid contained into blood.

Curse of the Water. Though these dark beasts are creatures of flame, they find their homes beneath the water. The tarbh uisge can breathe air and walk the land without issue, however, the longer they stay away from their watery home, the more their fiery nature dominates their form.

When a tarbh uisge first leaves their lake, only their eyes and breathe glow with supernatural flame. Each day the beast stays away from the quenching cold water, more of its form alights. First its mane and tufts of fur on its hooves. Then the feet themselves become like heated steel.

And as the beast catches fire, items merely in its presence will also catch fire. More more of the beast is aflame, the further away objects will alight. Some say that if the creature stays away from its lake for a full month, All within a county will catch fire.

STORY HOOKS

- A local noble seems to be cursed as they are wasting away no matter how much food they eat. The meat from their table originates from a local farm whose calves have cloven ears while the nearby lake has a strange glow at night.
- Nearby farms are the target of an arsonist. Their barns are all being burned down in the night and the only clue are hoof marks leading to a local lake. A young tarbh uisge has been placed there by an evil redcap wishing to protect its ruins.

TARBH UISGE (calf)

Large monstrosity

Armor Class 19 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	11(+0)	18(+4)	2(−4)	12(+1)	7(−2)

Skills

Saving Throws Dex +6

Damage Resistances cold, fire

Senses blindsight 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Vengeful Burst. Once the Tarbh Uisge is damaged below 50% of its hit points and again when it is reduced to 0 hit points, the beast bursts into flame damaging everything within 5 feet. Targets must succeed on a DC 16 Constitution saving throw taking 24 (7d6) fire damage on a failed save, or half as much on a successful one.

Waterborne. The Tarbh Uisge's breath attack and Flame Burst are unaffected by water. They can be performed underwater with the same effectiveness as if they were performed on land.

A C T I O N S

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

Trample. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Fire Breath (Recharge 5-6). The Tarbh Uisge exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) damage on a failed save, or half as much on a successful one.

Lore: Intelligence (Arcana)

DC 15 – These large cattle live beneath the waters of local lakes, but will come out of their caves at night to terrorize a region. They wander the night setting fields and building on fire with their flaming breathe.

DC 20 – Tarbh uisge will mate with natural cattle. The offspring of these unions have cloven ears and velvet hide. 1 in 50 of these offspring will grow into a full blooded tarbh.

DC 25 – The hide of a tarbh uisge contains the intense flame of the beast. If the hide is damaged, it is likely that the beast will bust into flame.

VESPIC RIPPER

This bizarre creature looks like a horrifying blend of crab and hornet. Its stinger seems to waver in and out of reality.

Vesplic rippers are the antithesis to the harmony weavers work so hard to protect. They travel through the planes disrupting boundaries between them, and even pairing incongruous planes together (such as opening a tear between a demon-inhabited location and a location with an angel populace). Their preferred path of destruction is to follow weavers and undo repairs they have recently made. Fortunately, they are only capable of dimensional mayhem, but rumors persist about powerful vesplic rippers at the fraying edges of the multiverse that can disrupt time.

Unbridled Destruction. Vesplic rippers dive right into battle. While in close combat with foes, they sting their foes to partially nullify their attack capabilities. When they

can, they use their claws to cut through the fabric of the multiverse to create nasty effects, most of which they are immune to. Vesplic rippers rarely flee from combat, except when confronted with weavers. The prevailing thought is vesplic rippers enjoy vexing their mortal enemies far too much to succumb to them in battle.

Unlikely Allies. Vesplic rippers aren't always engines of destruction. They may work together, collecting shreds of planar barriers to build nightmarish nests.

They can work with and for other powers wishing to exploit or benefit from the vesplic rippers' tendencies and abilities. Vesplic rippers take payment in the form of destructive magic items they can use to erase the weavers' repairs, preferring items that can disintegrate matter or open random portals.

Viciously Nihilistic. Vesplic rippers are disruption incarnate and their end goal is complete entropy, making the multiverse virtually uninhabitable. If they cause

VESPIC RIPPER

Huge aberration

Armor Class 16 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 50 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	18(+4)	12(+1)	18(+4)	15(+2)

Saving Throws CHA +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 14

Languages Deep Speech

Challenge 10 (5,900 XP)

Flyby Attack. The vesplic ripper doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Magic Resistance. The vesplic ripper has advantage on saving throws against spells and other magical effects.

Planar Attunement. The vesplic ripper can ignore harmful planar effects.

A C T I O N S

Multiattack. The vesplic ripper makes three attacks; two with its claws, and one with its sting. It can replace one claw attack with a Planar Intrusion if that ability is recharged.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage and the target is grappled (escape DC 15). The vesplic ripper has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage. The target takes must make a DC 15 Constitution saving throw. On a failed save, the target takes 14 (4d6) poison damage and is poisoned for 1 minute, or takes half as much damage and isn't poisoned on a successful one. While it is poisoned in this way, when the target casts a spell it must succeed on a DC 15 Constitution saving throw, or the spell fails.

Planar Intrusion (Recharge 5-6). The vesplic ripper uses one of its claws to magically through the fabric of the multiverse at a point within reach. The vesplic ripper chooses one of the following options:

Elemental Tear. The vesplic ripper opens a hole to one the plane of Sauerforn, Talla Ne Fáeil, or Ihrfeng. Each creature within 10 feet of the tear must make a DC 15 Dexterity saving throw or take 21 (6d6) damage on a failed save, or half as much on a successful one. The damage type depends on the destination plane, choose one of the following: Sauerforn (lightning or thunder), Talla na Fáeil (bludgeoning), Ihrfeng (fire).

Planar Sinkhole. The vesplic ripper creates an instantaneous, one-way portal to the Expanse or another plane. Each creature within 10 feet of the tear must succeed on a DC 15 Charisma saving throw or be transported to the destination plane. This is a magical effect.

Sudden Summoning. The vesplic ripper tears a rift in the planes, drawing forth a hostile creature. The vesplic ripper summons one aberration, elemental, or fiend of CR 6 or lower. The creature appears at the point the vesplic ripper chose when it used Planar Intrusion. Roll initiative for the creature, which has its own turns. The vesplic ripper has no control over the creature, which returns to its home plane after 1 minute, or when it dies. The vesplic ripper can only have one summoned creature at a time. If it uses this option again, the first creature disappears.



themselves to wink out of existence as a result, they would still consider it a win.

STORY HOOKS

- A powerful wizard has recently perished and the vespice ripper she kept imprisoned has escaped. The nearby village has begun to be attacked by all manner of horrors beyond imagination due to the tears the vespice ripper has left in its wake.
- While attempting to summon a local daemon, a wizard accidentally gains the attention of a vespice ripper. The ripper begins to kill off all the local daemons.
- A vespice ripper has begun crossing into the mortal planes in the middle of the night to kidnap sleepers from their beds. It takes them to seemingly random realms and leaves them there.

Lore: Intelligence (Arcana)

DC 15 – Vespice rippers care only for the destruction of the multiverse and their abilities allow them to create chaos on a large scale. In combat, they use their stings to create dimensional instability in their foes, causing them to randomly fade between planes.

DC 20 – Vespice rippers can unleash elemental devastation by tearing holes between dimensions with relative impunity, protected from the energies they release. Even if the effect they create backfires on them, they relish the havoc they wreak.

