

AETALTIS

WORLD OF

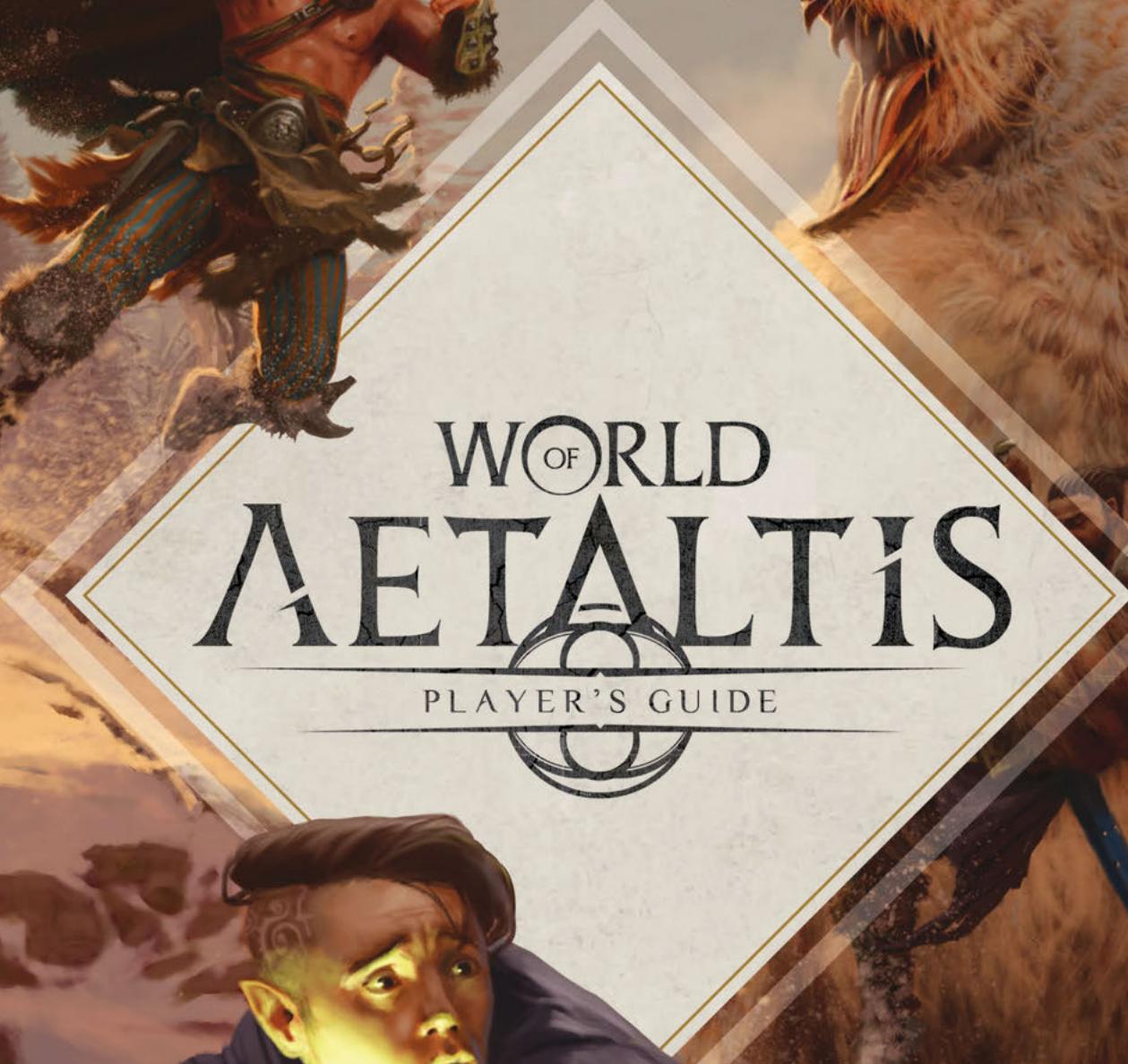
AETALTIS

PLAYER'S GUIDE





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WORLD OF AETALTIS

PLAYER'S GUIDE

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WORLD OF AETALTIS: PLAYER'S GUIDE

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ABOUT OUR COVER

While traveling through Whitestone Pass, a party of adventurers is attacked by a flock of great snowy owlbears.

by Russell Marks

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INTRODUCTION

A TIME OF HOPE. AN AGE OF HEROES.
More than three hundred years have passed since the fall of the Atlan Alliance, and the people of Aetaltis have finally restored order to their fractured world. Fledgling nations have grown into powerful kingdoms, thriving merchant states have re-established old trade routes, and the priests of the Enaros have rebuilt their great temples. Despite this time of hope, however, the shadow of an ancient evil looms.

Deep beneath the surface of Aetaltis lurk the armies of the fallen god Endroren. For centuries, an order of holy knights known as the Warders of Alantra maintained powerful mystic seals that held the forces of darkness at bay, but when the Alliance fell, so did many of the ancient orders—including the Warders. Now, after centuries of neglect, the wards are failing and the dark ones have returned.

For the first time since the Age of Darkness, orcs, goblins, trolls, and a host of other fiendish monsters threaten the good people of the world. They strike with unrestrained cruelty; attacking, killing, and destroying all that lies before them. To face this growing threat, the recently reborn holy orders have combined their divine strength with the temporal power of the new kingdoms. Yet the dark ones are many and the defenders are few.

But there is hope!

Lord Drakewyn of Agthor has called upon the brave men and women of his land to take up arms against their common foe. In response, a small army of independent heroes, known as adventurers, has joined the struggle. These stalwart men and women fight the battles ordinary soldiers cannot fight, go where the holy orders dare not go, and serve as beacons of hope in a world growing darker with each passing day. From hardened

dwarven warriors to crafty cheebatan rogues, from fleet-footed fey scouts to mysterious Selenthean mages, these adventurers provide what may ultimately prove to be the only hope for the people of this troubled land.

Will you join these brave adventurers in their quest? Will you put spell and blade to the test in defiance of the Dark Hordes?

The World of Aetaltis awaits!

WELCOME TO AETALTIS

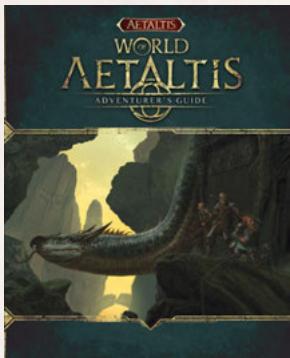
Welcome to the World of Aetaltis, a campaign setting designed for use with the Fifth Edition of the world's best-known roleplaying game. Aetaltis rekindles the fire of classic heroic fantasy gameworlds. It's everything that made you fall in love with fantasy RPGs reimagined for today's games and gamers.

In the World of Aetaltis, your character is a spark of hope in a land where the people are rising up to fight back against the grim forces of darkness. You play warriors, wizards, priests, and rogues who aren't waiting for some great king or a distant god to rescue them. They're taking matters into their own hands and bringing the fight to the enemy.

THE AETALTIS CORE BOOKS

The World of Aetaltis setting is presented in three core books. They are:

ADVENTURER'S GUIDE



The *Adventurer's Guide* takes you straight into the world with a narrative introduction to the setting. It's an immersive "in-character" text, written as if presented by a native Aetaltan.

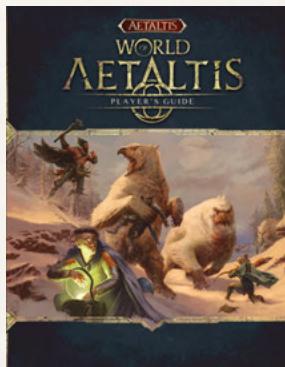
The *Adventurer's Guide* is meant to be read as a text commissioned by Lord Drakewyn of Agthor to serve

as a reference guide for novice adventurers as they set out in search of their destiny. Written by a group of scholars from the College of New Erinor, it contains everything an adventurer might want to know about Aetaltis, including the complete history of the world, detailed descriptions of the gods, and information about the nations of the Amethyst Sea basin. It also offers tips for traveling in the lands surrounding the Amethyst Sea, advice on the best places to find the adventure you seek, and a variety of helpful everyday information for anyone who has decided to try their

hand at adventuring.

You don't need to read the *Adventurer's Guide* to play the game, but you'll have a lot more fun if you do. It will help you understand your character's place in the world and make it easier for you to contribute to the overall adventure your GM created.

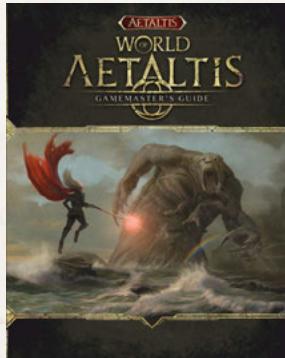
PLAYER'S GUIDE



The *Player's Guide* is the book you're reading now. This book contains all the rules you need to create a character for a Fifth Edition compatible Aetaltis game. It also contains the rules you'll need to play your character during the campaign. This is the book you're likely to have out at the table on game night.

This book is presented "out-of-character," written in our own voice and directed at you, the player. In this book you'll get some information about the world, but the focus is practical information you need to play the game. We'll also help you better understand the world of Aetaltis by making direct comparisons to a place you are familiar with: Earth. If you don't own the *Adventurer's Guide*, you can get by with just this book.

GAMEMASTER'S GUIDE



The *Gamemaster's Guide* contains everything a gamemaster needs to craft fantastic Aetaltis adventures and run an extended campaign in Aetaltis. Like the *Player's Guide*, the *Gamemaster's Guide* is written in an "out-of-character" style. It includes guidance for running Aetaltis adventures, a menagerie of Aetaltan monsters, a number of "For the Gamemaster's Eyes Only" rule expansions, and a pile of handy tools to make it easier to run the game. If you aren't planning to gamemaster, you should skip the *Gamemaster's Guide* to avoid spoilers.

FIFTH EDITION RULES REQUIRED

This campaign setting and the associated rules are written for use with the Fifth Edition of the world's best-known roleplaying game. This means you'll also need the Fifth Edition starter set, Fifth Edition core rulebooks, or access to the Fifth Edition rules in some other fashion to play a Fifth Edition Aetaltis game.



AETALTIS: A CRASH COURSE

If you want to dive right into things, here is an overview of the setting. It's a crash course on the world, its history, and what adventures in the World of Aetaltis are like. We also cover some basics that you, as a gamer, probably want to know.

ADVENTURES IN THE WORLD OF AETALTIS

When the people of Aetaltis realize no one is coming to save them, they turn to you, a rag-tag band of heroes with the courage and skills to stand against a rising tide of evil. You're not entirely sure what you're doing and the odds are definitely against you, but if you don't fight, who will?

Will you take a stand and hold your ground against the coming assault? Will you rally the people to fight beside you? Or will you plunge into the Deeplands and take the fight to the enemy?

Your adventures begin at home, but there is no telling where they will eventually take you. Perhaps you'll discover a darker plot and follow the clues across the Amethyst Sea basin to stop the evil at its source.

You might even determine the best way to secure your home is to rule it, and thus turn your sights on establishing



DISCOVER AETALTIS

SEVEN THINGS EXPERIENCED GAMERS WANT TO KNOW

If you're an experienced gamer, here are some things you're probably wondering about.

1. Lineages (aka Races) Aetaltis features most of the traditional fantasy roleplaying lineages you'd expect, including elves, dwarves, halflings, and humans. It also introduces new lineages, such as the fearsome drothmals, brutish orogs, magical sprites, flighty fairies, otherworldly newardin, clever cheebats, and saurian scythaas. The backstory of the world also provides ample opportunity to introduce your favorite Fifth Edition fantasy lineages in a way that fits easily into the story of the setting.

2. Classes Almost all the standard Fifth Edition classes are available for play in an Aetaltis adventure. This book also offers some new classes and archetypes, as well as fresh takes on the classics.

3. Arcane Magic Aetaltis uses a point-based system for arcane spellcasting along with new rules for ley lines, crystals that store spell points, magical voids, and more. The rules also make use of a skill-based spellcasting system, allowing arcane spellcasters to push their limits but at the risk of catastrophic failure.

4. Divine Magic Divine magic uses the standard spellcasting rules for Fifth Edition. This helps to differentiate the powers

of divine and arcane spellcasters. While arcane spellcasting is flexible but uncertain and laced with danger, divine spellcasting is secure, certain, and simple, if a bit rigid.

5. Monsters All of your favorite fantasy roleplaying monsters can be found on Aetaltis. Some of their origins vary slightly to better fit the story of the world, but you'll find everything from dragons to owlbeasts ready to challenge your character.

6. Many Styles of Play In the typical Aetaltis adventure, your character is an everyday person who decided to take up arms to make the world a better place. After all, if they don't stand up to the forces of evil, who will? Although this is the typical format for an Aetaltis adventure, Aetaltis provides adventure hooks for a variety of play styles, including horror, epic fantasy, swashbuckling adventures at sea, courtly intrigue, and more.

7. Reasons to Say Yes One of the primary design philosophies for Aetaltis is that when you ask, "Can we add this new thing in a way that fits the setting?" we give you easy ways to say "Yes!" Whether you're a fan of psionics or you desperately want to play a cool race from another published campaign setting, Aetaltis offers ways to make that happen in a way that makes sense in the world.



yourselfs as nobles and leaders. Perhaps you'll remain focused on keeping your homeland secure.

WHERE WILL YOUR ADVENTURES TAKE PLACE?

The Aetaltis core books focus on the lands surrounding the Amethyst Sea. The Amethyst Sea is a roughly circular body of water around 1500 miles in diameter. In the northeast corner of the sea is a secondary smaller body called the Windsinger Sea, while to the southeast is a third body called the Pinnacle Gulf.

At the center of the sea is a collection of islands known as the Lost Coast. These islands are all that remain of the great island city of Atlanor, the capital of the Atlan Alliance before its world gate exploded, shattering the island and sinking most of it beneath the waves.

A wide variety of nations, kingdoms, and city-states surround the sea. Along the north central coast sits Agthor, a beacon of hope in a world faced with an uncertain future. To the east of this, where the Amethyst Sea meets the Windsinger Sea, lies the magocracy of Selenthea, home to one of the most respected magical colleges in the land. Far to the southeast, on the Pinnacle Gulf, one finds the city-state of Port Vale, a foul den of villains and miscreants

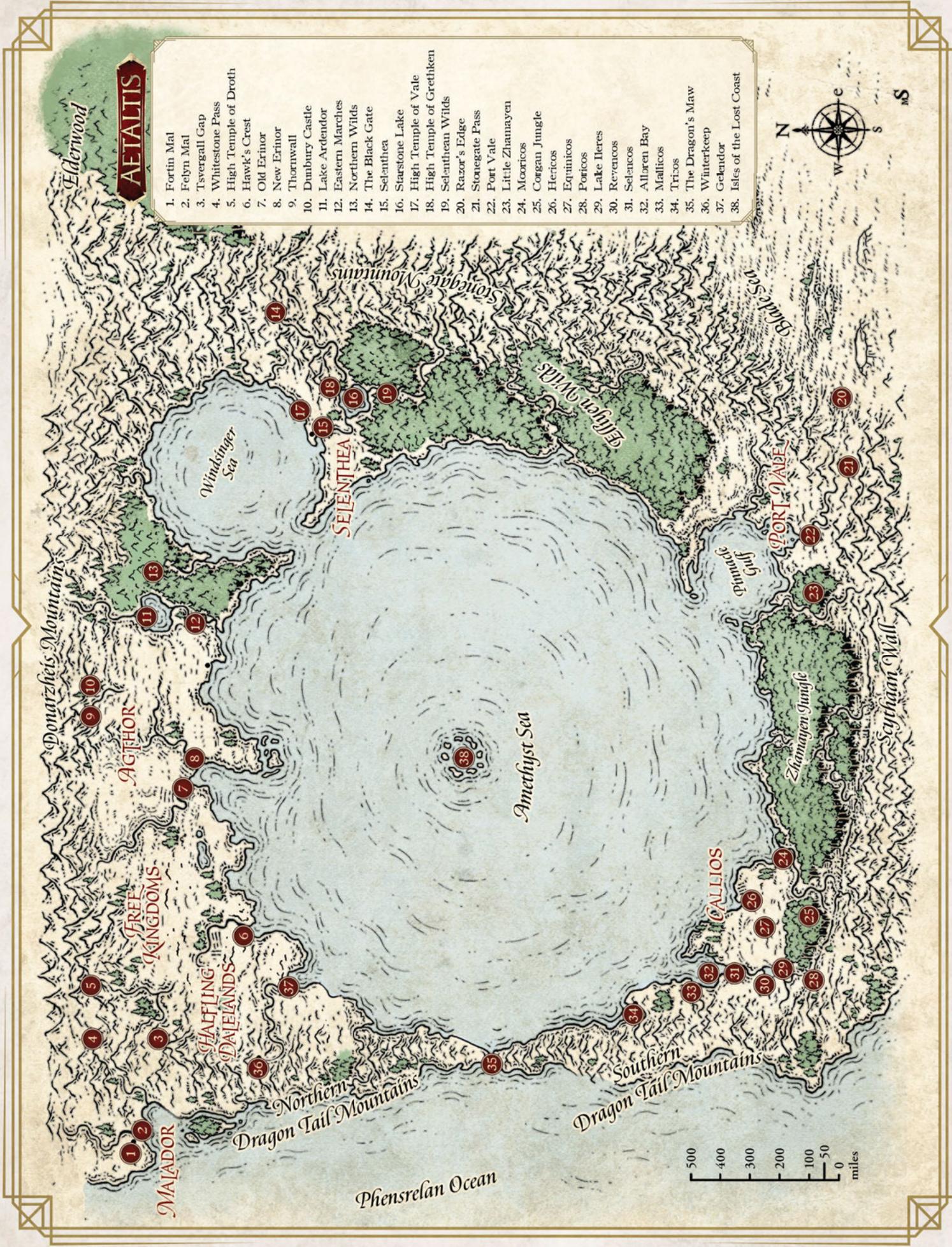
where thieves lurk, slavers traffic in human misery, and more than one unlucky soul has met their end in the city's gladiatorial amphitheater.

Along the southwestern shores one finds the merchant-ruled city-states of Callios, while on the northwestern coast sit the idyllic Halfling Dalelands. Wedged between the Dalelands and Agthor is the deceptively named Free Kingdoms, where countless petty warlords and would-be kings engage in an endless struggle for personal power and the only truly free people are the nobles of the ruling class.

The Amethyst Sea basin also contains miles upon miles of untamed wilderness. From the magically warped forests of the Ellien Wilds that dominate the sea's entire eastern coast, to the dense and unforgiving rainforests of the Zhamayen Jungle to the south, huge swaths of the land remain feral and largely unexplored.

To the north one finds the towering peaks of the Donarzheis Mountains, and beneath them lay the monster infested ruins of one of the greatest dwarven kingdoms ever to rise on Aetaltis. Over the Stonegate Mountains to the southeast lie the razor grass choked plains of the Blade Sea, and far to the south, beyond the titanic cliff that walls off the jungle from the lands beyond, roll the endless deserts of the Scythaan Wastes.

ABOVE | Ambush at the Forgotten Gate, by Russell Marks



WHEN WILL YOUR ADVENTURES TAKE PLACE?

The Aetaltis core books, especially the *Adventurer's Guide*, touch on many ages in the history of Aetaltis, ranging from the legend of the world's creation to the year 423 AC (Atlan Cycle). The typical Aetaltis adventure begins in the year 423 AC, the start of a new age that will one day earn the name "Age of Heroes." During this period, the ancient seals that hold the armies of darkness at bay are failing, and daring parties of independent heroes known as adventurers are stepping forward to join the fight.



DISCOVER AETALTIS

SEVEN THINGS EVERY PERSON ON AETALTIS KNOWS

We told you what you need to know as a gamer, but here are some basic truths about life on Aetaltis that every Aetaltan knows.

1. The Deeplands are filled with monsters. A millennium ago the gods of Aetaltis defeated the mad deity named Endoren. They chained him to the core of the world and used powerful wards to imprison his monstrous followers there with him in the vast underground realm known as the Deeplands. To this day, the Deeplands are filled with monsters of every kind.

2. The dwarves hate the gods. When Endoren fell, the dwarves expected to return to their Deepland homes. When the gods locked Endoren and his hoards in the Deeplands, however, those hopes were dashed. The dwarves, furious at what they saw as a terrible betrayal, renounced the gods. Since that time, they refuse to worship the gods and have adopted a rigid "we'll just do it ourselves" attitude.

3. Magic is as frightening as it is useful. Magic is an integral part of life on Aetaltis. Magical healing saves lives, enchanted objects make difficult tasks easier, and the spells of wizards protect people from dangerous foes. At the same time, when magic goes wrong, the results are sometimes catastrophic. Even worse, the ability to use arcane magic originated with Endoren, the fallen god who eventually became the Lord of Darkness. No matter how useful magic is, no one can forget where it came from.

4. Humans, newardin, cheebats, and orogs came from another world. The people of these four lineages came

to Aetaltis around 400 years ago by way of powerful arcane constructs called world gates. To some, they were welcome allies in the battle against the forces of darkness. To others, they were yet another invader taking what did not belong to them.

5. The Cataclysm destroyed the Alliance and trapped the survivors on Aetaltis. Around 300 years ago, the Alliance's world gates exploded, bringing a swift and terrible end to their dominance in the Amethyst Sea basin. Unable to rebuild the gates, the Alliance colonists accepted Aetaltis as their new home. Today, it is the only home their descendants have ever known.

6. The ancient wards are failing and the Dark Hordes have returned. Since the defeat of the last Dark Horde nearly 400 years ago, encounters with orcs, goblins, trolls, and other monsters have been rare. Recently, however, their numbers on the surface have increased, and strange new monsters stalk the land. After much research, Aetaltan scholars confirmed the cause: across the Amethyst Sea basin the Deepland wards that held Endoren's creatures at bay are failing.

7. Adventuring is a respectable occupation. Unable to effectively defend his people against the rising threat of a foe that can appear anywhere at any time, Lord Drakewyn of Agthor declared adventuring a legal and respectable occupation. Anyone may arm themselves to fight these monsters wherever they appear, without securing the permission of the crown. Most of the kingdoms around the Amethyst Sea have followed suit, and new adventurers are joining the fight every day.



CHAPTER ONE

CHARACTER CREATION

If you're already familiar with the character creation process for Fifth Edition, then everything here should make sense. Aetaltis adds some interesting twists to the standard character creation process, but the overall method is nearly the same.

If you're not familiar with how to make characters for Fifth Edition, it might be a good idea to go back and review the Fifth Edition rules first. We'll cover things pretty thoroughly here, but we've written this under the assumption that you're both familiar with and have access to those rules.

CHARACTER CREATION: OVERVIEW

Here is what the character creation process looks like for Aetaltis.

- **Step 1: Roll Your Ability Scores** Your character's primary abilities.
- **Step 2: Choose Your Lineage** Your genetic makeup.
- **Step 3: Choose Your Culture** The culture in which you were raised.
- **Step 4: Choose Your Background** The career you were trained to pursue.
- **Step 5: Choose Your Calling** The thing that convinced you to abandon your background.
- **Step 6: Choose Your Class** The skills you learned to pursue your calling.
- **Step 7: Select Your Equipment** Buy or select your character's equipment.
- **Step 8: Finishing Touches** All the little details, tidbits, and cool background elements.

Note that you don't have to follow these steps in order to create your character. This is just a logical progression to define who your character is and their history.