DC 25 – Vespice rippers are servants to an obscure deity with a purview over entropy. This explains their fanaticism when it comes to the large-scale damage they leave in their wake. They are mortal enemies with weavers, but they practice a surprising amount of patience when it comes to the weavers, as if they perversely enjoy thwarting their enemies and slipping away. If the vespice rippers are successful in their goal of multiversal destruction, their deity will rule unchallenged.

EMERGENCE

Expanse Parasite

Event: You have been stung by a vespice ripper and it injected its egg deep in your body.

Power: The presence of the vespice egg ties you to the Expanse.

Loss Condition: Have your blood drained by a stirge every day for a week.

WEAVERS

The weavers are strange, spider-like creatures that live and thrive across the multiverse. They spend their time spinning dimensional webs across the planes, drawn to portals and rifts that pierce planar boundaries. Weavers are single-minded in their devotion to sealing any breach they find, and scholars surmise that the weavers are the reason the individual planes are separate at all. While all weavers protect the ordered arrangement of the multiverse, there are different varieties of weaver, each with a specific focus.

DIMENSIONAL WEAVER

This spider-like creature's eight legs are all different colors and end at swirling masses just at the tips. Its eight eyes shine with intelligence.

Dimensional weavers control access between dimensions, but leave elemental planes to lesser elemental weavers.

DIMENSIONAL WEAVER

Large monstrosity

Armor Class 16 (natural armor)

Hit Points 161 (18d10 + 54)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	16(+3)	16(+3)	14(+2)	15(+3)	17(+3)

Skills Perception +5, Stealth +6

Senses truesight 30 ft., darkvision 60 ft., passive Perception 15

Languages Abyssal, Celestial, Common, Infernal

Challenge 7 (2,900 XP)

Dimensional Disruption. A creature within 20 feet of the weaver who tries to teleport, move to a different plane, or conjure creatures or objects must make a DC 14 Charisma saving throw. On a failed save, the spell or ability fails.

Dimensional Weapons. The weaver's weapon attacks are magical, can strike ethereal creatures, and deal an additional 2d6 force damage (included in the attack).

Expanse Wanderer. As a bonus action, the weaver can shift from its native home in the Expanse to any other plane, or vice versa.

Spider Climb. The weaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the weaver knows the exact location of any other creature in contact with the same web.

Web Walker. The weaver ignores movement restrictions caused by webbing.

Dimensional weavers focus their attention on aligned planes, since more powerful, almost godlike creatures dwell there. Not completely opposed to planar travel, the weavers seek to stop abusive plane hopping or summoning in order to prevent the collapse of the multiversal weave. In areas where the boundaries between dimensions are weak, the weavers use their webs to bolster thinning dimensional fabric. They also actively work to stop creatures from further weakening the borders, even by using something as seemingly benign as a low-level conjuration spell. In cases where dimensional weavers get in over their heads with planar incursions, they call upon other dimensional weavers, breaking their own rules to summon them in a hurry with the intention of repairing their own breaches afterwards.

Planar Guardians. When roused to anger or defending against a planar breach, dimensional weavers focus on opponents who conjure creatures or objects, or those

ACTIONS

Multiattack. The weaver can use one Web attack and then makes one bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) force damage. The target must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Web (Recharge 5–6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* 7 (2d6) force damage, and the weaver chooses one of the following options:

Binding Webs. The target is restrained by webbing and is subject to the weaver's Dimensional Disruption trait. As an action, the restrained target can make a DC 16 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, HP 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Displacing Webs. The weaver targets a piece of equipment, and causes it to rapidly shift out of phase and back again. It can choose one weapon or suit of armor carried or worn by the target. If a weapon, the target has disadvantage on attack rolls with that weapon. If armor, attack rolls against the target have advantage. The webs dissolve after 1 minute. The webbing can also be attacked and destroyed (AC 10, HP 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

REACTIONS

Dimensional Counter. When a creature the weaver can see within 60 feet casts a spell that would cause it to teleport, move to a different plane, or conjure a creature or object, the spell fails.

dealing with dimensional travel. They prefer to attack from a distance and use their webs to shut down creatures with inherent abilities or neutralize weapons. Against creatures existing on multiple planes or otherwise incorporeal foes, dimensional weavers close to attack, relying on their ability to bypass their opponents' protection from corporeal attacks.

When possible, dimensional weavers prefer to peacefully resolve a situation where the dimensions have come under attack. They can converse in the most common planar languages and may know allies to call upon if they confront a speaker they do not understand. Dimensional weavers spend most of their time repairing damage to the dimensions when they are not combatting creatures abusing planar travel, and often work together with other weavers to reduce the repair time.

Wide Webs. Dimensional weavers see themselves as shepherds of dimensional stability. If a tear in the dimensions widens too much, then either dimension might collapse, dealing irreparable harm to the multiverse. They are found on many different planes and enjoy protection from most of them. The weavers often carry confiscated magic items bound in a ball of webbing so they can study or safely destroy the items. This inadvertently causes more harm when foes defeat them and find a ready cache of forbidden magic.

STORY HOOKS

- Townsfolk have begun disappearing in the middle of the day and no one can find where they have gone. Their footprints just seem to disappear. These unfortunate souls have happened upon the hunting traps of a dimensional weaver who has recently called the are its home.

Lore: Intelligence (Arcana)

DC 15 – Dimensional weavers preserve the spaces between the planes and neutralize those who break dimensional boundaries, preferably through peaceful methods, but resorting to combat if necessary. Their webs are the strongest and most durable of all the threads that make up the weave between planes. All other weaver's work is thought to hang upon that of the Dimensional Weavers

DC 20 – When hunting, Dimensional weavers are known to set traps in which to ensnare their prey. As the prey enters a specially prepared dimensional weaver's web, the webbing unteathers from its anchor points and collapses in upon the poor creature. The webbing then locks this creature away in its own private dimension until the weaver returns for its meal.

DC 25 – Dimensional weavers can sense and strike

creatures on the Ethereal Plane, and can temporarily shift an opponent's weapons and armor ethereal as well.

ELEMENTAL WEAVER

Cascades of different energy types play across this enormous spider's body. Each of its eight eyes flares with a different manifestation of energy.

Elemental weavers are the least powerful, and most impetuous, of all mature weavers. They have a similar purview in that they prevent overuse of the elemental planes, either via travel, summoning, or spells calling upon egregious amounts of an energy type. Elemental weavers involve themselves in disputes between elemental planes, since the enmity between opposing elements boils up more often than it does for other planes. A perhaps misguided opinion that elemental powers do not have the same impact as other planar rulers reflects on the relative weakness of these weavers. Most of them are content to keep to themselves or carry out their battles directly with other elemental powers, so their machinations rarely extend to other planes. All the same, elemental weavers keep busy with creatures channeling elemental power and calling powerful elemental creatures to serve them.

Volatile Response. When they encounter creatures wielding unsavory plane-breaching methods, elemental weavers focus exclusively on energy wielders, either spellcasters or foes with weapons that deal energy damage (Flametongue, Frostbrand, or the like). They use their ranged attacks initially and they then close in to bite their prey with their powerful mandibles.

Elemental weavers are less likely to parley with creatures violating the elemental boundaries between planes. They can speak and understand Primordial so they can communicate with creatures who speak any of the elemental dialects in the rare cases where they travel to elemental planes to discuss mutual concerns with elemental powers. Elemental weavers possess a decent amount of knowledge about the planes and one would benefit from discussing the layout and dangers of specific planes with elemental weavers before blundering into them.