STEP 1: ROLL YOUR ABILITY SCORES

To determine your ability scores, roll 4d6 and add the three highest dice together. Do this six times and then assign one of the six numbers to each of your six abilities.

When assigning scores to abilities, keep in mind that in the World of Aetaltis some lineages have ability score requirements. These are minimum or maximum ability scores your character must meet after adding or subtracting the ability modifiers for that lineage.

ABOUT ABILITY SCORES

Ability scores are fundamental to almost every game mechanic in Fifth Edition, but they are much more than a source of die modifiers. For one thing, they tell us how you stack up against the rest of the world. Are you stronger than an orc? Weaker than an orc? Or about the same? Do your acrobatic abilities rival those of the most agile simian? Or are you so klutzy compared to other people you meet on the street that they hurry to get out of your way?

And how did you come by those scores? Are you simply lucky, having been born with superior abilities? Or did you spend countless hours studying and training to hone them? If your score is low, is that just the way you were born? Or

did you suffer some injury or accident that left you weaker than others?

If you have an especially high score, how did that shape your life? Were people constantly trying to push you into a particular occupation based on your natural strengths? Did you follow their advice, or did you want something different, like the naturally muscular farmhand who dreamed of becoming a bard? Were you proud of your limitations and strengths, or did you try to hide them?

The chart on the next page gives ability score examples that will help you to get a sense of how your character compares to the rest of the world. If the name of a lineage is listed (such as dwarf), that means the average for individuals of that lineage is higher or lower than 10. Otherwise, the average ability score is 10.

TERRIBLE ROLLS

It happens to everyone. Even rolling 4d6 and dropping the lowest die, sometimes fate has it in for you. Six rolls later and you're staring down the barrel of 6, 6, 8, 10, 11, 14.

When you finish rolling, if you have three or more results of 10 or lower, you may select one of the options below.

OPTION 1: EJECT! EJECT!

Toss them out and start again. There's nothing wrong with throwing in the towel. After all, the goal of gaming is to have fun. If the ability scores you rolled are going to get in the way of that, go ahead and take a do-over.

OPTION 2: A REWARD FOR YOUR VALOR

Sometimes, the most interesting characters in a game are the ones that have to struggle to succeed. Low ability scores will challenge you as a player to come up with novel solutions to the problems you face. For instance, if all your physical scores are low, how do you overcome that challenge? Perhaps you learn spells that handle all of your physical challenges? Or maybe you recruit a team of hirelings to accompany you on your expeditions? Of course, you might just be that scrappy hero from stories and film who never gives up and wins the day through sheer determination, a clever mind, and more than a little luck.

If you choose this path, you may select a free feat for your character during creation. The only limitation is that you may not select a feat that increases one of the ability scores that made you eligible for this option.

ABILITY SCORE COMPARISONS

Score	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
1	Frog	Shrieker		Frog, Gelatinous Cube, Hawk		Gelatinous Cube
2	Bat			Brown Bear		Spider
3	Cat	Gelatinous Cube		Cat, Dire Wolf, Zombie	Shrieker	Frog
4	Stirge			Baboon		Bat, Giant Rat, Giant Spider, Hawk
5	Hawk	Black Pudding		Elemental, Hill Giant, Mimic	Flying Sword	Boar, Crocodile, Goat, Skeleton, Zombie
6	Eagle	Zombie		Ape, Gnoll, Skeleton	Gelatinous Cube, Zombie	Elephant, Hill Giant
7	Giant Rat, Kobold	Purple Worm		Troll	Kobold	Most Animals, Gnoll, Troll
8	Cheebat, Fairy	Earth Elemental, Hill Giant, Ogre	Bat, Fairy, Frog, Hawk	Kobold, Orog	Frog, Goblin, Skeleton	Goblin, Kobold, Orog
9	Mage	Elephant	Kobold	Goblin	Boar, Hill Giant, Troll	Minotaur
10	Goblin, Skeleton	Black Bear, Crocodile, Riding Horse	Cat, Ghoul, Goblin	Orc	Giant Rat, Gnoll, Hawk , Orc	Orc
11	Assassin	Boar, Cheebat, Gargoyle	Giant Rat, Gnoll, Goat, Stirge	Scout	Elephant, Giant Spider, Scytha, Sprite	Elf, Halfling
12	Drothmal, Dwarf	Elf, Fairy, Gnoll, Halfling, Orc, Scytha, Sprite, Warhorse	Boar, Drothmal, Dwarf, Giant Spider, Orog, Riding Horse	Medusa	Owlbear	Cheebat, Fairy
13	Boar, Ghoul, Guard, Hobgoblin, Orog, Zombie	Frog, Troll	Crocodile, Mule, Warhorse	Newardin, Priest	Medusa, Scout	Pegasus
14	Gelatinous Cube, Giant Spider, Gnoll, Mule	Ape, Goblin, Skeleton	Ape, Black Bear, Camel, Knight, Tiger	Bandit Captain	Acolyte, Lich, Spy	Green Hag
15	Black Bear, Crocodile, Gargoyle	Cat, Dire Wolf, Ghoul, Giant Rat, Kobold, Tiger	Dire Wolf, Skeleton	Djinni	Dragon	Medusa
16	Ape, Knight, Orc, Riding Horse	Giant Spider, Hawk	Fire Elemental, Gargoyle, Ogre, Orc, Zombie	Dragon, Guardian	Djinni	Lich, Noble, Spy
17	Dire Wolf, Mimic, Tiger	Fire Elemental	Elephant, Ettin	Mage	Unicorn	Ghost
18	Gladiator, Griffon, Troll, Vampire, Warhorse	Vampire	Vampire	Gynosphinx	Mummy Lord, Sphinx	Guardian Naga
19	Bulette, Ogre	Invisible Stalker	Hill Giant, T-Rex		Guardian Naga	Dragon
20+	Earth Elemental, Hill Giant (21), Elephant (22), T-Rex (25), Red Dragon (27)	Air Elemental	Earth Elemental, Gelatinous Cube, Troll, Bulette (21), Red Dragon (25)	Archmage, Lich	Avatar	Succubus/Incubus



LINEAGE VS. RACE

Lineage in Aetaltis products corresponds to the term “race” in standard Fifth Edition products in that it encompasses the biological and physical aspects of your character. Also, “race” in roleplaying games often includes cultural and behavioral aspects of the character. For Aetaltis, we’ve moved those aspects from lineage over to culture.

For instance, a scythaar reared in a cheebat warren might have a drastically different set of life goals and expectations compared to one raised in the Scythaan Wastes, but physically they are both scythaars. Lineage describes the aspects of the characters that make them both scythaars, but their culture shapes their values and behaviors.

STEP 2: CHOOSE YOUR LINEAGE

Next, choose a lineage for your character. Aetaltis includes eleven different player character lineages you can choose from. These include Aetaltis versions of classic fantasy lineages (human, dwarf, halfling, and elf), a few fantasy lineages that are uncommon in most gameworlds (fairy, orog, and sprite), plus some new lineages unique to Aetaltis (cheebat, drothmal, newardin, and scythaar).

You can find complete descriptions of each lineage in *Chapter 2: Lineages*.

STEP 3: CHOOSE YOUR CULTURE

In this step, you’ll choose your character’s culture. Your culture represents how (and often where) you were raised. It’s the foundation of your values, desires, and personality. It also sets the stage for how you think about other cultures, the things you find attractive or offensive, and even your loyalties.

Note we didn’t say culture determines these things. It’s only how you were raised. Just because you were brought up in a culture doesn’t mean you’ve bought in to everything you were told. Do you take pride in your culture’s traditions and values? Are you proud to emerge from such an honorable and ancient people? Or do you reject some, or even all, of the things expected of you?

Selecting your culture and determining which of its ideals and teachings you embraced or rejected help to shape your character’s story. You can find complete descriptions of each culture in *Chapter 3: Cultures*.

STEP 4: CHOOSE YOUR BACKGROUND

The next step is to select your character’s background. In Aetaltis adventures, backgrounds work the same way they do in the standard Fifth Edition rules. In game terms, your background provides you with a set of skills, abilities, and belongings you acquired in your former life.

From a story point of view, your background represents the occupation you were pursuing before you became an adventurer. Even if you always knew you wanted to be an adventurer, up until that day came you had to earn a living somehow, and your background describes how you did it.

We’ve included eleven unique Aetaltis backgrounds in this book, but feel free to use any Fifth Edition compatible background. You’re also welcome to work with your GM to come up with your own. You can find complete descriptions of each background in *Chapter 4: Backgrounds*.

STEP 5: CHOOSE YOUR CALLING

Choose a calling for your character. Your calling is the reason you abandoned your background. In game terms, your calling adds additional equipment, abilities, and skills appropriate to someone with the goals and values described in your calling.

From a character perspective, your calling represents your primary motivation for adventuring. Whenever a new opportunity for adventure arises, your calling will help you come up with a strong story as to why you decide to take on the challenge. Most callings are complimentary, or at least compatible, allowing each member of the party to have their own unique motivations for pursuing a collective goal.

You can find complete descriptions of each calling in *Chapter 5: Callings*.

STEP 6: CHOOSE YOUR CLASS

The last major decision you must make is to choose your class. The game mechanics for classes are exactly the same as described in the Fifth Edition core rules, and any Fifth Edition compatible class will work perfectly well (mechanically) in an Aetaltis adventure. All of your favorites (fighter, ranger, rogue, barbarian, wizard, cleric, and more) are acceptable and available for play.

Aetaltis is, however, unique in many ways, not least of which is the point based magic system described in *Chapter 9: Magic and Spells*. To make sure the class you’re selecting fits the world, we’ve offered options to better adapt classes to the Aetaltis setting in *Chapter 6: Classes*.

In terms of your character’s story, your class represents



NEW RULES

SPECIALIZATION

Specialization is a limited form of expertise. Your character may gain specializations from the culture, background, or calling you select. Specializations represent areas of learning in which your character has received additional training or in which they have extra experience. Like expertise, when making an ability check related to your area of specialization, if you're using a skill you are proficient in you gain double your proficiency bonus.

Unlike expertise, specialization isn't limited to a single skill. As long as the check you are making is directly related to your area of specialization and you're using a skill you're proficient in, you get the bonus. It is up to you and the GM to determine if your specialization applies.

Example of Specialization in Play

Keethri is from the Spicer culture, which gives her the jungle specialization. While traveling in the Zhamay-en Jungle, Keethri comes across an odd flower. She is proficient in Intelligence (Nature) so she decides to try to identify it. Since she also has the jungle specialization, and this is a jungle plant, the GM allows her to double her proficiency bonus.

Later, Keethri's party wants to track a group of bandits through the jungle. Keethri's player asks if they can use Keethri's jungle specialization on the Wisdom (Perception) check to find the bandits' tracks. The GM rules that Keethri's knowledge of the jungle doesn't really make her any better at spotting tracks, but it would help her when she makes her Wisdom (Survival) check to follow the tracks. Unfortunately, Keethri isn't proficient in Survival, so she can't apply her specialization to any stage of the tracking.

the set of skills and abilities you've developed as a means of pursuing your calling. Maybe you were already heading down that road before you decided to become an adventurer, like an acolyte who becomes a cleric, or perhaps you chose your calling and then decided which skills you needed to succeed. Either way, the critical point is that you chose your class as a means of achieving the goals described in your calling.

STEP 7: GEAR UP!

It's time to gear up! In this step you select the equipment you'll need to survive your coming trials. If you're creating a 1st level character, you can either choose the starting equipment for your culture, background, calling, and class, or you can roll for money and then buy your equipment yourself.

Both methods are explained in greater detail in *Chapter 8: Equipment*. You'll also find prices and game statistics for weapons, armor, and other adventuring gear you might need.

STEP 8: FINISHING TOUCHES

In this final step you'll add hit points, calculate saving throws, and fill in any remaining blanks on your character sheet. You'll also get to add a few final flourishes to your character that will help bring them to life. In *Chapter 7: Finishing Touches*, we provide random lists and tables to add personal effects, unique backstories, and details about your character's friends, contacts, and family.

CHARACTER SHEETS

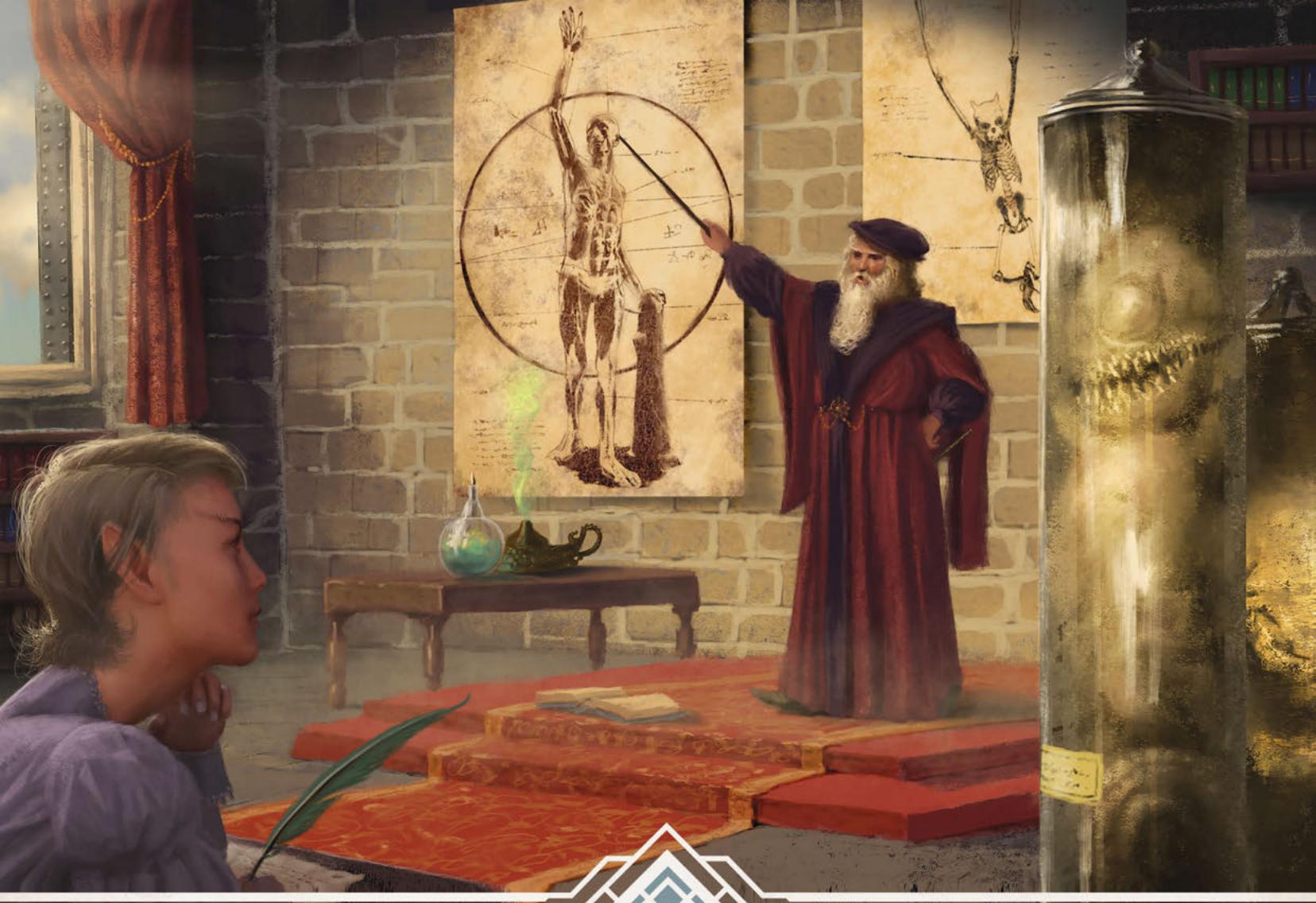
You can download World of Aetaltis character sheets by visiting our site at www.aetaltis.com. These include both printable and form-fillable versions of sheets specially designed for Fifth Edition Aetaltis adventures.



ABOVE | Cin dell of Elenath, by Russell Marks

OPPOSITE | Heroes of Thornwall, by Mitchell Malloy





CHAPTER TWO

LINEAGE

THE GOOD PEOPLE OF AETALTIS COME IN SHAPES both familiar and strange. If you're an experienced fantasy roleplayer, you'll find all your traditional favorites here along with a number of new lineages unique to Aetaltis. Aetaltis lineages are divided into two categories: enari and Alliance.

The enari are the original inhabitants of Aetaltis. They were created by the gods and given the world of Aetaltis as their home. They've survived countless tragedies and catastrophes, and are all the stronger for it.

Drothmals are animalistic warriors from the icy northlands. Most hail from the Icewalker culture, a people who live and die by a code that glorifies pain and suffering—both their own and that of their enemies.

Dwarves are stout and strong. Once the masters of the Deeplands, they lost their homeland when the gods used it to imprison Endroren and his Dark Hordes. Most dwarves are Maladorans, a hardy and hardened people who want nothing to do with gods. Many seek to reclaim their ancestral Deepland homes.

Elves are the leaders of the fey. They are lithe, fine featured, and deeply connected to magic. Most elves are Elloriyans, a

people determined to restore the ancient glory of the long-lost fey courts. Their focus on this goal is absolute, often to the exclusion of the outside world.

Fairies are tiny fey whose minds race as quickly as the beating of their insect-like wings. A few have the sort of mind necessary to follow the Ellorian culture, although most hail from the freewheeling, experiential culture of the Feylariyans.

Halflings are cousins to the dwarves, if one is to believe the histories. They are small but surprisingly sturdy. Most halflings come from the Dalelands. Dalelanders are connoisseurs of life's simple pleasures, and they defend their traditions and way of life with surprising ferocity.

Scythaas are a saurian people with long, prehensile tails. They stand out among the enari due to their inhuman appearance. Most scythaas come from their ancestral homeland, the Scythaan Wastes. There, the Wastelanders live a nomadic life where honor and beauty are held in equal regard and vigorously defended.

Sprites are childlike fey whose way of thinking always seems one step left of the rest of the world. They have an uncanny connection to animals and nature, and can disappear if frightened. Most are Feylariyans and many choose to live wild like the beasts they love so much.

ALLIANCE

The Alliance appeared on Aetaltis just over four hundred years ago, arriving from other worlds via powerful arcane devices called world gates. Their arrival proved instrumental in helping Aetaltis to recover after the Age of Darkness, and they remained the dominant power in the Amethyst Sea basin for another hundred years after that. When all the world gates were destroyed unexpectedly in a cataclysmic arcane event, the human, newardin, orog, and cheebat colonists found themselves trapped on Aetaltis.

Humans, or the “atlan” as they call themselves, were once the leaders of the Alliance worlds. Today the descendants of those trapped on Aetaltis live scattered across the Amethyst Sea basin. They hail from a rich tapestry of cultures, from the idealistic Agthorians to the individualistic Selentheans to the arguably criminal Valorians.

Newardin are tall and thin, with delicate frames and gray skin. Although roughly humanoid, they are unquestionably inhuman in their appearance and demeanor. Almost all are members of the Newardine culture, choosing to abide by its

DISCOVER AETALTIS

FRICITION BETWEEN LINEAGES

Members of various lineages on Aetaltis get along well, with no major grievances based on species. The good folk of Aetaltis are so varied and intermixed—and enemies so plentiful—that animus based on biology is seldom a factor.

That said, when the Alliance arrived, some enari were suspicious of their motives and resentful of their assumption of power. Some measure of this distrust remains, but the Alliance’s full commitment against the dark armies allayed the concerns of most enari.

beliefs and values even when living among others, especially the tradition of suppressing all emotional responses.

Orogs look like massive, monstrous humans. Their physical strength is unparalleled and the tendency for orogs to drift toward darkness leaves most fearful of them. They’ll adopt whatever culture they are taught, but no matter what beliefs they hold, they seem to have an innate habit of solving all problems with force.

Cheebats are small, fuzzy, and quick. They are deeply social creatures, and are happiest when in the company of others. Most are born into the Warrener culture, a boisterous people who value wealth, luxury, and mercantile glory along with anything that helps them to display that glory to the world.

OTHER LINEAGES

Aetaltis is home to a host of sentient species, including minotaurs, centaurs, dryads, merfolk, and garmen. The eleven lineages presented here are those most commonly encountered in the Amethyst Sea basin. Aetaltis’s history allows any Fifth Edition compatible lineage to exist if your gamemaster is willing. More information about incorporating other lineages into your campaign is found in the *World of Aetaltis: Gamemaster’s Guide*.

READING THE ENTRIES

Each lineage includes the following information:

Name and Overview The lineage’s Common language name, along with a description of the physical averages of the lineage. Most lineages have a name in their own

LINEAGE HEIGHT

Lineage	Male	Female
Human	60 + 3d6 inches	54 + 3d6 inches
Cheebat	35 + 3d4 inches	32 + 3d4 inches
Drothmal	63 + 3d8 inches	71 + 3d8 inches
Dwarf	44 + 4d4 inches	42 + 4d4 inches
Elf	56 + 3d6 inches	56 + 3d6 inches
Fairy	13 + 2d4 inches	12 + 2d4 inches
Sprite	36 + 4d4 inches	34 + 4d4 inches
Halfling	38 + 4d4 inches	34 + 4d4 inches
Newardin	67 + 2d4 inches	67 + 2d4 inches
Orog	97 + 5d6 inches	85 + 5d6 inches
Scytha	47 + 3d6 inches	49 + 3d6 inches

LINEAGE STARTING AGE

Lineage	Age
Human	13 + 3d4 years
Cheebat	13 + 3d4 years
Drothmal	13 + 2d4 years
Dwarf	16 + 4d10 years
Elf	16 + 4d10 years
Fairy	13 + 4d6 years
Sprite	10 + 3d10 years
Halfling	15 + 4d6 years
Newardin	14 + 3d4 years
Orog	12 + 2d4 years
Scytha	10 + 3d4 years

LINEAGE WEIGHT

Lineage	Male	Female
Human	106 + (Height Roll * 6) pounds	71 + (Height Roll * 5) pounds
Cheebat	34 + (Height Roll * 2) pounds	30 + (Height Roll * 2) pounds
Drothmal	143 + (Height Roll * 6) pounds	191 + (Height Roll * 6) pounds
Dwarf	70 + (Height Roll * 4) pounds	62 + (Height Roll * 4) pounds
Elf	54 + (Height Roll * 6) pounds	54 + (Height Roll * 6) pounds
Fairy	1 + (Height Roll) pounds	Height Roll pounds
Sprite	25 + (Height Roll * 2) pounds	21 + (Height Roll * 2) pounds
Halfling	45 + (Height Roll * 2) pounds	37 + (Height Roll * 2) pounds
Newardin	120 + (Height Roll * 6) pounds	120 + (Height Roll * 6) pounds
Orog	342 + (Height Roll * 6) pounds	270 + (Height Roll * 6) pounds
Scytha	44 + (Height Roll * 6) pounds	56 + (Height Roll * 6) pounds



ABOVE | Lineage Lineup, by Russell Marks

tongue, but these are the common-use ones around the basin.

History

A brief history of this lineage on Aetaltis.

Homelands and Cultures Information about how and where members of this lineage typically live, and a cultural imprint for most members of this lineage (which might not be shared by all). This includes information about mono-lineage communities that some members of a lineage gather into for safety or to reach a goal together.

Traits A listing of those aspects of the lineage that more directly interact with game rules.

- **Ability Score Modifiers** Adjust your character's ability scores by these amounts.
- **Ability Score Requirements** These are the starting ability score minimums and maximums (after applying

lineage modifiers) for a character of this lineage. You can only select this lineage if your character's scores after lineage modifiers meet these requirements.

- **Speed** This is the base game speed for the lineage.
- **Size** This is the size attribute for characters of this lineage.
- **Age** These are the ages at which your character is considered young/mature/elderly. The highest number for elderly is the lineage's approximate natural lifespan. If a lineage has only two ranges, then it has no elderly range, and remains mature to the end of its life.
- **Traits** Each lineage includes a number of traits that grant additional abilities. Most are beneficial, but some require consideration in play beyond a rule benefit.



ATLAN

Human



Humans stand around 5' 9" tall and weigh roughly 150 pounds. Their skin ranges from almost white to brown to black. Hair color may be blonde, red, brown, black or any shade between. Eye color varies just as much, ranging from blue-gray and green through dark brown. Humans reach maturity at the age of 15 and live around 80 years.

HISTORY

The first humans on Aetaltis, known as atlans, were leaders of a confederation of races from different worlds called the Atlan Alliance. They came as explorers, colonists, and researchers. When they arrived, they found the native people locked in combat with the remnants of Endroren's hordes. The Alliance, and the humans in particular, saw it as their duty to aid the people of Aetaltis. Drawing on the vast resources of their homeworlds, including well-trained and outfitted armies, powerful magical artifacts, and a steady stream of food and supplies sent through the Alliance world gates, they helped restore order to the Amethyst Sea basin.

For years after, the Alliance reigned as the dominant

power in the region. Some Aetaltans welcomed the Alliance as friends and allies, but others were less enthusiastic about the Alliance and doubted its intentions. Scattered conflicts erupted, but most of those who held reservations about the Alliance saw them as the lesser of two evils when compared to Endroren's hordes.

Their preeminence lasted until the year 105 AC, when a magical cataclysm shattered the gates that led back to the Alliance's homeworlds and destroyed every major Alliance city on Aetaltis. The tragedy left the Alliance colonies in ruins and the survivors trapped. In the more than three centuries since the Cataclysm, all efforts to repair the world gates have failed, and humans have accepted Aetaltis as their new home.

HOMELANDS AND CULTURES

You can find humans anywhere, but the majority live along the northern coast of the Amethyst Sea as Agthorians, Selentheans, and Freefolk. There are also notable human populations in the south, including among Calliosans and Valorians, but their numbers are fewer. Even when humans are in the majority, their lands are often home to a variety of people from many lineages and cultures. Most atlans view this rich diversity as one of the greatest strengths of their kind.

HUMAN TRAITS

Ability Score Modifiers Add 6 points to your ability scores, maximum of +2 to one ability

Ability Score Requirements None

Speed 30 feet

Size Medium

Age 0-14/15-60/61-80

Language Mastery Humans are adept at learning new languages. You begin the game with the ability to speak (and if appropriate, read and write) one additional language.

Extra Feat Human characters show remarkable variability in their natural abilities. You can select an extra feat during character creation.

Skill Adaptability Human minds are quick to latch onto ideas and patterns, often at the expense of things they've learned in the past. You are proficient in a skill of your choice and can switch that proficiency to a different skill each time you gain a level.

CHEEBAT



Cheebats are 3 1/2 feet tall and weigh about 50 pounds. They have exaggerated facial features. Their pointed ears are large, almost floppy, and covered with fine down on the outsides. Body hair is heavy, more like fur than hair. The hair on their heads tends to poof out if not restrained. Their hair and eye colors tend toward shades of brown, and their skin ranges from pale tan to black. Cheebats reach maturity at 13 and live to be around 80 years old.

HISTORY

According to the Cheebatan Merchant Rolls, the cheebatan homeworld was first visited by humans around fifty years before the Alliance arrived on Aetaltis. With a cultural love of adventure and a strong societal desire to find new wealth, cheebats sneaked along with the Alliance as they traveled. When the first Alliance settlers arrived on Aetaltis, a small contingent of cheebats stowed away with them, hidden among the supplies. Their natural charisma earned them easy acceptance from the natives of Aetaltis, and they

quickly established themselves as liaisons between the locals and the Alliance explorers.

HOMELANDS AND CULTURES

Cheebats are found everywhere in the Amethyst Sea basin. Most are raised as Warreners, growing up in one of the whimsical cheebatan neighborhoods called warrens found in large towns and cities everywhere in the region. Every Warrener is educated in the ways of the Cheebatan Codex, an esoteric book of rules and common laws governing trade and mercantilism, and for many its rules become a way of life.

Cheebats also make up a large percentage of the population of Callios. A number of the great merchant houses are owned by Calliosan cheebats, and the love of finery and flamboyance brought to Aetaltis by the first cheebats has profoundly influenced Calliosan culture. Calliosan cheebats think of themselves as being “like Warreners but with class,” while Warrener cheebats see Calliosans as “Warreners with an attitude.”

CHEEBAT TRAITS

Ability Score Modifiers -2 Str, +1 Dex, +2 Cha

Ability Score Requirements Str -15, Dex 10/-, Cha 10/-

Speed 25 feet

Size Small

Age 0-12/13-70/71-80

Enhanced Hearing Cheebats have fantastic hearing.

You have advantage on Wisdom (Perception) checks involving hearing.

Language Mastery The cheebatan mind processes language in a way superior to people from most other lineages. You are exceptional at learning new languages, and you begin the game with the ability to speak (and if appropriate, read and write) one additional language.

Gut Instinct Cheebats have an uncanny ability to know when someone represents a threat. Even the slightest facial tic or smallest hesitation gives away ill intent to an observant cheebat. Cheebats have advantage when making Wisdom (Sense Motive) checks to determine if another sentient being wishes them harm physically, financially, socially, or emotionally.

Lovable Whether it's the way their ears fold over when they're disappointed, the unmistakable twinkle in their eye when they're happy, or some undiscovered magical effect, people just like cheebats. You have advantage when making Charisma (Persuasion) checks to improve the reactions of sentient, non-cheebat targets. The target or targets must be able to see you. You do not need to speak their language.

DROTHMAL



Drothmals stand 7 feet tall and weigh just under 300 pounds. Their faces have a faintly feline appearance, giving them an animalistic air. Skin color ranges from deep tan to white to gray-blue. Drothmals have thick hair on their heads and intricate patterns of spots mark their skin from their foreheads down to the smalls of their backs. Drothmals reach maturity at 10 and live to be about 50 years old.

HISTORY

The drothmals take their name from Droth, the Enaros of Trial, Suffering, and Warfare. Ancient drothmalen legends suggest the drothmals once lived in towns and cities, but today most live in nomadic war bands scattered throughout the glacial landscape north of the Donarzheis Mountains.

HOMELANDS AND CULTURES

Most drothmals are born on the Icebound Plains. Known as Icewalkers, they scrape a meager existence from the unforgiving tundra, occasionally raiding south into the com-

paratively lush villages of the Donarzheis highlands. Some Icewalkers travel even farther, into the Free Kingdoms and beyond. Most seek to join Icewalker mercenary companies, known for their fearlessness on the battlefield. All Icewalkers strictly adhere to the Drothmalen Code, a strict set of five rules that embrace the ideal of suffering as the blessing of Droth, which must be embraced and never avoided.

DROTHMAL TRAITS

Ability Score Modifiers +2 Str, +2 Con

Ability Score Requirements Str 10/-, Con 10/-

Speed 30 feet

Size Medium

Age 0-9/10-40/41-50

Endurance Drothmals more easily resist the negative effects of fatigue, exhaustion, and other physical hardships. When making saving throws to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, and thirst, you have advantage on the roll.

Fearless Drothmals feel fear but not with the same intensity as other adventurers. You are immune to non-magical fear effects and have advantage on saving throws against magical fear effects.

Ferocity Drothmals may stay conscious and continue to fight even if their hit points drop below one, as long as they are not instantly killed. Continue to make death saves as normal. Once combat is over your fury subsides and you fall unconscious even if your hit points are now above zero or you succeeded on three death saving throws. You still die upon three failed death saving throws or if your negative hit points exceed your maximum hit points.

Ice Walking Drothmals can traverse slippery surfaces with ease. You are adept at moving across icy surfaces, and you have advantage on any checks to keep your footing while walking or climbing on icy or slippery surfaces.

Natural Explorer (Arctic) Drothmals are deeply familiar with arctic environments and are adept at traveling and surviving in such regions. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

DWARF



The average dwarf is 4 1/2 feet tall and weighs around 125 pounds. They have thick, often bushy hair that ranges in color from red to brown to black, and have skin tones ranging from white to tan to black. Males quickly grow thick, bushy facial hair if they don't shave. Dwarves reach maturity at around 20 years and live late into their second century.

HISTORY

Dwarves settled the Deeplands during the Age of Dawn. Using the natural network of passages and caverns that honeycomb the world of Aetaltis, they built vast underground empires that spanned the globe. Their time of greatest glory was the Dwarven Age: a period after the Age of Magic and before the Age of Darkness.

At the beginning of the Age of Darkness, the Dark Hordes rose from the depths and destroyed everything in their paths, starting with the deep dwarven kingdoms. At the end of the Great War, the Enaros, the gods of Aetaltis, used the war-ravaged Deeplands as prison for Endroren

and the Dark Hordes, creating a rift between most dwarves and the gods that persists to this day.

HOMELANDS AND CULTURES

Most dwarves are either Maladorans or Deeplanders. Malador is a rugged coastal land situated between the northern spur of the Dragon Tail Mountains and the Phensrelan Ocean. The Maladoran settled it after the Great War, choosing the region because legend tells us it is where the first dwarves settled when they arrived from the west.

Maladorans are deeply independent and determined to return to their former greatness without the help of the gods.

Deeplanders are zealously devoted to retaking the Deeplands. They strive to emulate the culture of their Deepland ancestors and work to reoccupy the Deepland halls, despite the risks of endrori attack.

DWARF TRAITS

Ability Score Modifiers +2 Str, +2 Con

Ability Score Requirements Str 8/-, Dex -/16, Con 10/-

Speed 25 feet

Size Medium

Age 0-19/20-225/226-275

Darkvision Dwarves can see in total darkness using a special type of vision. As a free action, you can shift your sight from normal sight to darkvision. When using darkvision, you can see in dim light and darkness within 60 feet as if it were bright light. When using darkvision you can't discern color, only shades of gray.

Deepsense When a dwarf is underground, they always know how far it is to the surface from where they are standing. Also when underground, they have an innate sense of which direction is north.

Encumbered Movement A dwarf's speed only drops by 5 feet when they are encumbered and 10 feet when they are heavily encumbered.

Resilience Dwarves are remarkably resistant to poison and disease. They have advantage when making saving throws against poison and disease.

Stonesense Dwarves have an instinctive understanding of stone. You can tell if stone is worked by simply touching it, even if it looks unworked. In addition, you have advantage on checks to gauge the stability of stone structures and to find hidden doors, latches, or other devices made from stone.

ELF



Elves stand 5 1/2 feet tall and weigh 120 pounds. They have fine, symmetrical features that give even the most plain-looking elf an otherworldly beauty. Their hair is as fine as spun silk and ranges in color from blonde to white to an unusual silvery color called moon-touched. Body hair, including facial hair, is nearly non-existent. Their skin ranges in color from pure white to ebony and is without blemish. Eye color ranges from blue to gray. Elves reach maturity at the age of 20 and live up to 300 years.

HISTORY

Elves are the most common type of fey. They profess their form is the purest of fey forms, and all others (sprites and fairies for example) are variants arising from the influence of ambient magic. Elves have always ruled the fey courts, and throughout the Age of Dawn and the Age of Magic these courts ruled Aetaltis.

After the fall of Ellor Nyall and the Ritual of Limitation, the elven nations collapsed and the power of the fey courts

waned. The fey retreated to the deep wilds and took up a new life of quiet humility in harmony with nature. In the centuries since the Cataclysm, however, more and more elves have ventured out, and their numbers outside the wilds are growing.

HOMELANDS AND CULTURES

For centuries, all elves were members of the Elloriyan culture. Few elves, if any, grew up outside of the hidden fey courts, and to even venture beyond the courts' borders was frowned upon. Today that is changing. Although most elves are still raised as Elloriyans a new generation of elves are growing up in the outside world. Their parents and grandparents still teach them the old ways and may choose Elloriyan names for them, but these young elves often identify as Aghorian, Calliosan, or Selenthean depending on where they live.

ELF TRAITS

Ability Score Modifiers +2 Dex, +1 Cha

Ability Score Requirements Dex 12/-, Cha 12/-

Speed 30 feet

Size Medium

Age 0-19/20-300

Ageless Once they reach maturity, elves do not display physical signs of aging. You also do not suffer from the negative or positive effects of aging on your ability scores after reaching maturity.

Cantrip The elven bond to magic manifests in innate magical abilities. You can naturally cast a cantrip of your choice from the wizard or sorcerer spell lists. No spell-casting roll is required to cast the cantrip.

Elven Glamour Elves can cast *prestidigitation* at will. No spellcasting roll is required.

Elven Spell Resistance Elves easily resist spells that control their minds. You have advantage on saving throws to resist being charmed, and you are immune to magical sleep effects.

Meditative Sleep Elves have the natural ability to enter a deep, meditative state that can replace normal sleep. Using this technique, they can get the equivalent of a full night's rest in just four hours.

Starlight Vision As long as there are stars visible, elves can see as well at night as during the full light of day.

FAIRY



Fairies look strikingly similar to elves except they are only 1 1/2 feet tall and weigh just over 5 pounds. In addition, fairies have fragile, iridescent wings protruding from near their shoulder blades. Their skin, hair, and eyes can be any color, in any combination, although hues of hair and skin are often harmonious. Fairies reach maturity at the age of 15 and are known to live as long as 100 years.

HISTORY

Fairies are one of the three common types of fey, along with sprites and elves. The earliest artistic representation of a fairy was found in an exquisitely preserved wood carving from a period at the beginning of the Age of Magic. During the Age of Magic they played important roles in the rule of fey society, a curious fact considering their disinterest in the doings of modern fey courts. After the fall of Ellor Nyall and the casting of the Ritual of Limitation the fairies followed the rest of their kind into their self-imposed exile to the wilds.

HOMELANDS AND CULTURES

Fairies living in the Amethyst Sea basin typically hail from fey settlements hidden in the wilds. Almost all are members of the Feylarian culture. Fairies enjoy the company of people from other cultures and will sometimes travel out into the world simply to meet more people. Some of these fairies may even take up permanent residence in non-fey settlements, although they will usually retain their traditional culture, even if they occasionally adopt traits and behaviors common to others.

FAIRY TRAITS

Ability Score Modifiers -2 Str, +2 Dex, -2 Con, +2 Cha

Ability Score Requirements Str -/10, Con -/12,

Dex 12/-, Cha 12/-

Speed 15 feet walking/30 feet flying (perfect)

Size Tiny

Age 0-14/15-100

Ageless Once fairies reach maturity, they do not display physical signs of aging. You also do not suffer from the negative or positive effects of aging on your ability scores.

Distractable Fairies struggle to use skills that require deep concentration. When you make a saving throw to maintain concentration, you have disadvantage. Your tendency to become distracted has a secondary effect, which is that whenever combat begins, you are positioned beside a randomly determined ally.

Essence Sense Fairies can read the essence auras of creatures and objects. Rules for Essence Sense are found in *Chapter 9: Magic and Spells*.

Fairy Magic Fairies can naturally cast *minor illusion* and *prestidigitation* at will. Charisma is the spellcasting ability and no spellcasting roll is required.

Hopeful Fairies easily recover from the effects of fear. If you fail a saving thrown to resist fear, you may make a new saving throw at the start of each turn to shrug off the effect, whether or not the effect normally allows additional saving throws. If the effect allows additional saving throws, you have advantage.

Tiny Fairy-sized equipment is expensive and difficult to find, but a fairy's size means they eat less food and drink less water. You are a tiny creature. Weapons and armor cost four times normal if made by a creature larger than tiny. Magic equipment does not automatically size to fit unless it was made for a tiny creature. You only need 1/4 of the food and water medium characters require. Potions and magical consumables still affect you normally.

HALFLING



Halflings stand no more than 4 feet tall and weigh 65 pounds. Most have curly hair that ranges in color from red to dark brown. Their eyes vary in color between green and brown, and skin tones range from white to tan to dark brown. Only a few males can grow facial hair. Halflings reach maturity at the age of 16 and live for around 120 years.

HISTORY

The first halflings came from across the Phensrelan Ocean with the dwarves, landing in the region known today as Malador. After a disagreement between the two people, the dwarves set out to claim the Deeplands while the halflings remained on the surface. Eventually, the halflings crossed the Dragon Tail Mountains and settled permanently along the shores of the Amethyst Sea in the lands we now call the Halfling Dalelands. Their lives there have remained mostly unchanged over the centuries, a puzzling fact when one considers the devastation wrought by Endroren and

his hordes during the Age of Darkness. Rumors abound about how the halflings survived those dark times, although most of the legends involve a bargain struck with the Great Dragon Gellelynway.

HOMELANDS AND CULTURES

Most halflings reside in the Halfling Dalelands, the land east of the northern Dragon Tail Mountains. It's an idyllic region of rolling hills, inviting forests, and rich farmland. Dalelanders typically live and die in the town where they were born and never travel more than a few dozen miles from their home. They are unflappable and polite, but are known to vigorously defend the people, places, and things they care about. They also take preparedness to the extreme and are known for their stockpiling, reinforcing, and readiness to weather any storm.

HALFLING TRAITS

Ability Score Modifiers +2 Dex, +1 Cha

Ability Score Requirements Cha 8/-

Speed 25 feet

Size Small

Age 0-15/16-100/101-120

Hungry Halflings are especially susceptible to the effects of exhaustion due to hunger. Whenever the rules say you must take a level of exhaustion due to hunger, increase your exhaustion by an additional level.

Low Light Vision Halflings can see normally in conditions of low light. In dim conditions, you can see out to 60 feet as if it were bright light. In dark conditions, you can see out to 60 feet as if it were dim light as long as there is some source of illumination (starlight, for example). In complete darkness, you cannot see at all.

Lucky Halflings can reroll any failed saving throw, but they must accept the new result.

Slip Free Halflings are hard to hold onto and can slip free from grapples. You have advantage on any checks using Dexterity (Acrobatics) to escape a grapple or to free yourself from bonds.

Sneaky A lone halfling can move with such silence they are nearly undetectable, and they can find a place to hide almost anywhere. When traveling alone, you can move without making a sound. Any checks to detect you by sound when you are moving stealthily have disadvantage. In addition, you may always choose to take a hide action as a bonus action.

NEWARDIN



Newwardin are tall and thin, averaging 6 feet in height and weighing 150 pounds. Compared to humans, their limbs are overly long in proportion to their torso. They have three fingers and an opposable thumb on each hand, and four toes on each foot. Their faces look vaguely human, but their features are subdued almost to the point of non-existence. The exceptions are their eyes, which are overly large and solid black. Newwardin of the noble caste sometimes have gold or silver flecks in their eyes. Newwardin have hairless, smooth, pale skin, ranging in color from stark white to blue-gray.

HISTORY

The first newwardin settlers were the Gate Weavers. They activated and operated the magical gates that allowed the Atlan Alliance to travel from their homeworlds to Aetaltis. As the Alliance rose in power, the numbers of newwardin in the region increased as well. Along with the Gate Weavers came newwardin colonists who assisted in the construction of Alliance colonies on Aetaltis. Shortly after the Cataclysm, the majority of the surviving newwardin retreated from the lands surrounding the Amethyst Sea and journeyed to a

distant land on the far side of the Blade Sea. There, they established the reclusive Newardine Empires.

HOMELANDS AND CULTURES

Newwardin are found in every land surrounding the Amethyst Sea, although they maintain a rigid social distance from other cultures. They build walled communities either near or within other settlements and strictly limit who is allowed inside. They prefer to reside in human communities, but will live anywhere that is beneficial to them and where local leaders will respect their autonomy. Within these Newardine Cels, they are taught and adhere to the traditions of Newardine culture.

From clothing to patterns of speech to traditions, the Newardine culture is unlike any other on the Amethyst Sea basin. Its people practice a philosophy of emotional suppression and value logic above all else, to an extent that interactions with Newardines may feel cold and unfeeling to people from other cultures. At the same time they encourage invention and ingenuity, and in terms of purely intellectual pursuits they have no peers. This earns them the respect and appreciation of the people with whom they settle, if not their friendship.

NEWARDIN TRAITS

Ability Score Modifiers +3 Int

Ability Score Requirements Int 12/-

Speed 30 feet

Size Medium

Age 0-14/15-175/176-200

Analytical Newwardin have deeply analytical minds. They easily spot connections others miss and quickly spot logical patterns in the world around them. You have advantage on Intelligence (Investigation) checks.

Complex Mind Newwardin minds are highly complex and difficult to decipher. You have advantage on saving throws against mind-affecting spells and effects.

Language Mastery Newwardin are exceptional at learning new languages. You begin the game with the ability to speak (and if appropriate, read and write) one additional language.

Resilience A newwardin's strange physiology makes them resistant to poison and diseases. You have advantage when making saving throws to resist the effects of poison or disease.

Visualization By meditating on a task, a newwardin can improve their chances of succeeding. If you are able to meditate undisturbed on a specific task for one minute, you may roll 1d4 and add the result to an ability check related to that task made immediately after the meditation period.

OROG



Orogs look like huge, misshapen humans, stand over 9 feet tall, and weigh 450 pounds. They have wide, down-turned mouths, small sunken eyes, and heavy brows. Their dark colored hair is like hemp rope, growing in heavy patches all over their bodies. They have dark eyes, and their skin ranges from white to brown to black. Most orogs have oversized hands and feet, elongated arms, and malformed faces. Orogs reach maturity at the age of 10 and most die before the age of 40, even those few that avoid a violent death.

HISTORY

The Alliance retained no known records about the orog homeworld, and the first orogs to arrive on Aetaltis were hazy on what their world was called or even what it was like. They came as blank slates, serving as literal killing machines in the Alliance military apparatus.

Unfortunately for the orogs and the Alliance, they quickly discovered that orogs are especially susceptible to Endoren's influence, and even a small amount of corruption is enough to cause an orog to join the ranks of the Fallen. The

Alliance stopped sending orogs, but a handful who miraculously resisted the pull of darkness remained. The orogs living among the people of the Amethyst Sea basin today are descendants of these strong-willed warriors.

HOMELANDS AND CULTURE

Orogs and ogres (fallen orogs) are physically indistinguishable, and there are far more ogres than orogs in the world. This makes it difficult for orogs to gain acceptance in their communities. No matter what culture an orog is raised in, no matter what land they hail from, most orogs remain outsiders their entire lives, always feared and always viewed with suspicion if not outright hostility.

This drives some orogs to abandon the so-called "civilized" lands altogether and adopt the Primitive culture. These orogs form tribes called orogtors and settle deep in the wilds, far from the prejudices and cruelty of the outside world.

OROG TRAITS

Ability Score Modifiers +3 Str, +2 Con, -2 Int, -2 Cha

Ability Score Requirements Str 13/-, Con 13/-, Int -10

Speed 30 feet

Size Large

Age 0-9/10-34/35-40

Brave It is very difficult to frighten an orog. You have advantage on saving throws to resist fear effects.

Dark Seed Orogs are more susceptible to corruption by darkness than other races. You have disadvantage on any saving throws to resist corruption and the negative effects of corruption.