Elemental Nests. Elemental weavers travel among the elemental planes primarily, but often find themselves in locations where the barriers to elemental planes have been weakened. This occurs when large numbers of elementals are summoned or during a huge expenditure of energy fed by an elemental plane. Elemental weavers can change their composition to completely protect themselves from an energy type making it difficult to keep them out of planes focused on a single element. The impulsive weavers

are more apt to disruptively travel from plane to plane, potentially causing more problems than they correct.

STORY HOOKS

- A queen has died and her last wish was for her body to be burned to ash upon the hill where she was born. However, for many decades no fire has burned upon that hill. Unbeknownst to most, An elemental weaver with a dislike of the element of Flame resides in the area just beyond the shrouds of Æliode. This creature must be convinced to allow flames to once again burn upon the hill or the queen's wish is unfulfilled.

Lore: Intelligence (Arcana)

DC 15 – The barriers between the major planes of Særforn, Talla na Fáeil, Ihrfeng, and Æliode created by the Dimensional Weavers was not enough to ensure their separation.

ELEMENTAL WEAVER

Large monstrosity

Armor Class 13 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	13(+1)	17(+3)	12(+1)	14(+2)	15(+2)

Skills Perception +5, Stealth +7

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks.

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 15

Languages Common, Primordial

Challenge 5 (1,800 XP)

Elemental Disruption. A creature within 20 feet of the weaver who tries to cast a spell that deals acid, cold, fire, lightning, or thunder damage must make a DC 14 Charisma saving throw. On a failed save, the spell fails. Elementals have disadvantage on attack rolls against the weaver.

Expanse Wanderer. As a bonus action, the weaver can shift from its native home in the Expanse to any other plane, or vice versa.

Their elemental nature's eroded bare Dimensional weaving. Thus the elemental weavers stepped forward to add their webbing to the should dividing the realms. By their very nature they are more prone to lashing out at perceived wrongdoers than other mature weavers.

DC 20 – The threads of an elemental weaver is highly adaptable. Needs dictate this flexibility or else they would be consumed by the elemental forces of Cloud, Flame, and Soil. Elemental weavers can nullify spells that inflict elemental damage, and their bite inflicts venom that burns with various elements.

DC 25 – Elemental weavers traverse the elemental planes and can shift immunities to ignore damaging effects in those planes. Their carapace shifts color to reflect the type of resistance that is being activated.

Spider Climb. The weaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the weaver knows the exact location of any other creature in contact with the same web.

Web Walker. The weaver ignores movement restrictions caused by webbing.

A C T I O N S

Multiattack. The weaver can make one Web attack and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. The weaver chooses one damage type from the following: acid, cold, fire, lightning, or thunder. The target must succeed a DC 14 Constitution saving throw or become poisoned for 1 minute. While poisoned in this way, the creature takes 22 (5d8) damage of the chosen type at the start of its turn.

Web (Recharge 5–6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing and is subject to the weaver's Elemental Disruption trait. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, HP 5; immunity to acid, bludgeoning, cold, fire, lightning, thunder, poison, and psychic damage). While restrained in this way, the target takes 7 (2d6) damage of the chosen type at the start of its turn.

R E A C T I O N S

Adaptive Elemental Immunity. When the weaver takes acid, cold, fire, lightning, or thunder damage, it becomes immune to that damage type until the start of its next turn. This immunity applies against the triggering damage.

SWARM OF ANCHORING WEAVERS

Medium swarm of Tiny monstrosities

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 20 ft., climb 20 ft.

STR DEX **CON** INT **WIS** **CHA**

3 (–4) 17 (+3) 15 (+2) 5 (–3) 12 (+1) 12 (+1)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages Understands Primordial but can't speak

Challenge 3 (700 XP)

Expanse Wanderer. As a bonus action, the weaver can shift from its native home in the Expanse to any other plane, or vice versa.

Seal Rift. The swarm can seal portals and other planar rifts. It takes a number of hours equal to the level of a spell used to create a rift, or 5 hours for an effect without a specified spell level. The swarm must remain within 5 feet of the rift for the entire duration, or it must start again. When the rift is sealed, the swarm leaves behind a remnant of the rift's energy in a silk sac, equivalent to a *Bag of Holding*.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny elemental. The swarm can't regain hit points or gain temporary hit points.

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Web Walker. The swarm ignores movement restrictions caused by webbing.

A C T I O N S

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it is covered in webs, grappled (escape DC 13) and restrained. The target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

SWARM OF ANCHORING WEAVERS

Multicolored spiders comprise this swarm, which leaves glue-like webbing wherever it travels.

Anchoring weavers are born in large quantities to dimensional, elemental, and temporal weavers, which deposit the young in stable planes where they can grow in relative safety away from planar beings bent on destroying or consuming them. Regardless of their progenitors, anchoring weavers are all the same, allowing them to mature into the adult weaver necessitated by the multiverse. The young creatures act mostly on instinct, drawn toward breaches in space and attempting to close them. They possess an innate sense for spellcasting, especially concerning teleportation spells. Anchoring weavers are too slow to effectively disrupt teleportation and can only block persistent portals and gates. Casters take advantage of the weavers' attraction to open portals by creating a framework around a small portal, around which the weavers spin their webs to create bags of holding. Anchoring weavers feed off the energy released by open portals, but they supplement their diets with flesh, making them dangerous to other creatures when they seek to satisfy their appetites.

Instinctive Swarmers. Anchoring weaver swarms typically attack when hungry or threatened. They move toward the nearest creature and stay where they are if their prey doesn't move. Trailing after prey becomes considerably easier for them if they successfully poison it or entrap it in their webs.

In social situations, when not desiring to eat or defend themselves, anchoring weaver swarms become easily distracted by effects within line of sight that break the barriers between dimensions. While they are most sensitive to teleportation effects, either instantaneous or more long lasting, they are also attracted to effects causing a dramatic shift in the temporal flow (such as haste, slow, or specifically time-related spells and effects) and large discharges of energy. Keeping an anchoring weaver swarm is a risky proposition, requiring the keeper to provide them food and a safe place where they can do their work.

Convergent Life Cycle Anchoring weaver swarms prefer temperate and warm land, but they have been found in more inhospitable climates, especially when they track down powerful magic emanating from the area. Anchoring weavers require considerably less sustenance than spiders of their size, limiting the impact they have on prey. Anchoring weavers mature as a group over the course of five years, and, in an eerie parallel to ordinary young spiders, which cannibalize each other in order to reach maturity, the

TEMPORAL WEAVER

Huge monstrosity

Armor Class 18 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	12(+1)	21(+5)	18(+4)	20(+5)	18(+4)

Saving Throws Dex +5, Cha +8

Skills Arcana +8, Diplomacy +8, Perception +9, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 19

Languages Celestial, Common, telepathy 30 ft.

Challenge 12 (8,400 XP)

Expanse Wanderer. As a bonus action, the weaver can shift from its native home in the Expanse to any other plane, or vice versa.

Legendary Resistance (3/day). When the weaver fails a saving throw, it can choose to succeed on it instead.

Spider Climb. The weaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Temporal Disruption. A creature within 20 feet of the weaver who tries to manipulate time (such as by casting *Haste*, *Slow*, or *Time Stop*) must make a DC 17 Charisma saving throw. On a failed save, the spell or ability fails.