Large Orogs are large creatures. Weapons and armor cost two times normal. Magic equipment does not automatically size to fit unless it was created for a large creature. You require twice as much food and water as a medium character. Potions and magical consumables affect you normally.

Natural Armor An orog's tough hide makes them difficult to harm. You get +1 AC due to your naturally tough hide. This stacks with other armor.

Pliable Orogs are easily manipulated and vulnerable to mind-controlling magic. You have disadvantage on saving throws to resist mind-controlling magic and spells.

Stability Orogs are extremely difficult to push, shove, or trip. You have advantage on ability checks to resist shoves and trips, and on ability checks and saving throws to remain standing on unstable surfaces.

SCYTHAA



The scythaas' reptilian faces, strange physiques, and long tails set them apart from the other Aetaltan people. They stand 5 feet tall and weigh around 110 pounds. Their eyes are solid black. Scythaan skin ranges in color from beige to mottled brown, and has rough, pebble-like patterns. Scythaas have clawed fingers and toes, and powerful legs with which they can leap great distances. Their prehensile tails are strong, and allow enough fine control that some learn to use them like an extra arm and hand.

HISTORY

Before the Age of Darkness, the land known as the Scythaan Wastes was a lush country of rolling hills, rich farmland, and beautiful forests. The scythaas treated their environment as a precious thing, often turning to Grethken for guidance to help them preserve the natural world.

Sadly, during the Age of Darkness, Endroren's armies burned every forest, blocked every spring, and razed every city. In the end, only a barren, rocky desert of shifting sands

and broken ruins remained. Today most scythaas live as nomads, roaming the inhospitable landscape.

HOMELANDS AND CULTURE

Most scythaas are Wastelander from the Scythaan Wastes. A rare few settle outside of the Wastes, and an even smaller number are born in foreign lands. Scythaas living on the Amethyst Sea basin seldom form their own communities, and many continue their nomadic lifestyle. Those that take up a long-term residence in the region prefer homes in warm southern lands such as Callios and Port Vale.

SCYTHAA TRAITS

Ability Score Modifiers +2 Dex, +1 Wis

Ability Score Requirements Dex 10/-

Speed 30 feet

Size Medium

Age 0-7/8-60/61-70

Leaping Scythaas can leap 30 feet across or 15 feet up with or without a running start.

Low Light Vision Scythaas can see even if there is very little light. In dim conditions, you can see out to 60 feet as if it were bright light. In dark conditions, you can see out to 60 feet as if it were dim light as long as there is some source of light (starlight, for example). In complete darkness, you cannot see at all.

Prehensile Tail Scythaas have long, flexible tails they can use to carry and manipulate objects. You cannot naturally wield weapons with your tail, but you can retrieve small, stowed objects carried on your person as a bonus action or carry a lightweight item such as a torch. If you take the Tail Fighter feat, you may also wield a weapon with your tail.

Tail Strike Scythaas can strike at foes using their tails. Your tail is considered a natural weapon with finesse that deals 1d4 damage and has a reach of 5 feet.

Unique Body Shape The unique shape of a scythaas's body (including the tail) makes it difficult for them to find properly sized clothing and armor outside of their homeland. Any wearable equipment costs twice as much as normal due to the alterations required, unless it is made by a craftsman of the same body type. Equipment that is not properly altered is considered ill-fitting. Magical equipment still sizes itself to fit you normally.

Sprite



Sprites are just under 4 feet tall and weigh 45 pounds. Their skin, hair, and eye color reflect the environment in which they were born. Most sprites have small horns or antlers. These bud when the sprite reaches maturity and grow to their full size within three years. Sprites reach maturity at the age of 10 and live up to 200 years.

HISTORY

Sprites are one of the three common types of fey, along with fairies and elves. Ancient depictions of sprites show them with pronounced animalistic features. It is unknown if these are realistic depictions or if they represent the sprites' innate connection to animals.

HOMELANDS AND CULTURE

Sprites live in the wilds or on the outskirts of Elloriyan settlements. They seldom stay in one place for long, however, traveling between elven villages as the feeling strikes them. Most are raised within the Feylariyan culture.

Sprite Traits

Ability Score Modifiers +2 Dex, +1 Wis

Ability Score Requirements Str -1/4, Dex 14/-

Speed 25 feet

Size Small

Age 0-9/10-200

Ageless Once they reach maturity, sprites do not display physical signs of aging. You also do not suffer from the negative or positive effects of aging on your ability scores after reaching maturity.

Animal Friendship Sprites have the innate power to befriend most beasts simply by talking to them. You can use your ability on undomesticated beasts that are herbivores or insectivores. The target must be within 30 feet, have Intelligence 3 or lower, and it must be able to see and hear you. The target creature must succeed on a DC (8 + proficiency bonus + CHA modifier) Wisdom saving throw. If it fails, it has the charmed condition when interacting with you for the next 24 hours. If you or one of your companions harms the target, the effect ends. You cannot affect more than one creature at a time with this ability.

Domatophobia Sprites grow despondent if they spend too much time in unnatural enclosed spaces. After every hour spent in an enclosed, unnatural space (inside a house, castle, ship's cabin, or worked tunnel), you must make a DC (10) Wisdom saving throw. If you fail, you suffer one level of exhaustion. All levels of exhaustion taken in this fashion are removed by taking a short rest in a natural space. Note that enclosed natural spaces (caverns, hollow trees, animal burrows) do not evoke this response and serve as viable options for the short rest.

Low Light Vision Sprites can see easily in conditions of low light. In dim conditions, you can see out to 60 feet as if it were bright light. In dark conditions, you can see out to 60 feet as if it were dim light, as long as there is some source of light (starlight, for example). In complete darkness, you cannot see at all.

Speak with Beasts Sprites can communicate with wild creatures. Through sounds and gestures, you can communicate simple ideas with undomesticated herbivores or insectivores.

Spritely Invisibility Once per short rest you may turn invisible at will by holding your breath. Anything you are wearing or carrying is invisible as long as it is on your person. The effect ends if you stop holding your breath, attack, cast a spell, take damage, must make a saving throw, or take any action that requires an ability check.





CHAPTER THREE

CULTURES

In Aetaltis, your culture represents how (and often where) you were raised. It's the foundation of your values, desires, and personality. It also sets the stage for how you think about other cultures, the things you find attractive or offensive, and even your loyalties.

LINEAGE AND CULTURE

As with many fantasy settings, lineage and culture are tightly intertwined in the World of Aetaltis. A person of any lineage can come from any culture, but most Aetaltan lineages are closely associated with one or two particular cultures.

The following is a list of lineages and their common cultures. If you encounter a member of one of these lineages while traveling around the Amethyst Sea, you'd probably assume a person is a member of the paired culture. If you don't want to spend a lot of time picking a culture, the list below us a good way to make your selection.

BREAKING THE MOLD

As you read the culture descriptions, remember that they describe the norm for your culture. As you know, few adventurers fit the norm in any way. In fact, the average person from any culture, except perhaps a Deeplander, would

COMMON CULTURES BY LINEAGE

Lineage	Typical Culture
Cheebat	Warrener, Calliosan
Drothmal	Icewalker
Dwarf	Maladoran
Elf	Elloriyan
Fairy	Feylariyan, Elloriyan
Halfling	Dalelander
Human	Agthorian, Calliosan, Freefolk
Newardin	Newardine
Orog	Freefolk, Agthorian
Scytha	Wastelander
Sprite	Feylariyan

never choose to become an adventurer. Your decision to go adventuring already sets you apart, and it's likely you break the mold in other ways as well.

The culture description suggests how someone of your culture typically behaves, but don't feel locked into those traits. You may choose to fully embody what people expect of someone from your culture in some ways, but in others, you might be unusual.

By defining what "normal" is for a culture, and then thinking about how your personality fits or diverges from the norm, it unlocks a world of storytelling possibilities. For instance, if you were born an Icewalker but you love to read books, how did that come about? What happened in your life to set you on a path so different from your friends and neighbors? Was this unusual trait the thing that inspired you to become an adventurer? Or was it just one more thing in a long list of things that drove you to explore the world beyond your home?

Of course, you don't have to be unusual. Except for the adventuring part, perhaps you are the embodiment of every stereotype, and by the Enaros, you're proud of it! Why shouldn't a Dalelander halfling take pride in their tradition of hospitality? And what drothmal Icewalker doesn't revel in the blessings of Droth? In the end, it is all up to you.

READING THE ENTRIES

Culture descriptions include the following information:

- ♦ **Summary** A short summary of the culture.
- ♦ **Overview** This callout box provides a brief overview of the culture and its notable traits.
 - **Geographic Origins** Where the people of this culture tend to live. In a few cases, the culture has no single geographic origin. Typically, non-geographic

cultures exist in small pockets inside the territory of other cultures.

- **Lineages** The most common lineages found among the members of this culture.
- **Government** The form of government most common in this culture. This may be the government the majority prefers or what those in power prefer.
- **Language (Dialect)** The predominant language and (if appropriate) dialect spoken among members of this culture.
- **Literacy** How likely a person from this culture is to be literate.
- **Patron/Secondary Enaros** The enaros most commonly worshiped in this culture.
- **Virtues/Vices** Good and bad traits common among people from this culture.
- **Values/Aversions** Ideas, things, and people this culture tends to value or avoid.
- **Favored/Avoided Cultures** Cultures (outside of their own) that members of this culture are especially comfortable around or try to avoid. For cultures not listed here, assume the opinion is neutral.
- **Public Opinion** A generalized description of how members of other cultures perceive members of this culture.
- **Manner** A summary of common behaviors and mannerisms people from this culture exhibit.
- **Appearance** Clothing, hairstyles, and other fashion trends common to this culture.
- **Language and Literacy** Expanded information about the languages commonly spoken in this culture, additional information about the role of reading and writing in this culture, and the preferred forms for written material.
- **Art and Music** The culture's preferred media and styles for visual arts, and its favored musical styles and instruments.
- **Food and Drink** Preferred food and drink.
- **Homes** The style and appearance of a typical home in this culture, as well as information about the preferred types of furnishings or decorations.
- **Virtues/Vices** An expanded discussion of the culture's typical virtues and vices.
- **Values/Aversions** An expanded description of the culture's values and aversions.
- **Rights and Responsibilities** Tips about particular rights members of this culture believe they are entitled to, and information about the responsibilities expected of a person from this culture.

- **Customs** Traditions used to mark key milestone events in a person's life for members of this culture.
- **Names** Naming conventions and example names for people of this culture.
- **Religion** How the members of this culture worship the Enaros.
- **Magic** The way arcane magic and spellcasting is viewed by members of this culture.
- **Adventurers** How the culture sees and deals with members becoming adventurers.
- **Unusual Customs, Traditions, and Taboos** Significant traits and practices that are unique to members of this culture.
- **Traits** These are proficiencies, languages, and equipment a character from this culture starts the game with. Not all of these appear in every culture.

- **Tool Proficiencies** Tool proficiencies characters from this culture start with.
- **Languages** Languages your character knows and the dialect they speak (if any). An (L) means characters from this culture are normally literate.
- **Specializations** Areas of specialized training your character has received. When making an ability check related to your area of specialization, if you are using a skill you are proficient in you gain double your proficiency bonus.
- **Equipment** If you're using the rules for basic starting equipment, a character of this culture begins the game with the listed gear.
- **Wealth Die** The die added to the dice pool if you are rolling for starting wealth and buying equipment.

AGTHORIAN

Agthorians seek to spread the ideals of peace, security, and equality by restoring the proud culture of the Atlan Alliance. They believe this mission extends beyond their borders and feel duty bound to spread their ways to the rest of the world—even if rest of the world never asked for their help. Agthorians are suspicious of those who resist their aid and advice. They are certain if they persist in their efforts, the inevitable outcome is a better life for all.

MANNER

Agthorians are scrupulous and lawful. They follow the edicts of the land out of respect for the local authorities and a sense of moral responsibility to society. They take great pride in their culture, to the point that they incorrectly assume anyone would be honored by conversion to the Agthorian way of life. This sometimes leads to troubled relationships between Agthorians and the people of other lands.

APPEARANCE

Agthorian clothing makes heavy use of broad flowing lines and bright colors. Only a few colors are used in any one article of clothing, and patterns consist of simple geometric forms. Women wear dresses and men wear tunics and trousers, although on formal occasions men wear dignified robes. Women grow their hair long but keep it pinned up with artful ornaments. Men shave daily, regarding excessive facial hair as a sign of barbarism, and they keep their hair cut short and close to the head.



LANGUAGE AND LITERACY

The people of Agthor speak Agthorian, a language derived from the old Atlan tongue. The most commonly observed trait of the language is the full pronunciation of all “r” sounds. Many people in Agthor also speak the Common language.

The majority of Agthorians are literate thanks to the old Alliance tradition of early schooling. The written word is used heavily in signage, business dealings, and long-distance communication. Books are uncommon, mainly due to the difficulty of copying books by hand. Scrolls are used for legal documents, holy books, and formal communication.

ART AND MUSIC

Agthorians strive to create art that mimics life as closely as possible. Art is judged by its realism; the more realistic the piece, the higher the price it will fetch at market. Art of all kinds receives financial support from wealthy patrons, but the most popular artistic form is the mural.

Agthorian music makes use of rich harmonies and bold rhythms. Large ensembles are popular and are often accompanied by a full chorus. The oud is the preferred solo instrument. Wealthy Agthorians often hire soloists and small ensembles to perform in their homes as background music.

FOOD AND DRINK

Pasta with heavy cream sauces, delicately sautéed meats, and cold soups are popular Agthorian foods. Wines, particularly those of the Dalelands, are the favored beverage, although the light ales of the Agthorian Plains have a strong following as well.





AGTHORIAN OVERVIEW

Geographic Origins Agthor

Lineages Human, dwarf, halfling, cheebat, fey

Government Constitutional monarchy

Language Agthorian

Literacy Common

Patron Enaros Alantra, Phensral, Toletren

Virtues Education, hope, idealism, protection

Vices Arrogance, cultural insensitivity, overconfidence

Values Order, education, expansion, improvement, land

Aversions Ignorance, the unknown, barbarians

Favored Cultures Dalelander, Maladoran, Selenthean

Avoided Cultures Valorian

Public Opinion Advanced and wealthy, but pushy and patronizing

HOMES

Agthorian homes are open and airy with minimal furniture or ornamentation. Murals cover many surfaces in the home to create the illusion of space in the form of false windows, whimsical nature scenes, and ceilings painted to look like the sky.

VIRTUES

Despite their sometimes overly-aggressive efforts to spread their culture, Agthorians truly are a beacon of hope in the Amethyst Sea basin. They have no doubt that if everyone does their best and keeps fighting, there isn't anything they can't accomplish. Agthorians are also protective by nature. If they see someone suffering, under attack, or facing a threat of any kind, they feel obligated to step in and help.

VICES

If hope is one side of the coin that is the Agthorian psyche, the other side is overconfidence. They take such pride in their accomplishments and perceived improvements of the world, they often cross the line into cultural arrogance. This may lead them to struggle to see the strengths and virtues of cultures other than their own.

VALUES

Agthorians see fairness as a foundation of their culture's success. They also hold education in high regard, and all Agthorian citizens have at least a basic knowledge of letters and math. Land ownership is an important aspect of Agthorian life, and a person's land holdings are considered

a measure of their success. Agthorians also value improvement of all kinds, including personal, cultural, and technological.

AVERSIONS

Barbarian cultures—that is, any culture that is subjectively perceived as primitive—are pitiable in the eyes of Agthorians. If they can't convert members of these cultures over to their own, they prefer to avoid them. They equally avoid those they perceive as willfully ignorant. Agthorians also dislike uncertainty and the unknown. It is part of their underlying drive to expand and discover.

RIGHTS AND RESPONSIBILITIES

Agthorians believe every person has a right to equal treatment under the law. It was one of Malinar Drakewyn's founding principles for Agthor, and it remains an unquestionable right in the minds of Agthorians to this day. They also fiercely protect their right to own property. In reality, few Agthorians actually own the land they live on or farm, as most is a grant, held at the pleasure of a noble house. That said, there is nothing that legally prevents them from owning land if the opportunity presents itself.

Every Agthorian is expected to serve at least two years in a local militia, the greater Agthorian military, or another role of similar martial capacity.

CUSTOMS

Birth Labor and birth are a private affair between the woman and her midwife. Men are never allowed in the birthing chamber. The day after a child is born the infant is taken, with great ceremony, to the register's office where the child's name is recorded in the public record.

Majority Majority for an Agthorian child is marked by the completion of their professional apprenticeship. This apprenticeship lasts from four to six years. If the child never takes up a trade, majority is granted at the end of their compulsory military service. Although the path of military service only is technically acceptable, the failure to learn a trade is socially frowned upon.

Marriage Agthorian weddings are elaborate affairs that may last up to three days. For the parents of the young couple, the size and extravagance of the celebration are a mark of status.

Death A ceremonial procession is an important part of Agthorian funerals. Wealthy families will even hire professional mourners to fill out the ranks of procession. While burial

at sea is the traditional method of interment (a hold-over from the Alliance days), cremation is the most common.

NAMES

Agthorians have two names. The first is their given name, given at birth by their parents. The second is their father's family name.

Male Names Aelinar, Corsos, Corlis, Darvos, Joachim, Kynus, Rainin, Tevis, Ulmor, Melchim

Female Names Alia, Laril, Dorma, Vellea, Ania, Unyl, Malia, Cressi, Talay, Medeyl

Family Names Aranare, Duripi, Kikeru, Rusa, Yisharu

RELIGION

Most Agthorians worship the Enaros, slightly favoring Al-antra, Phensral, or Toletren over others. Some still practice the philosophy of Atlan Centering and make it a part of their daily life—often in addition to enaros worship. Ancestor worship is rare among human Agthorians. Agthorians worship the Enaros with grand ceremonies in large temples. The priesthood is a highly respected profession, and having a cleric, priest, or priestess in the family is a great honor.

MAGIC

Magic and spellcasters are highly regarded in Agthorian culture. Nearly every family owns some sort of enchanted object, even if it is a minor trinket. Wealthier Agthorians may even have a mage on retainer.

CALLIOSAN

To Calliosans, life is a pageant, and the people of the world are the players. They live for the drama, passion, and excitement life brings, and they drink up its pleasures in whatever form they come. They live to excess and at times beyond their means, but few cultures compare in richness and vivacity to that of the Calliosan.

MANNER

Calliosans are loud, boisterous, and unashamed; embarrassingly so for individuals not used to their culture. They do everything to extremes, push boundaries, and try to bring everyone else along for the ride. They see life as an exquisite experience to indulge in, and they're eager to savor the many pleasures life offers.

ADVENTURERS

As the descendants of explorers, soldiers, and colonists, it is not uncommon for Agthorians to become adventurers—after all, one cannot hope to understand the world without going out to explore it. Lord Drakewyn's declaration making adventuring a respectable profession has also drawn many Agthorians to the adventurer's life.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

When feasting or celebrating, Agthorians always set a single place at the table for the dead. It is believed failure to do so will offend ancestral spirits and may lead to hauntings or curses. This is not ancestor worship so much as it is ancestor defenses.

Agthorian families place a high value on the family olive tree. Tradition suggests these trees were originally brought to Aetaltis from the Atlan homeworld. When a young Agthorian leaves their family to establish their own home, they receive a cutting from their father's family tree to care for and nurture to maturity.

AGTHORIAN TRAITS

Languages Agthorian (L)

Equipment An Agthorian outfit, a razor or set of hair pins, your militia dagger, and 10 sp

Wealth Die d6



APPEARANCE

Ruffles, lace, richly dyed silks, and heavy velvet all compete for attention in Calliosan clothing. Their attire is further ornamented with jingling trinkets of precious metals, beads, and glittering jewels. The current styles also favor wide-brimmed hats accented with garishly colored feathers. Hair is grown long and worn in flowing curls by men and women alike, a style which requires a great deal of preparation every morning. Calliosans who fund adventuring parties, a popular pastime, will often display elaborate embroidery on their clothes and capes that display the many accomplishments of their chosen adventurers.



LANGUAGE AND LITERACY

Calliosan is based on the old Arlan tongue, but it makes heavy use of old cheebatan words. Calliosans throw the cheebatan words in like spice, unconcerned as to whether the listener (or even the speaker) understands what they mean. It has a more lilting rhythm than other dialects, giving it a sing-song quality.

Literacy is relatively common, although not universal. As such, signage makes mixed use of text and imagery. Business agreements are always written, and it is considered a sign of good upbringing to use written communication in a social context. Books are relatively common, although the binding is often as important to a Calliosan (if not more so) than the words it contains. Scrolls are used for legal and religious documents. Handbills are not uncommon in the main cities.

ART AND MUSIC

Calliosan art is filled with exaggerated motion. Statues are posed as if they are about to leap from their pedestals, and paintings turn even the most mundane scene into a tangle of reaching limbs and twisting bodies. Calliosans love their art and clutter their homes with as much of it as they can afford.

As for music, Calliosans prefer small groups singing in rich harmonies accompanied by stringed instruments. Visitors are quick to notice music is everywhere in Callios, from street corners to shops to grand concert halls. Wealthy nobles often have a small staff of musicians on permanent retainer.

FOOD AND DRINK

Calliosans embellish their meals as much as their homes. Elaborate garnishes, miniature pastries, and side dishes of every kind accompany even the simplest meal. Local wines are the beverages of choice, although sweet liqueurs have a strong following as well. Many Calliosans also drink illamos, a thick, bitter drink made from a jungle fruit. It is said to invigorate the body and sharpen the mind.

HOMES

Calliosans fill their homes with heavy furniture, shelves overflowing with baubles, forests of draperies, large potted jungle plants, and as much art as they can afford. For those not accustomed to the Calliosan decorating style, the effect is almost claustrophobic.

VIRTUES

Calliosans are great patrons of the arts. They think nothing of spending as much to hire a talented artist, writer, or musician as they would a skilled lawyer or doctor. They are also quite charitable compared to most cultures, on the

CALLIOSAN OVERVIEW

Geographic Origins	Callios
Lineages	Human, cheebat
Government	Oligarchy
Language	Calliosan
Literacy	Common
Patron Enaros	Zevas, Phensral
Virtues	Artistic patronage, charity, xenophilia
Vices	Excess, greed, competitiveness
Values	Trade, wealth, beauty, status
Aversions	Loss of status, embarrassment
Favored Cultures	Agthorian
Avoided Cultures	Valorian
Public Opinion	Vivacious and exciting, but wasteful and somewhat obnoxious

condition that they can take public credit for their kindness. The acceptance of and interest in other cultures is one of their best-known virtues, making the city-states an incredibly welcoming environment for people from almost any walk of life or culture.

VICES

Calliosans live life to the fullest, but they don't always know when to stop. They tend to do too much and want too much, and they're always certain more is better. Many Calliosans are deep in debt, and overindulgence in wine, spice, and similar entertainments is a widespread problem. They're also competitive to a fault, too often placing reason and pragmatism a distant second to their desire to win.

VALUES

Calliosans greatly value wealth, duty, luxury, and trade. It is extremely important to Calliosans that their success in these areas are on public display, and all are used to measure a Calliosan's social status. For most Calliosans, loss of status is a tragedy nearly on par with the death of a loved one.