Temporal Grace. The weaver can ignore the effects of a plane that alters the flow of time or its perception, as well as any effect that would alter its speed.

Web Sense. While in contact with a web, the weaver knows the exact location of any other creature in contact with the same web.

Web Walker. The weaver ignores movement restrictions caused by webbing.

A C T I O N S

Multiattack. The weaver uses *Web* if it can. It then makes one bite attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. The target must make a DC 17 Constitution saving throw, or become poisoned for 1 hour. While poisoned in this way the creature is affected as if by a *Slow* spell, and takes 21 (6d6) poison damage at the start of its turn. If the poison damage reduces the target to 0 hit points, the target

is stable but paralyzed, even after regaining hit points, while poisoned in this way.

Time Lock Cocoon. The weaver can wrap an unconscious or paralyzed creature in shimmering webs. The creature falls into temporal stasis, similar to the Slumber effect of the *Imprisonment* spell. The creature is in suspended animation as long as the cocoon is intact. The web cocoon has AC 18, HP 50; immunity to bludgeoning, poison, and psychic damage, and resistance to all other damage. The weaver can release the time locked creature as an action. A *Dispel Magic* spell cast as a 9th-level spell and targeted at the cocoon ends the effect.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The weaver chooses one of the following options:

Binding Webs. The target is restrained by webbing. While restrained in this way, the target is subject to the weaver's Temporal Disruption trait, and is affected as if by a *Slow* spell. As an action, the restrained target can make a DC 17 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, HP 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Displacing Webs. The weaver targets a piece of equipment, and causes it to rapidly shift out of time and back again. It can choose one weapon or suit of armor carried or worn by the target. If weapon, the target has disadvantage on attack rolls with that weapon. If armor, attack rolls against the target have advantage. The webs dissolve after 1 minute. The webbing can also be attacked and destroyed (AC 10, HP 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage. Attack rolls against the webbing have disadvantage).

R E A C T I O N S

Temporal Counter. When a creature the weaver can see within 60 feet casts a spell that manipulates time (such as *Haste*, *Slow*, or *Time Stop*), the spell fails.

L E G E N D A R Y A C T I O N S

The temporal weaver can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The temporal weaver regains spent legendary actions at the start of its turn.

Bite. The temporal weaver makes a bite attack.

Move. The temporal weaver moves up to half its speed without provoking opportunity attacks.

Temporal Focus (Costs 2 Actions). The temporal weaver studies the threads of time. Until the end of its next turn, it has advantage on attack rolls, and attack rolls made against it have disadvantage.

weavers coalesce into the form they eventually take (either dimensional, elemental, or temporal weaver). Unnatural events resulting in large-scale destruction of mature weavers accelerates the process, however.

STORY HOOKS

- The dried out husks of strange spider-like carapaces are found outside ancient ruins. The ruins glow at night due to trans planer lights flowing through a hole in the Shroud. Players need to seek out a new weaver colony to protect the area.
- A local spellcaster seeks to amp up the power of her teleportation spells. She hires the PCs to keep the local population of Weavers low.

Lore: Intelligence (Arcana)

DC 12 – Anchoring weaver swarms are young versions of multidimensional creatures known collectively as Weavers. These young thrive on stable planes where they can grow, and learn about other dimensions and how magic impacts them. Anchoring weaver swarms have only a modest amount of their parents' power, allowing them to restrain their prey.

DC 15 – Anchoring weaver swarms are attracted to manipulations to the dimensions and easily detect teleportation effects in their vicinity. It is possible to string a swarm along with uses of dimension door or similar effects.

DC 20 – Anchoring weaver swarms, when provided with sustenance and safety, will work to seal dimensional tears. Their webs encapsulate the extradimensional space to create magic items capable of storing a large volume of material.

EMERGENCE

Nesting Weaver

Event: Befriend an anchoring weaver

Power: Choose a single location such as a pouch, the left sleeve of your favorite robe, or even behind your right ear. The anchoring weaver builds a small nest there. A small planar pocket is created which you are able to use as though it is a *Bag of Holding*.

Loss Condition: Kill the anchoring weaver.

TEMPORAL WEAVER

This gigantic spider looks like a black widow with the classic red hourglass shape, which turns at regular intervals, on its underside.

Overseers of the weave of time as it relates to the entirety of the multiverse, temporal weavers number fewer

than the other weavers. However, they are considerably more powerful. While threats to the temporal flow are less prevalent, creatures capable of altering time are commensurately potent. Temporal weavers can restore wayward temporal anomalies that prove more dangerous than most dimensional incursions. Even the most trivial paradox can cause the entire multiverse to collapse.

Hourglass Keepers. In combat situations, temporal weavers focus their attacks on foes manipulating time, either directly or through indirect means such as haste and slow spells that affect the personal perception of time. The weavers place particularly recalcitrant opponents in cocoons that lock them in place with respect to time.

In social situations, temporal weavers are more prone to resolve a situation with a time-breaker diplomatically. The weavers reason that provoking a visceral response from potential foes stand a chance of further damage to the time stream. Temporal weavers, unlike most other weavers, also work with powerful extraplanar beings to police the abuse of time-related spells and effects.

Long View. Temporal weavers have a transcendent view of the multiverse and ignore damage done on a dimensional level, provided it has no effect in a temporal sense. The weavers can ignore planar traits that warp time, but they often follow the local traits so they cause as little disruption as possible.

STORY HOOKS

- A mad king is sacrificing his population to a temporal weaver. The king hopes these sacrifices will convince the weaver to grant the king the ability to relive past battles.

Lore: Intelligence (Arcana)

DC 17 – Temporal weavers preserve and repair the fabric of time and work with other creatures to perform this task. While they prefer not to resolve issues through combat, they have plenty of power should it come to that. The weaver's poison and webbing causes time to slow around its victim.

DC 22 – Temporal weavers have an array of abilities beyond their time-locking poison and webs. Temporal weavers can unravel time-manipulating magic as it is cast.

DC 27 – Temporal weavers can keep a bubble of normal time wrapped around them to avoid the vagaries of time inherent to many planes. Temporal weavers can trap helpless foes in stasis, freezing them in a cocoon of time-stopped webs.

CHARACTER CREATION

STEP 1: GENERATE ABILITY SCORES

There are many ways to generate your stats. Ask your GM what their preferred method is. Below are three common methods for Ability score generation.

STANDARD ABILITY SCORES If you prefer a more planned approach to ability scores instead of a randomized one, you may assign the following scores to ability scores as best fits your character. 15, 14, 13, 12, 10, 8.

POINT SPEND Players who would like a bit more variety in their characters, or prefer to adjust stats so that they best fit their character, may choose the Point buy method of stat generation.

SCORE	COST
8	0
9	1
10	2
11	3

SCORE	COST
12	4
13	5
14	7
15	9

DIE ROLLING Players who prefer even more variation in their character's ability scores may instead roll four 6-sided dice and record the total of the highest three numbers. Assign these scores to abilities as you see fit. GMs may wish to add the following condition's if they do not wish to adjust the "difficulty setting" of the game. Before adding lineage ability score modifiers, the character's stats must:

- Include at least one stat of 15 or higher
- Add all ability score modifiers for all six ability scores together and have a total of at least +1

STEP 2: CHOOSE CIVILIZATION (PAGES 26-53)

Three civilizations play a major role in the *Plight of the Tuatha* adventures, the avitian Empire, the Ostmen Isles, and the lands of Tir Ydrail. However, these three cultures are far the only ones where characters may originate. A few additional cultures are included in brief should you wish to choose to build a character from a culture not as directly involved with the *Plight of the Tuatha* storyline.

AVITIAN EMPIRE (PAGES 26-39)

Classes: Cleric, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer, Warlock, Wizard

Common Lineages: Weorg (Nothri, Vestri), Sidhe (Huldufólk), Ulda, Human

Common Human Languages: Avitian Standard, Issilini, Ostyr, Huldufólk

Alignment Tendencies: Authority and Loyalty

OSTMEN ISLES (PAGES 39-45)

Classes: Barbarian, Bard, Cleric, Fighter, Ranger, Rogue, Sorcerer

Common Lineages: Weorg, Fomoire, Human

Common Human Languages: Avitian Standard, Fomoire, Ostyr

Alignment Tendencies: Binding, Loyalty

TIR YDRAIL (PAGES 46-51)

Classes: Barbarian, Bard, Cleric, Fighter, Ranger, Rogue, Sorcerer

Common Lineages: Weorg, Fomoire, Human

Common Human Languages: Avitian Standard, Fomoire, Ostyr

Alignment Tendencies: Binding, Loyalty

ADDITIONAL CULTURES (PAGES 51-53)

STEP 3: CHOOSE LINEAGE (PAGES 88-115)

Your Lineage may be restricted by the Civilization you choose as your origin. A base lineage must be chosen, however, you may choose to begin down the path of a Emergent lineage by choosing filling the Emergent slot granted at first level with an emergence from an emergence lineage. As every civilization is comprised of different lineages, refer back to your chosen civilization to determine which lineages are commonly represented in that region. Emergent lineages are found in every civilization, though they are rare.

Table 4-1: Base Lineage (Page 88)

Lineage	Sub-Lineage	Discription
Djinn	Ghul	Nomadic djinn, cursed to be eaters of the dead
	Jann	Wanderers of the wastes and tellers of tales
	Shaitan	Djinn blessed with a unique understanding of desire
Fomoire	Oceanborn	Born from the cold depths of the ocean, these Fomoire hear the call of ancient creatures
	Carnivorous	The embodiment of a storm's fierce destruction, the Fomoire embody the fiery heart of Balar.
	Prophetic	Tied to the winds that watch over the powerful northern oceans, these Fomoire are linked to the subtle moods of the sea.
Human	—	One of the first mortal lineages, and the most numerous.
Magos	—	Born from the forces of magic, child to none but realm.
Sidhe	Huldufólk	Natives of Talla na Fáeil who are bound by tragedy and death.
	Tuatha de Danann	Sidhe from Talla na Fáeil, wardens of the great forest of Loc-Sil
Sidhe-kin	Changeling	Sidhe blood mixed with mortals of Tir Ydrail
	Ulda	Sidhe blood mixed with Avitian mortals
Weorg	Full-Blooded	Primordial immortals, the gateway from the realm of Saerforn to the Ostmen Isles.
Weorg-kin	Nothri	Weorg blood diluted with the mortals of Saerforn sometimes called a dwarf
	Ostri	Weorg blood diluted with humans often called a Halfwe
	Suthri	Weorg blood diluted with mortal blood from Ihrfeng, sometimes called Ahl'Kaf
	Vestri	Weorg blood diluted with mortal blood from Talla na Fáeil, also known as a gnome
Yōkai	Kitsune	Fox spirits who use their understanding of The Path to teach, or trick, those who walk its path
	Koi	Fish spirits who follow The Path leading towards . The origin of all dragons in the Emerald Vale.
	Tengu	Brutal kite spirits with an affinity to the ways of war. They are the soldiers of The Path

Table 4-2: Emergent Lineage (Page 89)

Lineage	Discription
Bound	You have bound the spirit of a beast, perhaps a dragon or tiger, bond into your mortal flesh through the use of intricate tattoos
Fomorie	You have devoted yourself to the god Balar, and that devotion twists your body to his likeness
Fetch	You were built of sticks and leaves by a fae then left in a human child's crib to grown and mature
Magos	Though not born of magic, your knowledge has guided ley lines through your body, transforming you
Possessed	A demon has possessed your body, or you are a demon who has full power over a mortal's body. Either way, this mortal frame is damned

STEP 4: CHOOSE CLASS (PAGES 188-122)

The class you choose determines, among other characteristics, your character's approach to challenge's such as combat, navigating social circles, and puzzles. One's class may or may not align with your character's profession prior to being swept up in adventure. Remember, not all classes are available for all civilizations. Refer back to your chosen civilization and choose from the list of classes available to that people.

AVITIAN EMPIRE	OSTMEN ISLES	TIR YDRAIL	ADDITIONAL PEOPLES
Cleric, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer, Warlock, Wizard	Barbarian, Bard, Cleric, Fighter, Ranger, Rogue, Sorcerer	Barbarian, Bard, Cleric, Fighter, Ranger, Rogue, Sorcerer	GM's discretion

STEP 5: CHOOSE BACKGROUND (PAGES 133-154)

As a character's class reflects their approach to solving challenges, the character's background reflects their life experience prior to adventure. Below are additional backgrounds, both professions and organizations, you may choose from.

Table 6-2: Backgrounds

BACKGROUND	CIVILIZATION	DISCRIPTION
Child of Dust	Any	Ascetic atheist sect devoted to the study of rhetoric and philosophy.
Cives Avitus	Avitian	Aristocrats, merchants, tribunes...You are a full citizen of the City of Avitus
Culling	Avitus (Issian Peninsula)	As a member of this sinister religious sect, it is your duty to seek out heretics worshipping false gods and illegal magic.
Demon Hunter	Any	You are the sword and flame hunting down the demonic forces bent on destroying the world.
Hand of the Waxing Crescent	Avitian (Issian Peninsula)	Part rebel, part holy wanderer. You spread the word of the Gods of Sorrow, and spill the blood of those who adore the Watchful Storms.
Hedge Wizard	Any	You are skilled in the mysteries of folkloric magic. Though your powers are limited, you are able to create minor magical items and speak to spirits.
The Hird	Ostmen	The rank and privilege of the Ostmen court is yours to enjoy. If not an aristocrat, you are honored and respected by your clan.
Hostage	Any	A treaty or other diplomatic act has taken you away from your family to be raised in an enemy's household.
Jarl	Ostmen	A small village or clan has named you their leader. You are noble by deed or blood.
Karl	Ostmen	You are a free citizen of an Ostmen clan and professional artisan respected by your peers.
Legendaire Sep	Avitain	The spear and shield are your tools. You are a professional soldier in the Avitian Legions.
Nomad	Any	The roads are your home and the winds blow you from town to town.
Odr Barn	Ostmen	The connection you have with your spirit animal is unusually powerful. Your guide claims your worship and manifests in your body.
Qedesha	Avitian (including Issian and Rigan regions)	Sacred practitioners worship through ritualistic prostitution, procreation, and marriage rites
Skald of the Plateau of Dreams	Ostmen, Tir Ydrail	As a student of the Plateau, you have learned the secret tales of your people. Your guidance and company is sought by all of your people.
Tristes Arcanus	Avitian	Avitian practitioners of wizardry who gain incredible insight into symbology through the imbibing of dangerous, and poisonous, potions.