AVERSIONS

Loss of face, embarrassment, or other events that contribute to a loss of status is extremely upsetting to Calliosans. When status is lost, it may consume them to the point of obsession. If an individual is responsible for this loss, they may turn to the ultimate means to restore their status: a duel. Although dueling is officially illegal in Callios, it is a socially accepted means of dealing with slights that resulted in a loss of status (perceived or actual).

RIGHTS AND RESPONSIBILITIES

Although the Calliosan city-states are each independent, sovereign nations, thanks to a number of treaties and trade agreements Calliosans may freely travel between any of the city-states. They enjoy the same rights when traveling around Callios as in their home city.

Callios is a land of merchants, traders, and bankers. To avoid conflict and ensure the maximum possible profits for everyone involved, Calliosans have adopted a strict code of business conduct. These rules are described in a book called the Calliosan Compact on Fair Trade and Proper Procedure Related to Business and Financial Dealings. The Compact, as it is normally referred to, governs appropriate business practices for everyone from individuals to the great merchant houses. Every Calliosan engaged in business is expected to operate according to its codes.

CUSTOMS

Birth When a child is born, friends and family make investments in the child's name rather than giving them gifts. The child may not access these until they reach majority.

Majority Majority for Calliosans is celebrated in one of two ways. The most common is by interviewing a string of prospective suitors for a month immediately following the birthday at which people of their lineage are considered adult. The process is expected to end in an engagement which takes the form of a marriage contract (although it may be many years before the actual wedding). Alternatively, a Calliosan may choose to serve in the army or navy for two years to earn their right to majority.

Marriage Weddings are weeks-long celebrations. The parents invite as many people to these events as they can afford. Gifts are heaped upon the young couple during the celebration. It ends with the signing of the marriage contract as agreed upon during the interview of suitors.

Death Calliosans bury their dead in above-ground crypts and mausoleums, decorated with a portrait or bust of the deceased. Black-clad processions follow the body to the cemetery. The body is carried in an elaborately decorated coffin on the shoulders of friends and family. A large and loudly mourning procession is a mark of high status.

NAMES

Calliosans go by a first name, a family name, and a house name. (For example, Antonin Toriano of the Three Coins) Their first name is chosen by their parents at birth. The family name may be that of either parent. Family name

dominance is part of the contract negotiations that occur when a marriage is arranged. Typically, the wealthiest or higher status family wins this right, although if there is ever a concern that the couple might bring dishonor on the house, they may cede the right to the less dominant party.

Male Names Antonin, Francish, Giradain, Moro, Rizeren, Toriano, Venerarian

Female Names Cecili, Ellsari, Jayzella, Magara, Nameeni, Terina

Family Names Alipran, Barroz, Ferrara, Nomendur, Vajinarin

House Names Blade and Banner, Dragon's Wing, Golden Star, Three Coins

RELIGION

Calliosans try to impress the Enaros in order to win their aid. Worship is performed in one's finest attire and rich offerings are presented to the temple. Ostentatious displays of piety are also a way to gain status.

MAGIC

Calliosans love enchanted items and make extensive use of them in their everyday lives. A family might skip meals just to save enough to purchase some minor enchanted bauble.

ADVENTURERS

Calliosans see adventuring and adventurers in a deeply romantic light. To Calliosans, adventuring is all dramatic escapes and pulse-pounding battles, peppered with a healthy dose of heroic sacrifice and divine intervention. This leads some young Calliosans to try their hand at adventuring, although most are quickly disabused of their romantic notions—assuming they survive.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

Funding adventuring parties is a popular pastime among the elite and those wishing to join their ranks. In return, the adventurers are expected to return with artifacts, treasures, and harrowing stories with which to entertain their patron's friends and associates.

CALLIOSAN TRAITS

Languages Calliosan (L)

Specializations Calliosan Compact

Equipment A Calliosan outfit, a vial of perfume, a gem worth 10 sp, and 15 sp

Wealth Die d6

DALELANDER

All a Dalelander wants out of life is good food, good friends, and a cozy house in the country—and the Enaros help anyone that tries to take that away! Dalelanders understand these things don't come free, and experience tells them there's always someone that will try to strip them of their comforts. That's the reason they live by a simple motto: protect and prepare. Be prepared for anything and vigorously protect the people, things, and ideals you hold dear. Do that and things will always work out in the end.

MANNER

Dalelanders are easy-going and slow to anger. They are generally kind-hearted and love to laugh, but push them too far or threaten the people and things they care about, and you'll quickly discover that despite their small size, they've got some giant-sized fight in them. They're also slow to forgive. It's said the anger of a Dalelander runs as thick and deep as the roots of an old oak.

APPEARANCE

Most Dalelander clothing is dyed deep hues of natural colors. They accent these muted shades with splashes of bright green, apple red, or floral yellow. Men wear their hair short, and women grow their hair long but keep it braided. Most women wear hats or bonnets when in public.

LANGUAGE AND LITERACY

The modern Dalelander language is based on Old Dalelander with influences from Atlan and the Dwarven languages. The most distinctive qualities of the spoken language are the clear pronunciation of all "r" sounds and a tendency to drop the "h" from the beginnings of words.

Reading is a cultural pastime among Dalelanders. They teach their children to read at an early age, and Dalelanders love writing letters. Books are common, at least compared to the rest of the Amethyst Sea basin, thanks to the recent invention of the Dalelander press, a re-purposing of cider press technology to press text onto paper with ink. Also thanks to the press, printed handbills and notices are common in larger Dalelander settlements.

ART AND MUSIC

Dalelanders like paintings of calm pastoral landscapes in a realistic style. Personal portraits are also quite popular, as are representations of legendary events from Dalelander history. A momentous moment like a fantastically robust harvest, the founding of a new orchard, or the successful avoidance of a truly terrible monster are all fodder for



paintings. Woodcarving is quite popular, and Dalelanders add decorative carvings to everything from farm implements to the beams that hold up their houses.

Dalelanders enjoy simple reels and jigs along with the occasional tragic ballad. These songs are performed by small ensembles consisting of a lute, recorder, hand drum, fiddle, and a singer.

FOOD AND DRINK

Dalelanders love food. Meals are an absolute necessity and are only missed in the direst of circumstances. In addition, the periods between meals are punctuated by mid-meals, where breads, cheeses, and desserts are served along with tea. Dalelanders also love wine, and their vineyards produce some of the finest wines outside of Callios. Dalelanders consider it an appropriate beverage for any meal and always maintain stocked wine cellars. Dalelander hard cider is also a point of pride for the people of the region, and most families have a proprietary recipe that is aggressively guarded.

HOMES

Dalelander homes are made with wattle and daub, field stone, or some combination of these. Most structures have thick thatched roofs. The interiors have plastered walls and are decorated with comfortable furniture and paintings. The most important room in the house is the dining room, and Dalelanders spend most of their time there.

Recently, some Dalelanders have returned to their ancestral tunnel homes. Prior to the Age of Darkness most Dalelanders lived in tunnel homes—that is, homes built by tunneling into hillsides and then finishing the interiors as one would a typical above ground house. Sadly, the practice

was largely abandoned during the Age of Darkness out of fear endrori might dig their way into the tunnels.

VIRTUES

Dalelanders follow a long-standing tradition of hospitality. Regardless of personal sacrifice, they will open their homes, their lives, and their larders to guests without reservation. Dalelanders will also go out of their way to behave in a civil manner. They excel at keeping calm in a crisis and staying steady when things get difficult.

VICES

Although Dalelanders strive to stay civil and open their homes to anyone without reservation, it doesn't mean they do these things without discomfort. Dalelanders are highly suspicious of outsiders,

and they'll undertake complicated maneuverings to avoid strangers. Dalelanders are also slow to forgive and are known to hold a grudge for years, if not a lifetime.



VALUES

Dalelanders love good company and home-style comforts. They hold their responsibility of hospitality in high regard, and deeply respect others who uphold that tradition. Old friendships are cherished almost as much as family bonds, and their birthplace always holds a special place in a Dalelander's heart. They value tradition and order, and respect those that maintain these.

AVERSIONS

Dalelanders don't like disruptions or change. They want things to carry on as they always have and don't appreciate people who stir up trouble. Even the rare adventurer among Dalelanders insists on a regular schedule, including set meal times and strictly observed daily departure times.

RIGHTS AND RESPONSIBILITIES

Every Dalelander has the right to their say on any issue directly affecting them. Class and position have no bearing on this right, and those unused to this practice are often surprised at the willingness of these otherwise quiet folk to speak truth to power.

When a Dalelander invites someone into their home, they are expected to treat the person like an honored member of the family. A home-cooked meal, a warm bed, a bit of wine, and any other comfort the Dalelander has is made available to the guest. The guest, in turn, has a responsibility to not take advantage of their host's generosity.

CUSTOMS

Birth Dalelanders place apples around the outside of a house where a baby is being born. The apples are believed to distract any dark spirits, in the hope they will be tricked into stopping to eat the apples rather than proceeding inside to disrupt the birth.

Majority A male Dalelander's majority is celebrated with a romp at the local tavern accompanied by all the other men in the community. Girls are presented with gifts for their future home.

Marriage Weddings are always held outdoors, with tents at the ready in case of inclement weather. The celebration consists of feasting, dancing, singing, storytelling, and then more feasting.

Death When someone dies, the family cleans and dresses the body. After this, a driver dressed as Aelos comes in a black carriage to take the body to the spiritguide for the

DALELANDER OVERVIEW

Geographic Origins Halfling Dalelands

Lineages Halfling, human, fey

Government Elected council

Language Dalelander

Literacy Universal

Patron Enaros Alantra, Elendra

Virtues Hospitable, generous, civil

Vices Xenophobic, overly trusting, hold grudges

Values Food, friends, comforts of home, hospitality

Aversions Travel, adventure, disruption of daily life

Favored Cultures Agthorian, Ellorian

Avoided Cultures Freefolk, Valorian

Public Opinion Kind, but simple and naive

proper rituals, followed by a private burial attended by close family and friends.

NAMES

Dalelanders have four names. Their first is a personal name given at birth by their parents. Their second is that of a respected ancestor. The third is the family name on their father's side. The fourth is the Dalelander's place of birth. So a typical Dalelander full name might be "Basil Findle Underwood of Northdown."

Male Names Basil, Findle, Roswick, Trundle, Imberly, Wilfor, Gimble, Elbert, Darbin, Belwick

Female Names Leeda, Nesta, Alorwyn, Elonday, Tanny, Kimma, Ewlyn, Jenna, Lenela, Frindilay

Family Names Bindleknee, Gardener, Greatgirth, Longleg, Millkeep, Underfoot

RELIGION

The most important place of worship for a Dalelander is their personal shrine. A large town or village might also have a temple for people with particularly troublesome problems. Some Dalelanders observe the practice of ancestor worship, but few are interested in Atlan Centering.

MAGIC

Dalelanders respect magic and appreciate the benefits it provides them, but most feel it lies beyond their reach. They don't turn down magical aid if offered, but don't actively seek it out either.

ADVENTURERS

Not all Dalelanders agree with the idea of defense first and decide that taking the fight to the enemy is a better tactic. These feisty folk sometimes end up as adventurers. There are also a significant number of female Dalelanders that chafe at the traditional “hearth and home” roles for Dalelander women. Becoming an adventurer is a way to break free of the old ways and forge their own destiny.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

In the Dalelander mind there is no such thing as being too prepared. House seems sturdy? Throw in an extra support beam just to be sure. Stocked up for the winter? Maybe add a few more barrels of dried apples. You never know what

might happen. The most unusual manifestation of this is the amount of time Dalelanders spend making elaborate traps to protect their families, communities, and valuables. It's almost a cultural pastime. These traps are seldom deadly, but one should always take caution when wandering the Dalelands without a guide.

DALELANDER TRAITS

Languages Dalelander (L)

Specializations Wine or Cider (Choose One), Cuisine

Equipment A Dalelander outfit, a wooden pipe, a gelenleaf tin, 10 pipe bowls worth of gelenleaf, 3 handkerchiefs, and 5 sp

Wealth Die d4

DEEPLANDER

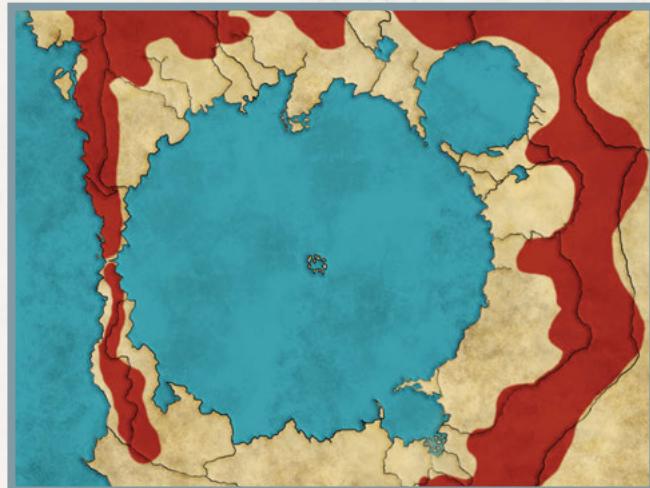
The Deeplander people work toward the singular purpose of retaking the Deepland halls. They don't care how many endrori stand in their way or if the rest of the world thinks they're mad; they won't stop until they've achieved their goal. They are systematic and tireless in their efforts, taking one room at a time, fortifying it, and moving on to the next. They insist on living in the Deeplands, no matter how great the danger, and it is their firm belief that one day, through persistence and hard work, the Deeplands will be theirs again.

MANNER

Deeplanders are blunt and to the point. When you live under the constant threat of attack by endrori or other monsters, you do away with social pleasantries and get on with things. You always know where you stand with a Deeplander, since they won't hesitate to tell you. That said, their crisp demeanor and sharp honesty can feel rude to people of other cultures. And their single-minded focus on the topic of retaking the Deeplands grows tiring for most outside of their culture.

APPEARANCE

Common attire for Deeplanders are simple trousers and tunics made from thick, tough weaves. They don't bother with fancy ornaments or bright colors. They need functional, sturdy clothing that will stand up to their harsh life. Hair is cut close to the head for both men and women, although men grow long beards they wear in braids. Unlike Maladorans, the braids have no particular meaning.



LANGUAGE AND LITERACY

Deeplanders speak the Deep dialect of the Dwarven language. It's worth noting Deeplanders insist on referring to their language as Tsvergic Dol, its name in the old Dwarven tongue. They find the use of the Common language name of “Dwarven” offensive. Since most Deeplanders came to the culture later in life, usually from Malador, most speak Maladoran as well.

Some Deeplanders are fully literate while others can't even write their names. All Deeplanders, however, have some ability to read old Tsvergic, the language used by dwarves before the Age of Darkness and the language used in almost all ancient writings found in the Deeplands. Deeplanders almost exclusively value knowledge that will help them to retake the Deeplands, and have little use for books

and scrolls, though they respect anything written by their ancestors.

ART AND MUSIC

Deeplander art mimics the square-cut brutalism common during the final years of the Dwarven Age. Most art consists of small carved objects created during the few moments of free time the typical Deeplander manages to pinch out of their day.

The low-toned, traditional dwarven choral hymns of the Dwarven Age are the preferred musical style among Deeplanders. These richly harmonized acapella songs reverberate off the underground walls, completely immersing the listener in the rich, resonant sound. Deeplanders also make use of the stone organ, a stone instrument that creates low, ghostly tones by sliding a polished rock over its specially carved stone surface.

FOOD AND DRINK

Deeplander food is made from a variety of giant fungi found growing everywhere in the Deeplands. Despite the odd texture of food made from these fungi, it is surprisingly flavorful and very nutrititious. Deeplanders also drink

enormous amounts of ale. This isn't just a reaction to their difficult lives, but rather a practical habit since the endrori fouled many of the Deepland water supplies during the Age of Darkness.

HOMES

Deeplanders make their homes in whatever structures are still standing in the halls of old. Their homes are lightly furnished and sparsely decorated, with the majority of the space dedicated to the storage of tools, food, and other equipment.

VIRTUES

Many call them crazy due to their single-minded dedication to their cause, but the truth is Deeplanders are some of the most courageous people in all of the Amethyst Sea basin. They will stand up to any foe, fight to overcome impossible odds, and give their lives in defense of their comrades and cause.

VICES

Sometimes a Deeplander's single-minded determination can overwhelm their reason. They tend to take things they are passionate about just a bit too far for most people's comfort.



DEEPLANDER OVERVIEW	
Geographic Origins	Any Deepland colony
Lineages	Dwarf
Government	Communism
Language (Dialect)	Dwarven (Deep)
Literacy	Uncommon
Patron Enaros	Droth, Modren (non-dwarf Deeplanders only)
Virtues	Courageous, determined, selfless
Vices	Stubborn, single-minded, vengeful
Values	Cooperation, hard work, determination
Aversions	Lethargy, selfishness, despair
Favored Cultures	Agthorian, Icewalker, Maladoran
Avoided Cultures	None
Public Opinion	Brave but rude and too forward

They also struggle to see the difference between perseverance and stubbornness. A more dangerous vice is their lust for vengeance. Although this desire for revenge is supposedly limited to the endrori that hold the Deeplands, it sometimes shows itself in other aspects of their lives as well.

VALUES

Deeplanders respect anyone who shows a willingness to work. Every person in a Deeplander community is expected to perform an equal share of the settlement's work, and all but the most skilled tasks are regularly rotated among the residents. Deeplanders also have great respect for individuals who maintain calm even when faced with an impending or ongoing disaster.

AVERSIONS

Lazy individuals don't last long among Deeplanders. There is too much to get done, and people who won't carry their share of the load simply aren't tolerated. Deeplanders are also bothered by waste. Supplies are scarce in the Deeplands, and everything is used sparingly and reused when possible. Even if a Deeplander is living on the surface, they may have trouble letting go of their frugal ways.

RIGHTS AND RESPONSIBILITIES

Every Deeplander has a right to food, shelter, clothing, healing, and the fulfillment of any other need. Whether in their home settlement or visiting a distant Deepland colony, they will receive the same benefits and treatment from fellow Deeplanders. As long as they are willing to fulfill their

responsibilities, they always retain this right.

A Deeplander is expected to support the collective, obey their leaders, and perform all duties assigned to them to the best of their ability in a timely fashion. This responsibility is not negotiable, and it takes precedence over any and all other obligations.

CUSTOMS

Birth Deeplander births are usually followed by a farewell. The Deeplands are no place to raise children, and those who give birth in the Deeplands are encouraged to leave with their child shortly afterward.

Majority There is an expectation that when a Deeplander child reaches majority, they will go to the Deeplands to join their people. If parents have other children, they will fully outfit the child for their new life before sending them on their way. If the child is the last the parents plan to have, they will outfit the entire family and return to the Deeplands as a group.

Marriage Weddings are celebrated with a feast involving every person in the settlement except for those unlucky individuals who drew watch that day. After the wedding, the young couple head off alone on a two-day ceremonial "guard duty" at a safe and secluded place somewhere on the outskirts of the settlement.

Death Deeplanders transport the bodies of their dead to the surface where they are cremated. The Deeplanders fear what endrori sorcerers would do with the bodies if they captured them.

NAMES

Deeplander names consist of three parts. The first is their personal name, given by their parents at birth. The second, originally their "tribe" name, is their family name, which represents their family group. The third is their clan name, which always ends in "-kett", the Dwarven word for clan. Deeplanders always use all three names and are insulted if the clan name is omitted.

Male Names Threnn, Vogol, Togart, Agthon, Braund, Dreman, Gorman, Thal, Rogarth, Harwar, Drell

Female Names Vida, Drey, Elsbree, Frayer, Galea, Harra, Trellin, Stoga, Kathya, Dora

Family Names Feer, Gaess, Fraim, Dorrm, Shlakke, Craysse

Clan Names Hethkett, Dorenkett, Fallenkett, Briandelkett, Shoevenkett

RELIGION

Among Deeplanders religious worship isn't just rare: it's actively discouraged. The gods are betrayers in the eyes of the Deeplanders, and placing faith in the gods is seen not only a sign of weakness, but as a betrayal by association.

MAGIC

Arcane magic is valued by Deeplanders as an excellent tool for furthering their cause. As long as it doesn't become an excuse not to work hard, it is readily accepted. Divine magic is unwelcome, and open practitioners of divine magic seldom find a home among Deeplanders.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

Deeplanders hate the word dwarf. They refuse to answer to it, confront anyone that uses it, and may even come to

ELLORIYAN

Elloriyans are building a new fey culture that draws upon the lost majesty of the Age of Magic tempered by the lessons in humility learned after the destruction of the Ellor Nyall and the Age of Darkness. They struggle to walk the line between confidence and hubris, ambition and humility, and many Elloriyans worry over the result of choosing the wrong path. So it is that they move slowly and thoughtfully, taking advantage of their long lives to plot a steady course to a new, better way of life for both the fey and the world.

MANNER

Elloriyans are deeply contemplative. They absorb experiences, probe emotions, and seek a deep connection to the people, places, and things in their lives. They make plans in terms of decades, not months or years, and make decisions based as much on facts as on a deep experiential analysis of their emotions. When they act, they do so with certainty, and so much thought leads up to these actions that they are often unwilling or unable to explain their actions effectively to non-Elloriyans. This leads some to see Elloriyans as rudely dismissive and reticent.

APPEARANCE

Elloriyans wear light, loose fitting clothing that flows about them like water. These styles are common even in cold climates, and are made possible by enchanting the material to protect against the elements. Men and women both grow

blows over its use. The word for dwarf in Dwarven is tsverg, and that is the only name they allow.

When Deeplanders establish a new Deepland colony, one of the first acts is to establish a brewhead. This involves the ceremonial tapping of the first keg, and the assembly of the brewing gear that will be used to produce the community's supply of ale.

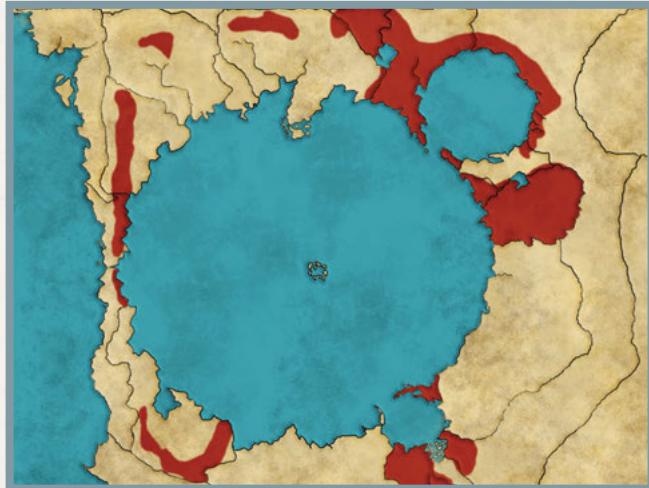
DEEPLANDER TRAITS

Languages Dwarven (Deep), Dwarven (Maladoran)

Specializations Deeplands, the Old Kingdoms

Equipment A Deeplander outfit, a pewter mug, 5 miner's rations, and 10 sp

Wealth Die d4



their hair long and wear it loose. Delicate ornaments—such as clasps, rings, and brooches—crafted in a graceful, natural style are used sparingly but to great effect.

LANGUAGE AND LITERACY

The language of the Elloriyans, called Feyen, is said to be unchanged since the Age of Magic. Dialects are non-existent, due in part to the fact that even subtle changes in intonation, tone, or articulation can drastically change the meaning of a word or phrase. It is a musical language, distinctive in part from the almost total lack of gutturals.

Nearly all Elloriyans are literate and many can write.



ELLORIYAN OVERVIEW

Geographic Origins	Wilds of the Amethyst Sea basin
Lineages	Elf, sprite, fairy
Government	Matriarchy
Language	Feyen
Literacy	Common
Patron Enaros	Aelos, Grethken
Virtues	Patient, introspective
Vices	Dismissive, cautious, ambitious
Values	Nature, magic, wisdom
Aversions	Ignorance, the unknown, barbarians
Favored Cultures	Dalelander, Maladoran, Selenthean
Avoided Cultures	Freefolk, Valorian
Public Opinion	Graceful and wise but dismissive and selfish

Learning to read and write Feyen properly can take decades. The written language is as nuanced as the spoken language, and minor errors in the curve of a line or the length of an accent symbol has a profound effect on the meaning. Scrolls are the preferred medium since the way words and letters appear as the scroll is unrolled can add additional layers of meaning to the manuscript. The Dalelander press is shunned, for Elloriyans believe there is magic in words and it is impossible to convey true meaning with a machine.

ART AND MUSIC

Magic is the preferred artistic tool for Elloriyan artists. They might coax a plant to grow into the appearance of a subject rather than using chisel and file, or use color changing spells to put an image on a surface rather than paint. Flowing, curving lines that create impressionistic botanical designs dominate Elloriyan visual art, although no subject is taboo.

Elloriyans see music, especially singing, as a form of magic. Songs have power over emotions, and this makes them as potent to Elloriyans as spells. In some cases, Elloriyans intermingle music and spells to create a mixture of melody and magic that is stunningly powerful.

FOOD AND DRINK

Most Elloriyans are vegetarians. They subsist on fruits, nuts, berries, and roots. These are typically eaten in their natural, uncooked state. Elloriyans see no point in tampering with nature's bounty and view cooking as a foolhardy attempt to improve upon perfection. The only exceptions are Elloriyan wines, liqueurs, and sweet breads. While these

fine foods are legendary, the goal is not the improvement of flavor but simply the preservation of perishable items.

HOMES

Elloriyan settlements are constructed to blend seamlessly into the natural features of the landscape. In a forest for instance, Elloriyan houses seem to grow from the trunks of trees, roads are easily mistaken for patches of moss, and crops look like natural groves of fruit trees. The centerpiece of every Elloriyan settlement is a tree called the umilyian. It is claimed that the eldest of the umilyian sprouted from an acorn harvested from the Umlisyian, the first oak created by Grethken during the creation of the world.

VIRTUES

Elloriyan patience is legendary. They're happy to take as long as necessary to accomplish important tasks, and they don't rush others. They are deeply introspective, and are willing to acknowledge and address mistakes and personal flaws if there is a clear problem.

VICES

After spending years contemplating an idea or working on a problem, when challenged or asked to explain, Elloriyans are often dismissive—especially when dealing with people from other cultures. They often feel insulted if pressed for proof on something they spent months or years working through. An aspect of the Elloriyan culture many people fail to notice is their ambition. They move so slowly it's easy to miss, but most Elloriyans see the inevitable outcome of their work as a return to dominance in the region. They believe this would be best for all the people of the Amethyst Sea basin.

VALUES

Elloriyans greatly value the natural world and see nature as an equal partner in life, not a tool or resource. They view magic in much the same way, and there is a belief among Elloriyans that essence, the source of all magic, is deeply important in ways we have not yet discovered. They also have great respect for wisdom, defined by Elloriyans as knowledge tempered by analysis and instinctual understanding.

AVERSIONS

Pointless destruction, especially of the natural world, infuriates Elloriyans. They tend to react violently to such transgressions and struggle to forgive those they brand as destroyers. Elloriyans also have a deep, almost visceral response to corruption, the tainting of essence and the world by the power of darkness. It is the one area where

they show no patience, preferring to cut corruption out and destroy it immediately rather than waiting for a cure.

RIGHTS AND RESPONSIBILITIES

Elloriyans have a right to protection among their own people. Furthermore, they do not recognize any outside

court or accept judgments against their kind, demanding the right to handle any transgression by one of their people internally. They respect the laws of other cultures, but they



obey them only by choice and believe they have the right to simply ignore those laws if they see fit.

Conversely, Elloriyans have a responsibility to their people that is non-negotiable. If an Elloriyan is threatened, whether within their borders or without, they must come to their kinfolk's defense. They are also bound to protect nature and wild creatures as much as reasonably possible. In particular, they must put a stop to wanton destruction of the natural world in any way they can.

CUSTOMS

Birth Births occur in complete privacy with only a midwife attending. If any other person witnesses the birth, even unwittingly, it is considered a bad omen for both the child and the witness.

Majority When a child reaches majority, they are taken before their community's matriarch, who declares a profession for them based on a reading of their spirit.

Marriage Marriages are private affairs performed by the matriarch, with only the couple and the matriarch's hand-maidens present.

Death When an Elloriyan dies, they are buried and a tree is planted over their grave. There is no ceremony or procession, and only those necessary to perform the tasks attend the burial.

NAMES

Elloriyans have three names. The first is the name given to them at birth by their mother, the second is their mother's name, and the third is the name of their court. The third name is generally only used in formal situations.

Male Names Llorim, Vallinay, Dramolas, Beyellnor, Gevnyay, Cellinyr, Allormas, Esswynyr, Vellron, Feyellnor

Female Names Lariya, Lellwyn, Ennall, Gellora, Mellinane, Dramowyn, Sesswyn, Rayall, Clorwyn, Celliwan

Court Names Fynfellish, Tellinish, Synish, Emmyllish



RELIGION

Elloriyans revere Aelos. Religious rituals for her are performed outdoors by the light of the full moon. The ceremonies take place in holy glades set aside for her worship. Worship of the other enaros occurs in the home at personal shrines.

MAGIC

Minor magics are as natural to most Elloriyans as breathing. The elf, fairy, and sprite lineages are deeply bound to magic, and they have a powerful sense of connection with essence. They believe it runs through all things and that like nature it should be respected but not feared. They do not recognize any difference between arcane magic and divine magic, believing they are simply two paths to the same well.

ADVENTURERS

As part of their effort to slowly return to power, Elloriyans are regularly sent out into the world for the benefit of their people. In some cases they seek lost knowledge and artifacts, in others they seek to better understand other cultures and how they should interact with them, and in still others they seek to cleanse the land of the lingering corruption from the Age of Darkness. Most Elloriyans will only spend a decade or two adventuring before returning home to apply what they've learned and accomplished to the greater Elloriyan good.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

There is a school of thought among some Elloriyans that all things are interconnected. They look for, and often see, meaning and patterns in even the most mundane things. It is their belief that by deciphering those meanings, they will learn to read the weft and weave of the universe as a path to power and a means of predicting the future.

ELLORIYAN TRAITS

Languages Feyen (L)

Specializations Loresongs

Equipment Feyen robes and feyen sandals

Wealth Die d6

FEYLARIYAN

Feylariyans want to experience the world in the most visceral way possible. To Feylariyans, social mores, common courtesy, and even laws are seen, at best, as something to try out for fun, and at worst, as barriers to truly living your life. How they access their experiences and overcome these obstacles is as varied as snowflakes. There is no single path to being alive, and the Feylariyans see the future as something you arrive at unexpectedly as opposed to something you plan for.

MANNER

A complete lack of consistency in their behavior is the only shared mannerism among Feylariyans. Each chooses a different, often bizarre, path through life. One Feylariyan might constantly ask questions, while another pokes and prods at everyone and everything they see just to see what happens. Just when a Feylariyan's behavior appears consistent, they move on to a completely new way of living.

APPEARANCE

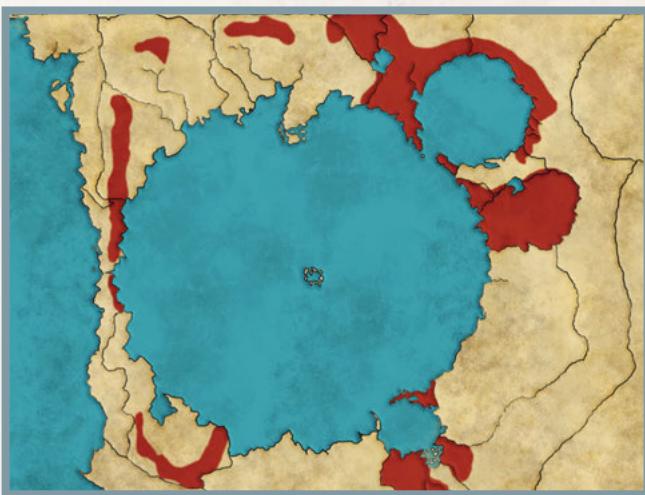
Feylariyans choose their appearance based on their nature or mood. They might wear dresses made from vines and leaves, fashion armor from the bones of a dead animal they found in the forest, or clothe themselves in comically exaggerated versions of a style they once saw someone wearing in town. This is, of course, assuming they wear clothing at all. Clothing is unquestionably optional among their kind. There is no consistency in how they wear their hair either. They style it in whatever way aligns with the rest of their attire—or not at all.

LANGUAGE AND LITERACY

Like Elloriyans, Feylariyans speak Feyen. Even subtle changes in intonation, tone, or articulation can drastically change the meaning of Feyen words and phrases, but Feylariyans are known to adopt drawls, accents, and dialects purely for the enjoyment of it. Feylariyans don't have any sort of a written tradition, due in part to how little they concern themselves with the future. Few learn to write, although some enjoy stories and thus learn to read.

ART AND MUSIC

Feylariyans love to play with combinations of shape, texture, and color in their art. They like paintings they can touch and brightly painted sculptures. Even mundane goods are never mundane if made by a Feylariyan, with as much emphasis placed on form as function.



To Feylariyans, singing is as natural as breathing. Feylariyans are known to break into song unexpectedly (and sometimes inappropriately) simply because the feeling strikes them. They also enjoy the music of pipes and drums but mostly as accompaniment for singing.

FOOD AND DRINK

Feylariyans are vegetarians. They subsist on fruits, nuts, berries, and roots. Typically these are eaten in their natural, uncooked state. Cooking is an art, however, and it isn't at all unusual to meet a Feylariyan that discovered joy in creating amazing culinary experiences—for a little while at least.

HOMES

Many Feylariyans live in the wilds, traveling in small packs for safety and companionship. These groups make their homes like creatures of the wilderness, fashioning nests from leaves, occupying caves, or digging burrows as suits them.

Others live in or around the settlements of other cultures, especially Elloriyan settlements. They see no problem with living in the streets or taking up residence in abandoned buildings. Small Feylariyans may even secretly live in occupied homes or barns. They steal food and other necessities from their unwitting hosts, occasionally leaving behind gifts of herbs, berries, or small trinkets as a thank you.

VIRTUES

Feylariyans see life as a miraculous gift, and manage to take joy in any circumstance. Even when faced with true hardship, they savor the experience and never lose hope that things will get better. They are curious about matters others take for granted and find wonder in even the most mundane places. Their mood and attitude are truly infectious.

VICES

The Feylariyan pursuit of new experiences is occasionally selfish. This is particularly true of Feylariyans of the sprite and fairy lineages, who at times seem unable to comprehend that the experiences they are pursuing may come at someone else's expense. They also rebel against any efforts to contain their behaviors and may grow quite disruptive or even violent toward those who seek to restrain them.



VALUES

Feylariyans live for new experiences. Whether those are painful, joyful, or something in between, they greatly value anything and anyone that can provide them with opportunities to try new things. They also value anyone that brings them joy or who is joyful.

AVERSIONS

Feylariyans have a deep dislike for anything that restricts their freedom. They are willing to follow rules that are for the public good, but enforcement of those rules rubs them the wrong way. They have a deep hatred for enslavement or bondage, and react violently to those who engage in such activities. Many would rather die than give in to or allow such a condition to persist.

RIGHTS AND RESPONSIBILITIES

Feylarian freedoms are based upon two unbreakable rules. The first is that one should never attempt to restrict the rights of another. The second is that the pursuit of one's own freedoms should never cause lasting harm to another. In practice, adjudicating these seemingly simple rules can grow complicated, but Feylariyans see that as a small price to pay to protect their freedom.

CUSTOMS

Birth When a woman is about to give birth, her female family and friends gather with her. As the woman experiences the pain of labor, they earnestly mirror her every emotion. The Feylariyans call this the Chorus of Life.

Majority To ensure the safety of children, the only time a Feylarian is not granted complete freedom is before they reach majority. Once they reach majority they are literally and symbolically set free in a ceremony where every door and window of a house (if they live in a house) is thrown open and the child sets out on a personal journey of discovery.

Marriage Feylariyans only marry to have the experience. They certainly enjoy weddings, and they develop deep bonds with their mates. The marriage itself, however, is unbinding. It may be dissolved at will or even abandoned without explanation.

Death Feylariyans don't acknowledge a difference between life and death. Death is just the transition to a different kind of life. It's on par with moving to a new town. For this reason, funerals are more akin to going away parties, and if someone is in the process of dying, they will try to hold the funeral before the person actually passes.

FEYLARIYAN OVERVIEW

Geographic Origins Wilds of the Amethyst Sea basin

Lineages Fairy, sprite, elf

Government Matriarchy

Language Feyen

Literacy Rare

Patron Enaros Aelos, Larayil, Grethken, Phensral, Vale

Virtues Joyful, curious, playful

Vices Cruel, disruptive

Values Joy, nature, new experiences

Aversions Restrictions, imprisonment, boredom

Favored Cultures Elloriyan, Warrener

Avoided Cultures Freefolk, Valorian

Public Opinion Joyful and funny, but unpredictable to the point of being dangerous

NAMES

Most Feylariyans have one name given to them by their parents at birth. Naming conventions stem from ancient lineage-centric traditions that date back to the Age of Magic. Today, lineage-centric naming is still the norm among Feylariyans, but there are no social limits on parents' choices.

Traditional spritely names reference animals important to the Feylarian's family. Fairy names, on the other hand, may be inspired by anything, from a parent's favorite food, to an important event, to an interesting sound. Elf names are typically plant inspired.

Feylariyans use the Feyen language version of their name among their own people, but they typically go by the Common translation of their names when traveling outside of their homelands. Some even come to prefer the Common version of their name if they spend enough time in the outside world. The examples represent the Common language translations.

Elven Feylarian Names Forestshadow, Greenthistle, Leafkeeper, Lilyhand, Oakfriend

Fairy Feylarian Names Poot, Thistle, Blackfoot, Door, Chuckle, Brightness, Ohnonotagan, Birdfriend, Hassle, Bluebell

Spritely Feylarian Names Gullwing, Stagwyn, Hareish, Wolfin, Swifthawk, Bearlyn, Fyboar, Squirrelk, Doeheart, Robincrest

RELIGION

Feylariyans respect and love the Enaros deeply, but the specific enaros who is the focus of that love may change daily. The enaros they align themselves with most often are Aellos, Larayil, Grethken, Phensral, and Vale. Worship takes many forms. At its simplest, Feylarian worship involves immersing oneself mentally, emotionally, and physically in some element of life an enaros controls. For example, when worshiping Phensral, a Feylarian may perform a ceremony while standing in the sea. At other times, they mimic the practices of other cultures, sometimes in ways that are inadvertently insulting, but always with the best of intentions.

MAGIC

To the Feylarian way of thinking, magic is everywhere and in everything. It is never a thing to be feared, but rather a power to embrace and explore. They struggle with the rigidity of glyph magic, but do not fear it and many learn the art.

FREEFOLK

The Freefolk want protection from the myriad threats of the outside world. The next attack may come at any moment, whether it's from the endrori clawing their way up from the Deeplands, a neighboring kingdom trying to steal what they've built, or the arrogant fools in Agthor trying to undermine their way of life. The Freefolk have a solution to all of this, however: a powerful leader with the strength to protect them. If one pledges themselves to that leader and serves them well, that leader will keep them safe from the infinite evils of Aeltatis.

MANNER

Freefolk know their role and they willingly play their part. Some are born to rule, others are born to labor, and failing to know one's place will undermine the safety all of them are working so hard to secure. This isn't to say they don't occasionally feel jealous of the nobles or resentful of their labors, but they are a practical people. They understand that just because they don't like a thing doesn't mean it isn't for the best.

They are deeply religious, and highly suspicious of outsiders, especially fey. They are dutiful and loyal, taking seriously their responsibilities to those both above and below them. In this way, one gains honor, and honor is a thing never taken lightly.

ADVENTURERS

Many Feylariyans begin their adventuring career at their majority celebration. They set out on their personal journey which may morph into an adventuring life. Once on the path, they discover they like it and just keep on with it.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

Feylariyans like to wear masks. Many that take up the practice wear them all the time and may even sleep with them on. There are some Feylariyans who claim to have worn their mask for years and swear they no longer remember what their true face looks like. Sometimes they'll carry a number of masks that they switch between depending on their mood.

FEYLARIYAN TRAITS

Languages Feyen

Specializations Loresongs

Equipment Feylarian outfit, mask, hammock, and 5 sp

Wealth Die None



APPEARANCE

Commoners live simple lives and their clothing reflects this. It is sturdy and plain, designed for work rather than show. Men and women keep their hair relatively short, never allowing it to grow past their shoulders. Head coverings usually take the form of hoods or scarves. Grooming is saved for special occasions, and outsiders likely notice the distinct odor when a Freefolk approaches.

Nobles and commoners differ in appearance only as far as the quality of their clothing. Noble clothing is made

from high-quality cloth dyed in bright colors. Hoods and scarves are often embroidered with fanciful designs. They accent their clothing with ornaments and jewelry made from precious metal and gems. The nobility also places more emphasis on grooming and go to great pains to avoid any unpleasant odors about their person.

LANGUAGE AND LITERACY

Although the Freefolk feel inexplicable pride in their mostly-human population, their language, while based on old Atlan, is heavily influenced by the old Dalelander and old Dwarven tongues. Two traits that stand out in the Freelaender language are the swallowing of middle 'r' sounds and the pronunciation of 'ou' sounds as 'oo'.





FREEFOLK OVERVIEW

Geographic Origins	Free Kingdoms
Lineages	Human, dwarf, drothmal
Government	Monarchy
Language	Freelander
Literacy	Uncommon
Patron Enaros	Droth, Modren
Virtues	Loyal, practical, strong
Vices	Fear, xenophobia, violence
Values	Duty, honor, land ownership
Aversions	Dishonor, dishonesty, necromancy
Favored Cultures	Maladoran
Avoided Cultures	Elloriyan, Feylariyan
Public Opinion	Honorable, practical folk but superstitious and distrustful

Very few Freefolk read or write. These skills are limited to high-ranking members of the nobility and specialists such as scholars, clerks, and priests. Books are almost never found outside of temple libraries or the handful of schools scattered across the region.

ART AND MUSIC

Freefolk artistic expression is limited to everyday crafts. Most notable are their clay pots and fabrics. They make these with such care that the results, while simple, are beautiful in an austere way. Freefolk nobility often import art from distant lands and use exotic art pieces as status symbols.

Lute, pipe, and drum are the instruments played among Freefolk. Most songs are upbeat dance tunes written for performance on a tavern stage.

FOOD AND DRINK

Freefolk prefer simple, hearty fare capable of sustaining them over the course of a hard day's work. Heavy stews, hard breads, and yellow cheese make up the bulk of their diet, with the addition of small servings of fruit and vegetables when in season. Ale is the drink of choice, and the Freefolk palette is not choosy about the flavor or quality. As with most things, the Freefolk nobles try to impress other nobles by importing exotic foods and drinks.

HOMES

Freefolk homes are wattle and daub buildings with thick thatch roofs. The only decorations are fresh flowers in springtime and a few small ornaments, such as colorful ribbons or a crude painting mounted above the family shrine. Even the homes of the nobility are cold, drafty affairs despite the presence of ornate furniture and grand pieces of artwork.

VIRTUES

Freefolk carry out their duties with unwavering loyalty. A promise made is a promise kept, and to do any less is to diminish one's honor. They are highly practical and don't let frivolous things or selfish desires get in the way of doing the work that needs to get done. They are strong, both mentally and physically, and can survive even the worst disaster.

VICES

The Freefolk dislike outsiders, whether they come from the next town over or across the Amethyst Sea. They are certain anyone from outside their borders is a threat until proven otherwise. The bigger the differences between a visitor's culture and their own, the greater the Freefolk's distrust. When problems arise, their favored solution is violence.

VALUES

The Freefolk deeply value duty and honor. For them, the two ideals go hand and hand. By fulfilling one's duty, one achieves honor. It is a simple formula, and the Freefolk appreciate and respect these traits even in their enemies. Freefolk also value land, since the amount one owns is a symbol of a Freefolk's status in society. Of course, only the highest-ranked nobles own any land at all, making land ownership an impossible dream for most.

AVERSIONS

Freefolk have no patience for those who bring dishonor on oneself or those they serve. Freefolk also detest liars, since dishonesty is just another path to dishonor. They have a deep dislike of fey, originating from a series of conflicts between the fey and the Atlan warlords that settled in the region after the Cataclysm. The aversion to the fey is heightened by the Freefolk's xenophobia and general distrust of arcane magic.

RIGHTS AND RESPONSIBILITIES

Freefolk are entitled to protection by those they serve. This includes protection from enemies, famine, disease, and anything else that endangers their lives and livelihoods. This

right is earned through labor, obedience, and loyalty. A vassal may seek redress from the High Court in Hawk's Crest if they feel their leader has not fulfilled their obligation.

To earn one's rights, one must faithfully execute their duty. For nobles, this includes the protection of their vassals. For those who serve the noble, this means unswerving loyalty and obedience. Every member of Freefolk society must also stand ready to fight in the defense of their kingdom if ordered to arms.

CUSTOMS

Birth Among the Freefolk, birthing a child is a dangerous prospect due to inadequate medical care. Births are a frightening event dreaded by women and their families and have few customs associated with them. For the same reason, a successful birth is greeted with celebration and makes children highly valued in Freefolk society.

Majority When a Freefolk child reaches adulthood they are taken before the lord or lady to whom their family pledges fealty to make their own pledge of service.

Marriage Marriages are held at high summer, and all the people of the couple's community attend.

Death When a Freefolk dies, a spiritguide is called at once. Freefolk are terribly afraid of necromancy and fear for the spirit until the last rites are performed.

NAMES

Freefolk have two names. The first is their given name, given at birth by their parents. The second is their father's family name.

Male Names Aelinar, Corsos, Corlis, Darvos, Joachim, Kynus, Rainin, Tevis, Ulmor, Melchim

Female Names Alia, Laril, Dorma, Vellea, Ania, Unyl, Malia, Cressi, Talay, Medeyl

Family Names Aranare, Duripi, Kikeru, Rusa, Yisharu

RELIGION

Freefolk are devoutly religious and have great respect for the holy orders. They make regular offerings to the Enaros, more out of fear of divine anger than a true sense of worship. This is a result, in part, of the draconian approach to worship and behavior imposed by the holy orders in the Free Kingdoms.

MAGIC

Magic is rare among Freefolk. A fear of arcane magic, a lack of education, and the fact that spellcasters are prime targets for enemies due to the danger they represent on the battlefield means few if any Freefolk learn the arcane arts. Divine casters are common among the clergy, but their duty is to the temple first and their blessings are seldom enjoyed by anyone outside the temple or its local flock.