STEP 6: CHOOSE INITIAL EMERGENCE (PAGES 156-169)

All first level character's have the opportunity to begin play with one Emergence. You may choose a Birth, Birth-only, or Revenant emergence of your choice. Other Emergence may be chosen at first level with approval of the GM and the other players at your table.

STEP 7: DETERMINE ALIGNMENT (PAGES 128-130)

Determine which five virtues comprise your alignment. These are determined by your lineage. Virtues with an "*" are considered one of the Major virtues for that Lineage. The human lineage does not dictate a major virtue, both major virtues are defined by the civilization from which they originate.

Djinn. Authority, Community, Loyalty, Passion*, Sanctity

Fomoire. Boldness*, Binding, Community, Loyalty, Sanctity

Humans. Authority, Binding, Community, Loyalty, Sanctity

Magos. Authority, Binding, Community, Loyalty, Sanctity, Understanding*

Sidhe, Sidhe-kin, Fetch. Authority, Binding, Community, Loyalty, Seasons*

Weorg, Weorg-kin. Authority, Binding, Community, Generosity*, Loyalty

Yökai. Authority, Community, Loyalty, Path*, Sanctity

Authority: Tradition, respect, and submitting to legitimate figures of power and authority. You believe authorities to be valuable and trustworthy or suspicious of those in power, callously speaking against or rebelling against those in power.

Binding: Freedom to an individual. You prefer fewer external restrictions or prefer rules, processes, and laws

Boldness: The bold value action and change. It is better to act that sit. Introspection, reflections, careful thought is considered a vice that can be little afforded in the harsh landscape the Fomoiré call home.

Community: Care, protection, and value one holds for their community. The virtue reflects a caring nature and willingness to aid and assist others while the vice values themselves and actively ignores, or causes, the suffering of others.

Generosity: An individual shares their time, abilities, and resources. Those with the Vice have become greedy.

Loyalty: Devotion to others of their own family, city, or nation. The Vice represents lack of care for social agreements often through lying, stealing, and betraying allies.

Path: You see to aid those who follow The Path, or hinder others from progressing.

Sanctity: Sanctity reflects how a person views the inherent nature of things, that actions and items are infused with “rightness” and should garner respect. The Vice motivates you to destroy or profane highly valued objects, people, or places.

Seasons: The Spring or Summer virtue changing the world through building, growth, and creation. Or Fall and Winter changing through destruction or decay.

Understanding: Magos have an intense dislike towards ignorance. To these folk, understanding of the world is not merely useful, it is a moral imperative. To wallow in ignorance is considered a decadent Vice that only the selfish would pursue.

Determine the nature of each Virtue. The nature is either positive/in favor of the virtue/”virtuous”, negative/Acts in opposition to the Virtue/ “Vice”, or indifferent/ Does not feel anything about the virtue/ “Indifferent”

CHOOSE THE NATURE OF EACH VIRTUE		
Virtuous: Actively performs actions in favor of the virtue.	Indifferent: Cares nothing for nor against the virtue.	Vice: Actively acts against the virtue.

STEP 8: CHOOSE EQUIPMENT, SKILLS/LANGUAGES, AND CLASS FEATURES/ SPELLS

Equipment. Choose and record any equipment that is available to you based upon your character’s civilization of origin. If you GM allows, you may add items from the civilization you are beginning your story in as well. Make sure to include any tools granted by your background.

Skills/Languages. Review your class, lineage, and background choices and choose your skills and languages from the available options.

Class Features/Spells. Choose and record any class features or spells granted by your class.

STEP 9: BRING THE TEAM TOGETHER

Its likely that you have spoken with the other players and GM about each other’s characters as you were deciding what to play. Now is the perfect time to discuss with each other your character’s background and decide, as a group, how you everyone knows each other and why you all work well as a group. If you prefer a more tactical style of play this might include your exact class, ability scores, and class abilities. If you prefer a more story-driven play style you might focus on past interactions between the characters which brought them to where they are today.

You may like to use one of the two below methods to help develop all the player characters relationships.

The Formative Event. Starting with the player to the left of the GM, each player will spend at most one minute collaborating and describing an event formative to the relationship between the characters. When the player reaches the GM, the player describes a non-player character important to their character that the DM may use.

The Rumor Mill. Each player makes a number of pieces of scrap paper equal to at least one more than the number of players. Each player then writes down one fact or falsehood about their character per scrap of paper not indicating which is true and which is false. For every 4 scraps of paper, there must be 3 true facts about their character and one falsehood. None of these facts should have been previously shared with the other players. Each player then places the scraps of paper in front of them and invites each other player to take one scrap. The fact on the piece of paper is something that the choosing player’s character has heard “around town” about the respective character. Players are invited not to share what they know right away. Any left over facts not chosen by other players may be used by the GM for non-player character’s knowledge about the player characters.

STEP 10: ADVANCEMENT

As you and your group tell the story of your character's adventures, you will at some point advance your character's abilities and gain levels. When that time comes, the below charts will be useful. Table 5-1 lays out the number of experience points needed to level, as well as the proficiency bonus, bonuses to ability scores or feats, and the number of Emergence slots available for each level.

Table 6-6 provides a quick reference guide to the feats available from the *Imperiums Campaign Setting*, should you choose to include feats in your game.

Table 5-1: Level Advancement

EXPERIENCE POINTS	LEVEL	PROFICIENCY BONUS	ABILITY SCORE/FEATS	EMERGENCES
0	1	+2	—	1
300	2	+2	—	2
900	3	+2	—	—
2,700	4	+2	+2 Ability Score or +1 Feat	3
6,500	5	+3	—	—
14,000	6	+3	—	4
23,000	7	+3	—	—
34,000	8	+3	+2 Ability Score or +1 Feat	5
48,000	9	+4	—	—
64,000	10	+4	—	6
85,000	11	+4	—	—
100,000	12	+4	+2 Ability Score or +1 Feat	7
120,000	13	+5	—	—
140,000	14	+5	—	8
165,000	15	+5	—	—
195,000	16	+5	+2 Ability Score or +1 Feat	9
225,000	17	+6	—	—
265,000	18	+6	—	10
305,000	19	+6	+2 Ability Score or +1 Feat	—
355,000	20	+6	—	11

Table 6-6: Feats

Feat Name	Description
Aura of Tradition	Double proficiency for overland travel or rest checks
Battle Bound*	Combat bonuses when fighting alongside your significant other
Blessed Healing	Cast healing spells with advantage
Effective Influence	Tactics more effectively reduce opponent's Resolve
Iaijutsu Master	Choose tactical advantages during Iaijutsu Influence encounters
Mother Tongues*	Gain the ability to speak a mother tongue
Ordained Priest	Higher chance for a successful rite
Practiced Discourse	Gain advantage with a tactic in Influence encounters
Unarmored Combatant	Gain bonus to AC when unarmored
World Renown	Gain Charisma bonus, renown affects multiple empires

GLOSSARY

Alignment Tendencies The two Alignment virtues most important to a specific civilization. The majority, but not all, members of the civilization hold these virtues and vices as most important.

Avitian Empire Militaristic empire dreaming of world domination.

Bondsworn Social/familial groups which comprise the basic social structure of the Avitian Empire.

Cantreys A political division among the people of Tir Ydrail. It can refer to a chieftain, the people who follow them, and the land in which the people live.

Culling Religious zealots from the Issian peninsula who hunt down all users of magic who do not devoutly worship the Gods of the Watchful Storm. Unofficial spies for Issian Nobility as needs require.

East/Eastward The east refers to the direction counter-clockwise circling Mount Polaris.

Emergence A game mechanic describing the interaction of characters with the story or game world.

Expanse The realms beyond the Grand monument. It is the home of many beings whose very existence upon the mortal realms is destructive.

Grand Monument The name of the whole of the mortal and immortal realms set apart from the Expanse. A majority is made of the of the layered Major Realms (Tulhessa, Ihrfeng, Talla na Fáeil, Æliode, Saerforn, and the Nebris) as well as the numerous Minor Realms.

Ignus Oculus The sun realm tracing its path across the Nebris lighting up the Grand Monument.

Ihrfeng A plane of strong passions, and home to the first mortal lineages, the humans, and Djinn. The realm also fuels fire, heat, and flame.

Influence (or wielding Influence) A game mechanic focused on social “combat”. It occurs alongside standard combat and social ability checks.

Magos Humanoids spontaneously formed by the conflux of powerful magical energies.

Nebris The canopy and uppermost layer of the grand Monument. It contains the stars from the sky and it thought to be the skin, or feathers, of the dead goddess Tulhessa.

North/Northward The north refers to the direction towards Mount Polaris found in the center of Æliode.

Nothri The tribe of Weorg bound to the Nothri Pillar. They are tied to mountains and many are enslaved to the Avitian Empire. Sometimes called dwarves.

Ostmen Isles A massive series of islands ruled over by the seafaring Fomoiré and Weorg who call the lands home.

Small human kingdoms scratch out a living to the far north.

Ostri These nomadic folk are also called the somewhat insulting “Halfwe”. They were originally the weorg of the East Pillar who encounter humankind and joined with their blood line.

Sant Honorific given to those deemed to have attained sainthood.

Senatus Aeternalis The all but powerless governmental body that once shared rulership over Avitian lands with the Emperor. Now they have lost any real power they once had and are a relic of a bygone age.

Shaitan A lineage originating for the realm of Ihrfeng. They are able to see the wishes and desires of sentient beings.

Sidhe A sentient lineage of nigh immortal humanoids originally the realm of Talla na Fáeil. Some have adopted Æliode as their new home and thus have been tainted with mortality.

South/Southward The south refers to the direction directly away from Mount Polaris found in the center of Æliode. It is sometimes referred to as “ringward”.

Suthri Also known as the Ahl’Kaf, the hardy Suthri are the descendants of Weorg tied to the Suthri Pillar. They joined with the Djinn of Ihrfeng and now live on the edge of the world protecting the grand monument from Titans and other outsiders.

Triufir The name the humans of Tir Ydrail call themselves. It is often translated as “Second men”. The triufir are divided into thirteen different cantreys.

Tuatha de Danann The name the sidhe of Tir Ydrail call themselves. Translates as the “Children of Danu”.

Tulhessa The slain god upon which the Grand Monument is built upon. The name refers to both the realm and the goddess.

Weavers Spider-like creatures devoted to creating and maintaining the boundaries between all the realms of existence in the Grand Monument.

Weorg Genderless sentient humanoids originally from the Expanse. They have inhabited stones from deep within the ground and formed.

West/Westward The west refers to the direction clockwise Circling Mount Polaris.

Westri The Westri of the West Pillar are the result of the blending of Weorg and Sidhe. Now these “gnomes” are hunted to near extinction by the shapeshifting assassins of an angered goddess.

Advenus, 10-18, 64-65
 Æliode, 21-22
 Allafar, 10-18, 64, 66, 204
 Allamar, 10-18, 64, 67
 Alignment, 128-130
 Alignment Tendencies, 26, 39, 46, 130
 Anhr, 10-18, 74
 Avitian Empire, 26-39, 56, 64-67, 176, 206
 Armor Qualities, 180, 181
 Background, 131, 133-154
 Children of Dust, 133, 134
 Cives Avitus, 134, 135
 Culling, 135-137
 Demon Hunter, 137, 138
 Hand of the Waxing Crescent, 138, 139
 Hedge Wizard, 139, 140
 Hird, 141, 142
 Hostage, 142, 143
 Jarl, 143, 144
 Karl, 144-146
 Legendaire, Sept, 146, 147
 Nomadi, 147, 148
 Odr Barn, 149, 150
 Qedesha, 150, 151
 Skald of the Plateau Of Dreams, 151-153
 Tristes Arcanus 153, 154
 Balar, 10-18, 42, 78, 112-113
 Barbarian, 45, 51, 118
 Bard, 45, 51, 120, 206-207, 213
 Bestiary, 228-241
 Bound, 89, 111
 Classes, 26, 38-39, 45-46, 51, 118-125
 Clerics, 38, 45, 56-57, 120-121
 Commune, 130-132
 Conflict, Player resolution, 186
 Critical Defense, 200
 Cultures and Renown, 203, 206-207
 Danu, 18, 83
 Dark Trail, 17-18
 Discourse, 186, 194
 Djinn 15-17, 31-32, 88, 90-91, 129, 160
 Domains, 57-63
 Animal Spirit, 57-58
 Craft, 58-59
 Death, 59-60
 Exorcism, 60
 Hygge, 61
 Law, 62
 Oceanic, 63
 Dragon, Flycatcher, 229-231
 Dragon, Elder Flycatcher, 229, 231
 Dragon, Swarm Flycatcher, 230
 Dragon, Young Flycatcher, 230-231
 Dragonbound, 111, 158, 160-161
 Drift Fly, 232
 Druid, 51, 121, 213
 Dwarf, 35-36, 103
 Emergence, 119, 154-156, 158-169, 243
 Birth, 156
 Gaining, 154, 155
 GM Initiated, 155
 Lineage, 89, 111
 Losing, 155, 156
 Player Initiated, 155
 Revenant, 156
 Equipment, 176-183
 Esus, 72
 Expanse, The, 15-17, 19-20, 200-202
 Feats, 119, 169
 Feats, Evolution, 169
 Fetch, 89, 112
 Fighter, 38, 45, 51, 118
 Fomoir, 44, 88, 92-95
 Ghul, 88, 91, 160
 Gods, 56-57
 Advenus, 10-18, 64-65
 Allafar, 10-18, 64, 66, 204
 Allamar, 10-18, 64, 67
 Anhr, 10-18, 74
 Balar, 10-18, 42, 78, 112-113
 Danu, 18, 83
 Esus 72
 Hygge Uhygge, 79
 Lugh, 84
 Mahte, 38, 69
 Meliki, 73
 Morrigna, 85
 Myn, 70
 Odr, 80, 149-150
 Paladrus, 10-13, 71
 Syn, 75, 113-114, 165-166
 Tulhessa, 10-14, 21, 76
 Volsung, 10-15, 42, 81
 Gods of the Final Veil, 23, 68, 72
 Gods of Sorrow, 23, 68, 138
 Gods of the Watchful Storm, 23, 68, 74, 135-136
 Grand Monument, The 19-23
 Hall of Sorrows, 23
 Huldufólk, 33-35, 88, 99, 162
 Human, 32, 33, 43, 44, 48, 49, 96
 Hygge Uhygge, 79
 Ignus Oculus, 23
 Influence, 189-192
 Ihrfeng, 13, 20-22
 Issian Peninsula, 29, 30
 Jann, 15-17, 91, 160
 Kitsune, 88, 106-108
 Koi, 88, 106, 107, 109
 Languages, 170-173
 Discriptions, 172, 173
 Mortal Tongues, 171, 172
 Spirit Tongues, 172
 Tounges of the Mysteries, 172
 Lawspeaker, 62, 122-125
 Lineage, 88, 89
 Djinn, 15-17, 31-32, 88, 90-91, 129, 160
 Fetch, 89, 112
 Fomoir, 44, 88, 92-95
 Ghul, 88, 91, 160
 Huldufólk, 33-35, 88, 99, 162