ADVENTURERS

Adventuring is one of the few ways a Freefolk person has to break free of their place in society. With their skill at arms and the treasure they find, an adventurer may carve a place for themselves among the nobility. With a bit of luck and a lot of work, they might even be able to found their own kingdom in the Free Kingdoms' northern region.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

At midnight on the longest night of the year, the Freefolk raise effigies of that which they fear most and burn them atop massive bonfires. It is thought that this symbolic destruction may influence real-world outcomes. Masks are worn throughout the ceremony and warm spiced ale is served before everyone returns to their homes.

FREEFOLK TRAITS

Languages Freelander

Equipment A Freefolk outfit, a shortbow, a quiver with 20 arrows, and 10 cp

Wealth Die d4



ICEWALKER

Icewalkers constantly seek out new challenges to test their strength and resilience, both as individuals and as a people. The more trying the challenge, the better, since suffering is seen as the blessing of the god Droth. If no obstacle to success exists, they will find a way to make the task harder. Only through the constant hardening of their spirits through trial may they achieve the greatest glory.

MANNER

Icewalkers are a proud people. They live and die by their word and react violently to any attack on their honor. They are stalwart companions and refuse to break even minor oaths. Icewalkers have dispensed with social pleasantries and can seem crude and uncouth when measured against the standards of other cultures.

APPEARANCE

Icewalkers use heavy hides and thick furs to make their clothing. While the materials are crude, the clothing is not. Every stitch is tight, every ornament perfectly placed, and any wear on the clothing receives immediate attention. This gives the Icewalkers a crisp, well-kept appearance, despite the primitive designs and materials used in their attire. Hair for both sexes is shaved to a topknot, a style designed to reveal the distinctive pattern of spots that cover a drothmal's head and back.



LANGUAGE AND LITERACY

The Icewalker language is Drothmalen, a variation on the ancient language of the drothmal. It is spoken with the same aggression an Icewalker mercenary wields an axe. Even kind words are delivered with force and conviction. To outsiders, every Icewalker conversation, no matter the topic or emotion behind it, comes across like an argument. The language is rich with guttural sounds and hard consonants.

Icewalkers have no written language. Information is passed along by oral tradition. Common visual imagery is used to communicate simple messages, such as warnings about thin ice or other dangers, but it is not a written language. It is assumed Drothmalen had a written form prior to the Age of Darkness, but the drothmal left that behind when they traveled north and became Icewalkers.

ART AND MUSIC

The primary means of Icewalker artistic expression are carved bone and ivory ornaments of practical use, such as buttons or clasps. Tattoos are also a popular art form and use symbolic images and patterns to represent personal accomplishments or important life events.

Bone flutes and drums are the only instruments used by the Icewalkers. They use these to accompany raucous choral melodies that glorify legendary feats of combat by the tribe and its ancestors.

FOOD AND DRINK

The Icewalker diet consists primarily of meat and heartwine. Meat is eaten raw and fresh if possible. Heartwine is an alcoholic drink made from blood.

ICEWALKER OVERVIEW

Geographic Origins Icebound Plain

Lineages Drothmal

Government Tribal

Language (Dialect) Drothmalen (Icewalker)

Literacy None

Patron Enaros Droth

Virtues Courageous, determined, honorable

Vices Masochistic, sadistic, vicious

Values Courage, combat skill, strength

Aversions Cowardice, weakness

Favored Cultures Outlander, Primitive

Avoided Cultures Warrener, Dalelander

Public Opinion Dangerous and uncivilized raiders and barbarians

HOMES

Icewalkers live in domed tents made from hides stretched over a frame constructed from the rib bones of the colossal mamut. The tents are easily broken down for transport when the tribe must move to follow the herds they hunt. Personal belongings are limited to that which is easily carried, and furniture is non-existent.



VIRTUES

From an early age, Icewalker children are taught to face and overcome their fears. Icewalkers also exhibit an unparalleled survival instinct. Their determination to survive makes them fearsome opponents. Icewalker culture is an honorable one, where one always keeps one's word and always satisfies a vow.

VICES

The strict religious ideals held by the Icewalkers, that all suffering is a blessing from Droth and that one never complains about receiving such blessings, means they'll often suffer when there is no need. They are equally disinterested in the suffering of others, seeing other's pain as Droth's blessing and not theirs to take away. Icewalkers have a vicious streak when it comes to anything that opposes them. Their survival instincts lead them to completely eliminate threats of all kinds rather than pursuing more measured responses.

VALUES

Icewalkers live in a world where only the strong survive, so physical strength and resilience are the most valued personal traits. Icewalkers also appreciate courage and determination, and they strictly follow the Icewalker Code.

AVERSIONS

Cowards are not tolerated in Icewalker society. If a person flees from hardship or danger, they endanger the entire tribe. Such behavior receives a swift and harsh punishment. They also have no forgiveness for oath breakers.

RIGHTS AND RESPONSIBILITIES

There is an implied right among Icewalkers to anything they can take, as long as it does not break an oath or promise. If a person cannot retain ownership of a thing, then they did not deserve to have it. This fundamental attribute of Icewalker culture is a driving force behind their raiding tradition.

Every Icewalker is expected to adhere to all oaths and promises. Even if circumstances change in a way that makes it difficult, or even deadly, to hold to that vow, there is an expectation the Icewalker will still follow through.

CUSTOMS

Birth On the first day after their birth, Icewalker babies lie exposed and alone on a hide inside the mother's tent. The child is fed as needed during this period, but receives no other comfort, warmth, or protection. This seemingly cruel tradition ensures that only the strongest children join the tribe.

Majority When reaching majority, young Icewalkers take



THE ICEWALKER CODE

The defining feature of Icewalker life is their code of honor. Passed from one generation to the next, the code differs slightly between tribes, but always includes some variation of the following ideas:

- **Give no curse to suffering.** Never curse pain that is brought upon you. Welcome it. Embrace it. Accept it as Droth's blessing. Show no sorrow for suffering.
- **Protect the clan.** Over all other promises, protect the clan with your life.
- **Bleed your foes.** Pass the gift of Droth to your foes by giving them suffering. If possible, do not strike the final blow. Leave that honor for Droth. He will know when their suffering is complete.
- **Fight with honor.** Do not attack an unarmed foe. Do not surrender if you can still fight. But do not throw away your life needlessly. Show no mercy, for that is Droth's right alone.
- **Share the suffering.** If suffering is brought upon you, return the blessing to those who gave it to you.

part in a ritual called Iyeranka. The ritual varies slightly between tribes, but it typically involves excruciating pain inflicted through ritual scarification, branding, or extended periods of exposure.

Marriage Icewalkers don't believe in marriage. Long-term bondings aren't unheard of, but marriage carries the implication of a bond stronger or more important than one's bond to the tribe. This makes marriage an unacceptable practice.

Death When an Icewalker dies, they are given last rites, and their body is left for the wild creatures to consume. This returns the bodies to the Enaros in a final, gruesome trial, while providing strength to the natural world that supports the Icewalker's way of life.

NAMES

Icewalkers have two names: a personal name and a clan name. The leader of their clan gives them their personal name at the age of five. Prior to that, they are referred to by their birth order and their parent's name ("Urgoth's First Child" for example). An Icewalker's clan name is the name of their war clan. It holds an almost sacred place in the mind of Icewalkers. Note that the Common language translations are used in the sample clan names below. Outside of their

homeland, Icewalkers regularly use the Common translation of their clan name.

Male Names Urgoth, Trahk, Korthan, Omnek, Grelth, Vonosh, Dirthon, Roth, Freegok, Rozarr

Female Names Chialnik, Dyarget, Meena, Sheyn, Kainik, Egrak, Trysik, Freyik, Jeeyet, Arrmak

Clan Names Bloodkeeper, Iceclaw, Stormbreaker, Thunderwalker, Wolfmaster

RELIGION

Icewalkers worship Droth, although asking Droth for aid is seen as a sign of weakness. Most worship involves deep reflection on one's past suffering. On the rare occasions Icewalkers participate in group worship, they do so by building massive fires, drinking copious amounts of heartwine, and then dancing by the firelight while beating themselves with spiked whips.

MAGIC

There is little arcane magic among the Icewalkers, since the nomadic culture isn't equipped to support the dedicated learning institutions needed to train arcane spellcasters. Enchanted items are also rare. Perhaps because of this,

Icewalkers view arcane spellcasters with suspicion. Almost every tribe, however, includes a cleric of Droth.

ADVENTURERS

Icewalkers constantly seek out new trials and, more importantly, battle. This leads many of them into the adventuring life.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

If an Icewalker bests another Icewalker in battle, the current mate of the other is expected to become the mate of the victor. Failure to comply is a dark stain on one's honor.

If a body is not consumed by the creatures of the Icebound Plain, it is taken as a sign of corruption. The individual's story is stricken from the tribe's oral history, and the place where the body lay is marked as cursed and henceforth avoided.

ICEWALKER TRAITS

Languages Drothmalen (Icewalker)

Specializations Arctic Environment

Equipment An Icewalker outfit, two tattoos, a bone razor, and 5 sp

Wealth Die d4

MALADORAN

Maladorans are determined to prove that by working together as one, they can achieve greatness without help from anyone on the outside—especially the Enaros. They stubbornly persist in pursuing challenging tasks to prove doubters wrong (even if the doubters are right), and they're willing to take the longer, more difficult path if it means they can achieve their goals without help. As long as they remain loyal to one another and work hard, they know they will always succeed.

MANNER

Maladorans are proud and opinionated. Once they've made up their minds on a subject, they stick doggedly to that decision and will see it through to the bitter end. This makes them quite industrious and leads to many great accomplishments. It also makes them difficult to deal with in situations that require compromise or change.

APPEARANCE

Maladorans wear plain-cut clothing dyed in deep earth tones. They decorate their clothing with polished steel



ornaments forged into dramatic geometric patterns of angles and curves. Both sexes wear their hair in intricate braids decorated with beads. The same is true for the beards of male dwarves. The braids and beads often represent aspects of their clan, personal achievements, or loyalties.

LANGUAGE AND LITERACY

Maladorans speak a dialect of Dwarven unique to the land of Malador. It is a far more casual interpretation of the Dwarven language compared to the Deep dialect of Deeplanders. The language is marked by a de-emphasis of unstressed vowels and distinctive breaks between soft and hard sounds.

Literacy is only common among occupations in which it is required. True to the Maladoran view that you don't waste time on useless things, if one isn't going to use the ability to read and write in daily life, then why bother learning or teaching it? Books and loose notes are the most common form of written records. Scrolls are perceived as fragile and impractical, and thus seldom used.



ART AND MUSIC

The highest forms of Maladoran art are stone cutting and metalworking. Metal objects from Malador, from weapons and armor to decorative ornaments, are sought throughout the Amethyst Sea basin due to their fine workmanship and beauty. Maladoran stonework is precise and pleasing. At times the carving is so elegant it gives the impression the stone took on the shape naturally.

Maladorans enjoy the rich, sonorous tones of male choruses singing traditional dwarven hymns. In less formal settings they enjoy the heavy, chant-like drinking songs that originated with dwarven miners during the Dwarven Age. Women's higher voices, either solo or in small groups, are preferred for common and folk music. The women's songs tell stories about everyday life and include distinctive tonal chirps.

FOOD AND DRINK

Maladorans see eating as a necessity and not a pleasure. Food is meant to provide nutrition, and Maladoran cuisine is about as romantic as a good pair of work boots. Drink, on the other hand, is taken very seriously, and Maladorans are passionate about their ales. There is a tavern in the Maladoran city of Dor Falen Mal that boast over one hundred varieties of ale from around the Amethyst Sea.

HOMES

Maladoran homes are plain and functional. They provide comfort only as needed with the goal of returning the Maladoran to work rested the next day. Cleanliness is expected, and an untidy home is considered a sign of an unstable mind and unresolved spirit.

VIRTUES

Maladorans are fiercely loyal to their community. They are also extremely hard-working and never hesitate to help when there is work to be done. Maladorans are known for their stolid demeanors, arising in part from their innate ability to count on the people around them, whether members of their family or the community, to all do their parts to overcome any challenge.

VICES

Maladoran determination occasionally morphs into a stubborn unwillingness to embrace change. This is especially true when dealing with non-Maladorans, since they are deeply cynical about advice coming from anyone from another culture. They're also impatient when it comes to the efforts of

MALADORAN OVERVIEW

Geographic Origins Malador

Lineages Dwarf, human

Government Socialist

Language (Dialect) Dwarven (Maladoran)

Literacy Common but limited

Patron Enaros None

Virtues Loyal, hard-working, stolid

Vices Stubborn, impatient, cynical

Values Hard work, equality, cooperation

Aversions Laziness, religion

Favored Cultures Agthorian

Avoided Cultures Calliosan

Public Opinion Industrious but gruff and opinionated

others to live up to the Maladoran's cultural standards. They don't want apologies. They want you to get it right.

VALUES

Working hard for the good of the community is a key part of Maladoran life. Labor brings joy for Maladorans, particularly when they see results that bring a benefit to their family, their clan, and their neighbors.

AVERSIONS

Slothfulness is unacceptable in Maladoran culture. In Malador, failure to reliably perform one's assigned duties is punishable by public humiliation and forced labor. Religion is also frowned upon by Maladorans. It is seen as a crutch for those unwilling to work for what they need.

RIGHTS AND RESPONSIBILITIES

Maladorans live in communal groups where both the work and the fruits of that labor are shared equally with everyone in the community. Any Maladoran in need can enter any other Maladoran community and expect a warm welcome in exchange for immediately taking on a share of the labor.

A Maladoran must do their part to support the community. One doesn't pick and choose what they want to do, but rather accepts what they must do. It is the responsibility of every Maladoran to live up to this ideal.

CUSTOMS

Birth Just before a Maladoran child is born, all the friends and relatives work together to improve the couple's home in preparation for the impending arrival.

Majority Until a Maladoran person reaches maturity, their hair is not braided. A child's first braiding is a solemn ceremony that marks their passage into adulthood.

Marriage When a Maladoran couple is married, the event is celebrated with the construction of a new house or improvement of an existing vacant home for the newlyweds.

Death Maladorans bury their dead in catacombs. They do this so that the dead may return to their ancestral Deepland homes. Digging catacombs brings with it the danger of breaching a Deepland hall, but the Maladorans see it as a worthwhile risk.

NAMES

Maladoran names consist of three parts. The first is their personal name, given by their parents at birth. The second, originally their "tribe" name, is their family name, which represents their family group. The third is their clan name, which always ends in "-kett", the Dwarven word for clan.

Most Maladorans only use their first two names; clan loyalty has waned since the Age of Darkness. That said, many Maladorans know their clan name and hold a nostalgic respect for the old ways.

Male Names Threnn, Vogol, Togart, Agthon, Braund, Dreman, Gorman, Thal, Rogarth, Harwar, Drell

Female Names Vida, Drey, Elsbree, Frayer, Galea, Harra, Trellin, Stoga, Kathya, Dora

Family Names Feer, Gaess, Fraim, Dorrm, Shlakke, Craysse

Clan Names Hethkett, Dorenkett, Fallenkett, Briendelkett, Shoevenkett



RELIGION

Maladorans do not worship the gods. To do so is seen as a sign of weakness. It's unwise to discuss religion around Maladorans.

MAGIC

Maladorans view magic as a tool and nothing more. Some individuals are adept with its use and others less so. Maladoran opinions on who should use magic are the same as their thoughts about tools: if a person doesn't know how to use the tool, they shouldn't meddle. Enchanted objects are not uncommon, but a Maladoran won't use magic to do something that can be done just as easily by mundane means.

ADVENTURERS

The main reasons Maladorans become adventurers is to recover lost dwarven artifacts from before the Age of Darkness, mete out vengeance upon the endrori, or liberate the Deeplands from Endroren's armies. The most zealous may even leave their old lives behind to become Liberators, an organization of dwarven adventurers that dedicate their lives to reclaiming the Deepland halls.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

If a hammerhead cracks during the construction of a house, it is believed that the first person to sleep there will die. In the event a hammer does crack, the entire project is scrapped, and the building is torn down no matter how far along the construction is.

MALADORAN TRAITS

Languages Dwarven (Maladoran) (L)

Equipment A Maladoran outfit, a set of braid beads, a wooden mug, and 15 sp

Wealth Die d6



NEWARDINE

The Newardine people's greatest desire is to reactivate the world gates and return to their homeworld. They are unable to accept Aetaltis as their new home, and this underlying discomfort with their fate shapes their society, behavior, and personalities. Selenthean mages have proven that the magic used to operate the world gates is irreparably corrupted, but Newardines refuse to accept this. They insist the challenge is just a formula with an unknown solution, and like all formulas, it can be solved with logic, reason, and effort.

MANNER

Newardine are taught to weigh every situation logically. Their deliberate, careful consideration of all things, including emotional responses, is often seen as cold or unfeeling by outsiders. This is a misconception, for the Newardine do feel emotion. They simply do not react until they have considered every aspect of a situation. Even then, they measure their reaction based on what they've calculated is proper and necessary. If an emotional response will not have a clearly useful effect, there is no point in having one.

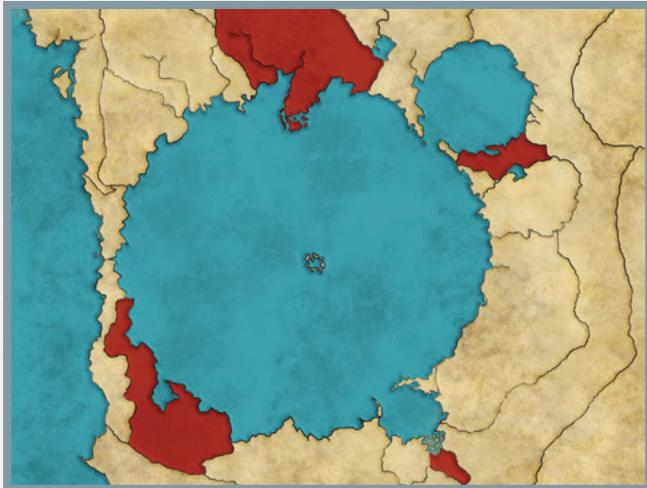
Newardine are meticulous in their work. They may take longer to complete a task than another race, but the results of their efforts are precise and without error. Among the Newardine, there is no such thing as a "rough draft." The work is either complete and correct or it is not.

APPEARANCE

Newardine clothing and styles are determined by their social rank. The system is staggeringly complex, but at its most basic level, the amount of color and ornament a Newardine wears indicates their status in society. Those of the lowest classes wear plain black cotton trousers and plain shirts of gray or black. Citizens of the higher classes dress in outfits made with a multitude of textures, fabrics, and colors. The most outrageous of these costumes are so complex they require the aid of several servants to put on properly.

LANGUAGE AND LITERACY

The Newardine tongue makes use of a host of sounds and vocalizations physically impossible for anyone not of newardin lineage to replicate. Most notable of these are dual tone sounds that require the speaker to create two tones simultaneously. The tones and the distance between them communicate as much meaning as the word itself. The language consists of an almost unbelievably large lexicon of words, since many words have a single, highly precise meaning used only under extremely specific circumstances.



Every Newardine can read and write, having been taught to do so as soon as they can hold a book and pen. The alphabet consists of thousands of symbols. To represent a sound in the Newardine alphabet, the writer superimposes one symbol on the other to create new symbols that represent the appropriate combination of tones, sounds, and emphasis. These layered symbols are then assembled into words. Mundane books are used, but important texts are recorded on neirimissimee, enchanted crystal cylinders that display the symbols as the cylinder is spun on an axle.

ART AND MUSIC

The primary forms of Newardine art are paintings and drawings that make use of complex geometric visualizations of mathematical formulas. Success as a Newardine artist requires both artistic talent and skill in advanced mathematics. Newardine statuary, on the other hand, follows almost no rules at all. Statuary is often created in glass and makes use of strange, dream-like curves that are almost mesmerizing when examined closely.

The most popular Newardine instrument is the winree, a fragile construct that makes use of crystal spheres that vibrate when touched. The resultant music consists of perfectly tuned tones with a cold, haunting quality. To most non-Newardine, the ghostly sounds of this instrument are unnerving.

FOOD AND DRINK

Newardine eat a very limited range of foodstuffs. There are a total of fifteen Newardine recipes, and each dish has a specific place, time, and manner of consumption. Newardine generally do not drink alcoholic beverages, as most newardin are immune to the effects of alcohol, and the beverages have no place in their pre-determined meal structures.



NEWARDINE OVERVIEW

Geographic Origins	Newardine cells
Lineages	Newardin
Government	Imperial
Language	Newardine
Literacy	Universal
Patron Enaros	None
Virtues	Thoughtful, logical, reasonable
Vices	Cold, isolationist, logical
Values	Order, balance, sanitation, law
Aversions	Chaos, filth, outsiders
Favored Cultures	Newardine
Avoided Cultures	Freefolk, Icewalker
Public Opinion	Intelligent and educated, but cold and haughty

HOMES

Newardine homes are stark and functional. Furniture is included only where absolutely needed and bright colors are avoided. In lower class homes, the buildings and furniture feature simple, hard angles with little ornamentation. Homes and furniture among the higher class Newardine regularly feature the distinctive curving forms seen in Newardine sculpture.

VIRTUES

Newardine seldom act without fully considering the possible consequences. This allows them to avoid misunderstandings and ensure that they do not accidentally inflict harm, physical or otherwise, through their actions. They pursue logical solutions wherever possible, and this makes them uncompromisingly just and reasonable in their judgments. They are always open to negotiation, and if presented with a strong argument, they are willing to change their minds on almost any matter.

VICES

The same logic that is a virtue for the Newardine might easily be a vice under other circumstances. They are known to make judgments that don't take into account emotion or extenuating circumstances, insisting instead upon the logical, but inhumane, course of action. Their dedication to controlling their emotions also leads them to have a lack of empathy toward others. Finally, their unswerving devotion to keeping the Newardine culture isolated and pure interferes with efforts to integrate into the rest of Aetaltan society.

VALUES

Order gives Newardine great pleasure. A clean, well-organized society run by long-standing traditions, logical rules, and reasoned laws brings the typical Newardine a sense of comfort and satisfaction. The same applies to their personal life, homes, and relationships.

AVERSIONS

Newardine do not take kindly to disruption of their ordered lives. Reactions to such disruptions are severe, although carefully calculated and coolly carried out. Outsiders invariably disrupt Newardine life which is part of the reason outsiders are seldom welcomed into the Newardine's society.

RIGHTS AND RESPONSIBILITIES

Newardine of each class are guaranteed a set of clearly defined rights under Newardine law. These rights are vigorously protected, and a Newardine can have confidence that no exceptions will ever impinge upon these rights. For the lowest class individuals, these rights are limited, to put it plainly, and are without room for interpretation. For the higher classes, the laws are more complex, offer greater freedoms, and are open to logical interpretation.

Newardine are expected to completely and flawlessly adhere to the rules and regulations spelled out for a person of their class within Newardine society. The clearly defined consequences of failure are swift and harsh. When dealing with individuals outside of Newardine society, no such responsibility exists. All non-Newardine are perceived as classless and thus not part of the whole.

CUSTOMS

Birth Newardine births are treated as a medical condition without any spirituality or emotion involved.

Majority Newardine majority occurs in a number of growth stages. There is no defining moment after which Newardine children are considered adults. There are only levels of development.

Marriage Permanent legal bondings between two individuals have proven beneficial to maintaining order. They are not celebrated but are ritualized to cement the couple's bond.

Death The bodies of deceased Newardine are taken to an undertaker shortly after death and left there with the necessary payment. It is a business transaction.