Human, 32, 33, 43, 44, 48, 49, 96
 Jann, 15-17, 91, 160
 Kitsune, 88, 106-108
 Koi, 88, 106, 107, 109
 Magos, 88, 89, 97, 114, 122
 Nothri, 35-27, 88, 103, 161
 Oceanborn, 88, 93
 Ostri, 52, 53, 88, 104
 Prophetic, 88, 93-95
 Possessed, 88, 115
 Shaitan, 88, 90, 91, 160
 Sidhe, 33, 50, 88, 98, 99
 Suthri, 51, 52, 88, 103-105
 Tengu, 53, 88, 107, 110
 Tuatha De Danann, 50, 88, 98-100
 Ulda, 34, 35, 88, 100
 Weorg, 42, 43, 88, 101, 102
 Vestri 37-38, 105
 Yōkai, 53, 88, 106-110
 Lineage, Base, 88, 89
 Lineage, Emergence, 89
 Locations, Prestige, 204-206
 Lugh, 84
 Luna Oculus, 23
 Magos, 88, 89, 97, 114, 122
 Mahte, 38, 69
 Meliki, 73
 Modus Lex, 123
 Morrigna, 85
 Myn, 70
 Mysteries of Eshu, 10-18
 Nebris. The, 20, 21, 23
 Nothri 35-27, 88, 103, 161
 NPCs, 220-227
 Oceanborn, 88, 93
 Odr, 80, 149-150
 Ostmen Isles, 39-45
 Ostri, 52, 53, 88, 104
 Paladin, 38, 120
 Paladrus, 10-13, 71
 PC Conflict Resolution, 186
 Prophetic, 88, 93-95
 Pocket Worlds, 23
 Posessed, 88, 115
 Possession, 188, 189, 192, 197
 Practical Magic, 132
 Prestige Locations, 204-206
 Protean Traits, 95
 Ravenous Fomoir. 93-94
 Ranger, 38, 45, 51, 120
 Realm of Ideation, 21, 23
 Renown, 203, 204
 Resolve Points, 189
 Resting, 200-202
 Rigia, 29
 Rikstrn's Hammer, 26, 28
 Rite Magic, 207, 208
 Rite, Major, 208
 Rite Minor, 207, 208
 Rogue, 38, 39, 45, 51, 118

Round Robin Discourse, 193
 Saerforn, 13, 14, 21-23
 Shaitan, 88, 90, 91, 160
 Sidhe, 33, 50, 88, 98, 99
 Skills, 130-132
 Sorcerer, 39, 45, 51, 121
 Spell Advantage/Disadvantage, 208
 Multi-die Spells, 208
 Single die Spells, 208
 Spells, 212-217
 Suthri, 51, 52, 88, 103-105
 Syn, 75, 113-114, 165-166
 Tactics, Influence, 194-197
 Discourse, 194
 Dueling, 195
 Iaijitsu, 196
 Possession, 197
 Talla na Fáeil, 13, 21, 22
 Tengu, 53, 88, 107, 110
 Tigerbound, 111, 112, 168
 Tir Ydrail, 46-51
 Titans, 16, 208-212
 Tools, 181, 183
 Travel, 200-202
 Tuatha de Danann, 50, 88, 98-100
 Tulhessa, 10-14, 21, 76
 Ulda, 34, 35, 88, 100
 Vespici Ripper, 234, 235
 Vestri, 37-38, 105
 Virtues, 128-130
 Volsung, 10-15, 42, 81
 Warlock, 39, 51, 121, 122
 Weapons 176-179
 Weapon Qualities, 178, 179
 Weavers, 236-241
 Weaver, Dimensional, 236, 237
 Weaver, Elemental, 237, 238
 Weaver, Swarm of Anchoring, 239, 241
 Weaver, Temporal, 240, 241
 Weilding Influence Tactics, 194-197
 Weorg, 42, 43, 88, 101, 102
 Weorg-kin, 88, 103-105
 Nothri 35-27, 88, 103, 161
 Ostri, 52, 53, 88, 104
 Suthri, 51, 52, 88, 103-105
 Vestri, 37-38, 105
 Werebeast, 168, 169
 Wit Points, 189
 Wizard, 39, 114, 122
 Yōkai, 53, 88, 106-110

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

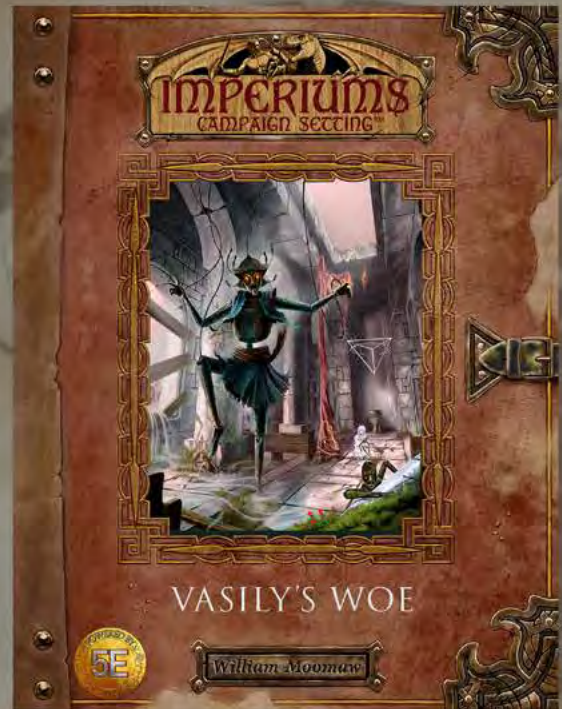
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Mysteries of the Gods: New Cleric Domains and Spells for Fifth Edition 1.0 published by Tribality.com (Innovaworks Inc.); Copyright 2016 Brandes Stoddard

Campaign Guide: Plight of the Tuatha; Copyright 2018

Continue the Adventure ...

The Plight of the Tuatha 4-Volume Adventure Series!



Find out more at Imperiumscs.com

**More Games
More Game Accessories
More Imperiums**



**Find
More
At**

MORRRPG.COM



This Campaign Guide contains all the
Classes, Lineages, Backgrounds,
Emergence, Influence and many other
rules all roleplayers need to explore
the Imperiums Campaign Setting.

Whether used together with the Plight
of the Tuatha Adventure series, or
as a basis for a stand-alone campaign,
this guide provides the tools both
players and game masters can use.

Explore new ways to tell stories. Breathe
life into the unique characters of
your imagination.

This book expands upon the Fifth
Edition core rules.

MOR
GAMES