NAMES

A Newardine's name is a single word with multiple meanings. In its entirety, a full name can be quite long, to the point of being nearly unpronounceable by non-Newardine. They generally accept a shortened version of their name for the ease of other cultures. Newardine make no distinction between male and female names.

Male/Female Names Nichmen'aedos, Geesfanishmy,
Deeyormenkay, Sessmanodesvin, Pehyormanefsa,
Omneesvenisshay, Belinormavenoosmay,
Kitwhygeshmina, Essnomendeewal,
Behyormekveeyasmenwal



RELIGION

All Newardine learn the tenants of Atlan Centering and practice it daily. Some Newardine have taken to making offerings to the Aetaltan gods since they are clearly real beings that directly impact Newardine lives. These offerings are made without ritual and are better described as transactional than worshipful.

MAGIC

Magic is a highly respected science among the Newardine, and spellcasters are held in high esteem. Enchanted items are common, and most households have at least one.

ADVENTURERS

Most Newardine find their way into adventuring as a by-product of scholarly studies, typically as part of the collective effort to rebuild the world gates. They often reach an impasse in their research that can only be overcome by

hands-on fieldwork. Whatever the reason, they always set out with a well-defined goal and a clear definition of what is required to complete the task.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

Newardine find the physical acts of affection base and disgusting. If confronted by public displays of affection, Newardine may have to leave the room due to their revulsion.

NEWARDINE TRAITS

Tool Proficiencies Neirimissimee

Languages Newardine (L), Common (L)

Specializations Centering

Equipment A Newardine outfit, five applications of cleansing powder, and 2 gp

Wealth Die d8

OUTLANDER

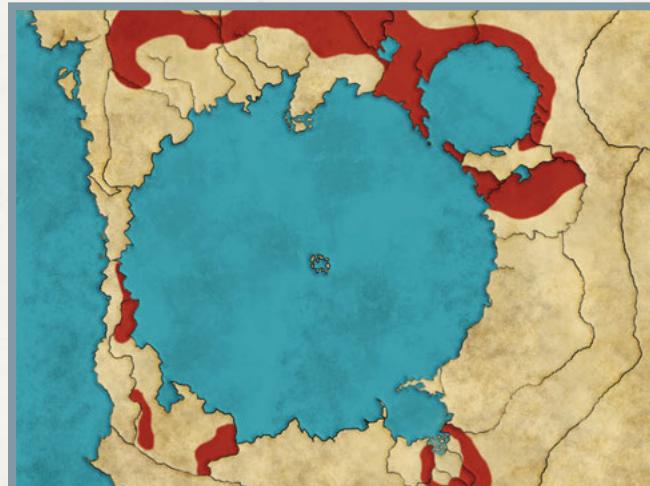
Outlanders are hardy individuals who carve a path into the wild lands of the Amethyst Sea basin. They don't owe allegiance to any ruler, recognize no laws, and fiercely defend the lives they carve out for themselves. They are independent to a fault, but fantastically self-sufficient.

MANNER

Outlanders are straightforward and honest. They'll tell you where you stand with them and don't hesitate to offer their opinion. They're cautious by nature, knowing that in the wilds, any decision they make is one they'll have to live with. There's no help coming if it's the wrong choice. Outlanders within a hundred-mile radius often know one another, and their definition of community stretches the boundaries of what other people understand. A family homestead 20 miles away is considered a close neighbor, and a given Outlander might not have spoken to their neighbors in months. Outlanders are helpful to strangers, but slow to accept anyone into their full confidence.

APPEARANCE

Outlander clothing is rugged and functional. Contrary to what one might expect, however, clothing is often dyed in bright colors, adding a bit of cheer to their hard lives. Hair is grown in whatever fashion suits the individual. Most outlanders keep one special outfit safely stored in a chest or



cabinet, which they pull out for important occasions.

LANGUAGE AND LITERACY

The Outland dialect of Common is a hodge-podge of words spoken with such a thick accent they're effectively new words. There are also made up words used only by the speaker and their immediate neighbors. Very few native Outlanders can read. There just isn't much call for it out in the wilds. Books, scrolls, and other written documents are equally rare.

ART AND MUSIC

Outlanders enjoy paintings of distant lands and exotic people. The more over-dramatic the subject and composition, the more the outlander likes it. These dramatic images provide an escape from their unromantic existence of isolation and hard work. Outlanders also like to carve the beams and boards of buildings into fanciful shapes and designs.

Outlanders enjoy rustic dance tunes played on simple stringed instruments, drums, and flutes. They also enjoy singing, usually about subjects that relate directly to their lives.





OUTLANDER OVERVIEW

Geographic Origins	Any unsettled region
Lineages	Human, dwarf, orog
Government	Communal council or royal governorship
Language (Dialect)	Common (Outland)
Literacy	Rare
Patron Enaros	Modren, Grethken
Virtues	Self-sufficient, hard-working
Vices	Xenophobic, superstitious
Values	Hard work, perseverance, ingenuity
Aversions	Sloth, surrender, outside interference
Favored Cultures	None
Avoided Cultures	Calliosan, Newardine, Valorian
Public Opinion	Hearty and brave, but superstitious and lacking sophistication

FOOD AND DRINK

Outlander meals are simple but hearty. Meat stews, heavy breads, and boiled vegetables are standard fare in an outlander home. Outlanders also enjoy strong ale and may drink little else depending on how safe the local water source is.

HOMES

Outlander homes are sturdily built with plain, functional designs. The primary focus of an Outlander dwelling is protection from the elements. The secondary focus is defense against attack by endrori, bandits, and other dangerous creatures. Although not impregnable, Outlander houses at least give the inhabitants a fighting chance.

VIRTUES

Outlanders are always willing to do hard work that needs to be done and do so without complaint. They have a wide set of skills, knowing a little bit about of everything. When the nearest skilled craftsperson is hundreds of miles from your home, you'd better be able to handle things on your own.

VICES

Although most Outlanders are decent people, they are extremely distrustful of outsiders. They won't turn away a person in need, but if the person seems capable of fending for themselves, they're typically sent on their way in a polite but firm fashion. Outlander religious beliefs also lead them to be terribly superstitious. Charms and similar protective trinkets are considered necessities for a healthy, happy life. They're terrified of curses.

VALUES

Outlanders appreciate those who pull their own weight. They are also very determined and respect anyone with a clear goal they are willing to fight for. Because they have so little established infrastructure to lean on, ingenuity is prized. Demonstrating clever workarounds and shared survival tips are the keys to status in Outlander society.

AVERSIONS

The wilds are no place for freeloaders. Those who shirk their duties face strict punishments and possibly banishment. Giving up on a project or goal is unheard of. Patiently waiting for a better opportunity is acceptable, but no Outlander gives up on anything they aim to get. Finally, interference is a great sin. An Outlander is expected to offer their help once, but if the other person refuses help, they walk away and the matter is not discussed again.

RIGHTS AND RESPONSIBILITIES

Outlanders assume they have any property rights they want. This often creates problems when a noble or other would-be leader attempts to take control of an area where Outlanders are living.

Offering help is a must among neighbors, although refusing the offer is considered appropriate, unless an Outlander is in obvious need. After that, an in-kind repayment is required. An Outlander's number one responsibility is to their family. Family always comes first. After family comes neighbors. And that's it.

CUSTOMS

Birth Any birth is an occasion for celebration among Outlanders. Every child is a representation of Outlander success and a sign of hope that others will carry on their work when they are gone.

Majority and Marriage Marriage and majority are one in the same among the Outlanders. When a child is an adult, they marry, and when they marry, they are considered an adult. Parents normally arrange these marriages, but if a young couple shows an interest in one another, the parents usually work with the choice. The wedding is a time of great celebration, and the event often turns into a community fair with Outlanders coming from far and wide to take part.

Death While death is all too common for Outlanders, they never become cold to it. Each death is followed by a somber ceremony where everyone in the area gathers to give support to the survivors, presenting gifts to help the bereaved through the difficult time.

NAMES

Outlander names are generally simple affairs, easy to pronounce and easy to remember. They often consist of short, one-word names followed by an appellation based on something notable the Outlander has done or said. Appellations change occasionally if the Outlander has done something even more notable since the last time you met them. Married couples intertwine their names, sometimes exchanging names or combining appellations into something new.

Male Names Telly, Kurt, Duge, San, Bolb, Cail

Female Names Ana, Oby, Ell, Sary, Lolly, Tra

Appellation the Firemaker, Ankheg Head, Watersteps, the Hundredhunter

RELIGION

Outlanders are highly religious and see the work of the gods in everything around them. From a tree that falls near the house to a freak rainfall at midday, Outlanders are sure the Enaros are speaking to them through these events. Outlanders pray to the gods for just about anything, making elaborate offerings in the hopes of garnering divine favor. Clerics of all stripes are welcome, though they should expect to be asked for many small divinations throughout the day.

MAGIC

Outlanders would love to have access to magic, but normally it's beyond their reach. Outlander children don't have time to study it, few spellcasters care to venture into the wilds, and enchanted items are just too expensive.

SELENTHEAN

Selentheans are determined to forge a new path into the future. They have thrown off the shackles of tradition and are carving a better world out of the wilderness—both figuratively and literally. Not everyone is pleased by their disruptive new society, but with the backing of the wizards of the Silver Circle and the Selenthean Knights there are few outside of Selenthea who can stand in their way.

MANNER

Selentheans are notoriously informal in every aspect of their lives, something that regularly results in unintentional insult when dealing with people from other cultures. They are extremely proud of their innovations and are eager to show off what they've built. They're quick to point out flaws in the way others do things, while simultaneously explaining the

ADVENTURERS

The lives of most Outlanders are already adventures of a sort, so it is a relatively easy jump to an actual adventurer's life. Many are motivated by the struggles of their neighbors, taking up the blade to make the outlands safe.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

Marriage is such an important part of Outlander life that they go out of their way to play matchmaker for individuals who aren't married. This applies to strangers visiting their communities as well as locals. If a person expresses disinterest in marriage, it is assumed there is something wrong with them.

Outlanders enjoy bragging contests, but if they get too heated, they'll assemble for a competitive event known as a "make do," where contestants have a set of tools, a range of territory, and a declared amount of time to complete some task based on the contestants' skills. Sample tasks include foraging and cooking a dish from wild ingredients, trapping monsters, orienteering across dangerous land, or avoiding touching the ground for the duration of the make do.

OUTLANDER TRAITS

Languages Common (Outland)

Specializations Home environment (select one)

Equipment An Outlander outfit, a small knife, a water-skin, a leather pouch with a shoulder strap, and 5 cp

Wealth Die d4



clever new way they've devised to perform the same task. Selentheans are unashamed iconoclasts. Vigorously challenging ideas both new and old is a way of life.

APPEARANCE

Most Selentheans wear whatever they like, whenever they like. They choose their clothing for purely personal reasons

rather than the demands of society. Some may place a premium on comfort, wearing a loose fitting tunic and trousers all the time. Others dress to make a statement, sometimes abandoning practical considerations altogether. Still others focus on utility, choosing the right clothes for the job. Hair is worn loose and long for both men and women, although for practical purposes it might be pulled up under a hat or braided.





SELENTHEAN OVERVIEW

Geographic Origins Selenthea

Lineages Human, dwarf, fey, halfling, cheebat, newardin

Government Magocracy

Language Selenthean

Literacy Common

Patron Enaros Toletren, Modren

Virtues Creative, innovative, bold

Vices Iconoclastic, uninhibited

Values Ingenuity, creativity, knowledge, academia

Aversions Traditionalism, ignorance

Favored Cultures None

Avoided Cultures None

Public Opinion Exciting, but also strange and irreverent

LANGUAGE AND LITERACY

The academics and scholars that founded Selenthea spoke an academic dialect of the old Atlan language. This gives their speech an unexpectedly formal air in contrast with their casual lifestyles. One example is the tendency to over enunciate compared to the other languages descended from old Atlan.

Native Selentheans can all read and write, but there is a constant influx of new blood. The literacy of those who have recently adopted the culture is dependent on where they grew up. In either case there is an expectation that all citizens can read and write or will soon learn. Signage makes heavy use of words. Shops and other businesses may have written lists of products and prices. Books are commonplace, although the Dalelander mechanical printing press was only recently introduced, so the majority of books are still hand-written. The only scrolls in use are antiques.

ART AND MUSIC

Every Selenthean artist tries to push the boundaries of the old styles and forms. Some do so by portraying shocking subjects, others make use of unusual media, and still others employ techniques imported from distant lands combined with traditional methods from other cultures.

Selenthean music is filled with variety. One piece might call for a huge ensemble with choral accompaniment while another is for solo voice. The variations are endless and the whims of the audience change by the day. The only thing constant is the public's demand for innovation.

FOOD AND DRINK

Selenthean chefs are known for their exotic and often whimsical recipes, especially when it comes to preparing wild game. For many of these chefs, they love the challenge of finding ways to prepare something no one has considered eating before. Wines from the Dalelands are a favorite in the city, although there are a number of fine breweries making good local ales popular in the countryside.

HOMES

Selentheans like to decorate with curiosities. Artifacts from ancient fey ruins, unusual art pieces from distant lands, and other oddities are sought after as ornaments. As in all things, Selenthean homes are casual places. Rarely do they feature formal dining rooms or carefully groomed courtyards. One is more likely to end up around the table in the kitchen, even in wealthy homes, than in the actual sitting room.

VIRTUES

The drive to improve on the past and pursue novel ideas inspires Selentheans to be deeply creative. That creativity is encouraged in all aspects of life, from work to religion to education. The constant influx of new things means people from all walks of life are unafraid of innovation, having grown used to the constant state of change. It takes very little prodding to get a Selenthean to pursue a new idea, no matter how outrageous it might seem.

VICES

The Selenthean desire to break free of the past slips into iconoclasm at times. Selentheans can be rude or dismissive when it comes to the deeply loved traditions of other cultures. As part of their creative culture, they are also accustomed to pushing forward new ideas. Sometimes they do this at the expense of learning from the past, and, as in any drive to innovate, many ideas fail.

VALUES

Selentheans hold creative individuals and those able to come up with new and better ways of doing things in high regard. These individuals are typically successful and well-respected in Selenthean society. Selentheans also value academic thought and the pursuit of knowledge, an outgrowth of the original founders' academic backgrounds and the influence of the Silver Circle and its associated college.

AVERSIONS

Selentheans avoid traditionalism, seeing the ways of the past as a mire in which the mind becomes stuck and from which

it cannot escape. They are annoyed by ignorance, seeing it as a personal failing by the individual to take the time to educate themselves.

RIGHTS AND RESPONSIBILITIES

Every Selenthean has a right to an education. Wealth or power might ensure that one person gets a better education than another, but every person is entitled to better themselves through learning. As part of this right, every Selenthean receives unfettered access to the libraries of Toletren, and the Silver Circle runs free schools throughout the region.

Selenthans may be called to serve on special advisory councils by their leaders. Those with expertise in a topic are expected to share that expertise for the betterment of the community. It is a criminal offense to refuse a summons to an advisory council.

CUSTOMS

Birth Handmade items for use in a child's adult life, from tools to insightful poems, are appropriate gifts for a Selenthean newborn. These items are placed in a trunk and stored until the child reaches majority.

Majority All of the family's friends and relatives attend a special party for the child when they come into their adulthood. At the celebration, the trunk that was filled when the child was born is brought out and opened.

Marriage Dancing, singing, and heavy drinking are the hallmarks of a good Selenthean wedding. A ceremony of the couple's choosing may be performed, but the focus is on the celebration rather than the ceremony. Note that not all young Selenthans are interested in marriage, seeing it as an outmoded concept that is more restrictive than useful.

Death When a person dies, their loved ones gather for a full day to share memories. These are not always good memories, and Selenthans fully expect their legacy to be appropriately challenged (and defended) by those they've left behind. The body itself is cremated as soon after death as possible. Ideally, the ashes are scattered in the sea.

NAMES

Selenthans have no strict rules on naming. Naming practices from every culture are found along with a number of new creative traditions, such as allowing a person to change their name at any point in their lives. For the practical purpose of keeping track of who is who, however, a first name given

by one's parents followed by a family name is still relatively commonplace.

Male Names Aelinar, Corsos, Corlis, Darvos, Joachim, Kynus, Rainin, Tevis, Ulmor, Melchim

Female Names Alia, Laril, Dorma, Vellea, Ania, Unyl, Malia, Cressi, Talay, Medeyl

Family Names Aranare, Duripi, Kikeru, Rusa, Yisharu

RELIGION

Toletren is the patron of the Selenthean people. Selenthans love to discover new knowledge, and they see Toletren as their guiding star. Offering a book to one of Toletren's libraries is the appropriate way to ask Toletren for aid.

MAGIC

In a society ruled by mages, magic is an everyday part of life. For the typical Selenthean, magic holds little mystery, and its benefits are taken for granted. Enchanted items are common in both personal and public life.

ADVENTURERS

Selenthea was founded by people who abandoned the safety of their homes and set out to explore new horizons. It's no surprise then that adventurers are common among Selenthans. There is also the city's close proximity of the Ellien Wilds and the ruins, treasures, and secrets it contains. The lost secrets of the past are fantastic fodder for those looking for inspiration, and the draw of the wilds is one many succumb to.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

Every year during mid-summer, Selenthans hold the Festival of the Magi. It is a week-long event marked by parades in which the citizenry dress in comical costumes that mock the elaborate robes worn by the mages who govern Selenthea. The joke is all in good fun and the Silver Circle cheerfully embraces this annual roast.

SELENTHAN TRAITS

Languages Selenthean

Specializations Everyday magic

Equipment A Selenthean outfit, an enchanted bauble, and 15 sp

Wealth Die d6

VALORIAN

Personal power, security, and survival are the focus of a Valorian's life. There is no sense of civic responsibility outside of what directly helps to improve one's own circumstances. Some challenges require allegiances and assistance, but a Valorian always keeps their very personal end goal in mind. They're not out to change the world or even their homeland. They just want to live as comfortably and safely as they can for another day.

MANNER

Valorians come from a land where lies are more common than truth, making them deeply distrustful. They are habitually suspicious of others' motives, and only give their trust if they have some way to ensure the other party will not wrong them. They regularly push for oaths, pledges, and collateral from others for even the smallest things.

APPEARANCE

The common Valorian wears scant clothing. At most, men and women don a sleeveless tunic that hangs down just above the knees and is bound at the waist with a belt. Sandals are the typical footwear. Even wealthy citizens wear this clothing, although theirs is made from fine silks and decorated with gold and silver embroidery. Men wear their hair cut close to the head and women wear theirs in tight curls. Facial hair is considered uncivilized. Women highlight their features, both facial and otherwise, with elaborate applications of makeup.

LANGUAGE AND LITERACY

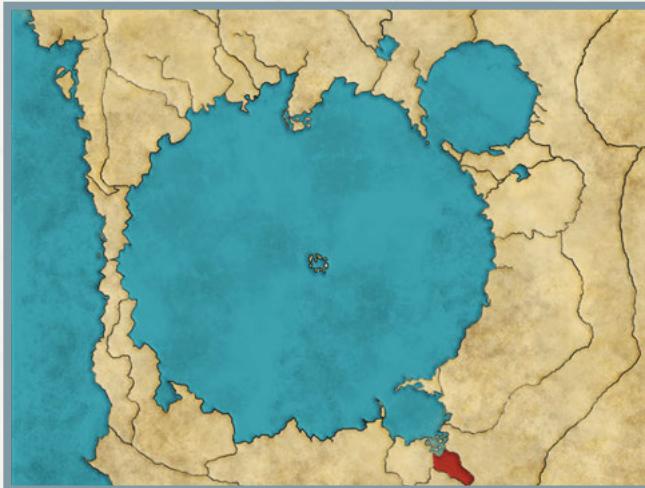
The Valorians speak a language derived from old Atlan heavily influenced by the Stonegate dialect of the Dwarven language. Valorian is spoken quickly and makes heavy use of abbreviations and short slang terms. Most notable is the almost complete absence of a trailing "g" in words ending in -ing sound. They also have a tendency to roll their "r"s.

Very few Valorians learn to read. Only the wealthiest citizens, the clergy, and those who require the skill for their work can read or write. Even then, literacy isn't a certainty. Signage is almost all visual and criers announce the news, offers of work, and other important public announcements. Books and scrolls are rare among common people.

ART AND MUSIC

Statuary, intricately carved stonework, and murals are the preferred art forms among Valorians. Lighter, more portable types of artwork are less popular due to the chance of theft.

Valorians enjoy the music of the ebar, a stringed instru-



ment played with a bow that has a unique metallic sound. Ebar songs are often accompanied by chanted poetry. The topics of these songs are almost always the joys of passionate, physical love interrupted by a double cross of some kind and then resolved by an act of vengeance.

FOOD AND DRINK

Valorian dishes are heavily spiced and salted. The flavors require a fair amount of acclimation for the uninitiated to truly appreciate. Seafood is the primary ingredient, combined with a variety of aquatic plants that are grown in the rich coastal waters. The most popular beverages are the locally vinted sweet wines that are made from mixtures of fruit juice. The makers of these wines carefully guard the exact composition of their custom concoctions.

HOMES

Valorians build their homes from stone if they can afford to, or from mud bricks if they cannot. Stone buildings are decorated with artful carvings and elaborate wall paintings. Builders of mud brick buildings press patterns into the drying mud during construction to create the impression of a carved surface. Furniture fills the rooms of Valorian homes and patterned rugs cover all the floors.

VIRTUES

For Valorians, the world really is out to get them, and they've developed a variety of strategies to help ensure their survival. Chief among these is an excess of caution. Valorians are always on the lookout for trouble, and they learn early on how to spot a threat, physical or otherwise. They also learn ways to get out of trouble once they're in it, primarily through the application of clever, unexpected solutions.

VICES

Early in life, Valorians learn to look out for themselves. They don't put a lot of value on telling the truth, since doing so is likely to put them at a disadvantage. These two vices are part of why strictly enforced loyalty pledges are so important in Valorian society. It's fair to say that few Valorians like living this way, but they gave up on any hope of changing things long ago.



VALUES

In a land filled with threats, Valorians value physical security above all other things. They also value the servitude and pledged loyalty of others. The number of people that have pledged service to a person determines their standing in society.

AVERSIONS

Valorians dislike it when people strictly follow rules and laws. Laws should always be open to interpretation, and they should leave room for exceptions. Pledge and oath breakers are hated and are dealt with in the strictest fashion.

RIGHTS AND RESPONSIBILITIES

Any enslaved Valorian can earn their freedom in the arena. Once they've earned that freedom, no person can ever take it from them again for any reason.

Valorians are expected to fully uphold and fulfill any and all pledges they make. Unhappiness with the terms at a later time, missing an important detail, or simply deciding the pledge is no longer advantageous are not valid excuses for breaking a pledge. Punishments for breaking a formal pledge are severe, including enslavement or execution.

CUSTOMS

Birth At the birth of a child, all those who have pledged themselves to the parents present the child with a gift.

Majority When a child reaches majority they symbolically pledge themselves to their parents. This first pledge is already inherent in the parent-child relationship, but the legal act of performing the pledge represents the adult responsibility every Valorian has to their patrons.

Marriage Valorian marriages are performed in the center of the neighborhood where all can witness the exchange. This gives any who have objections to the impending union a chance to voice them and ensures ample witnesses to any vows that are made. It isn't uncommon for a duel to precede a wedding when an outside party contests the marriage.

Death The dead are interred above ground in mausoleums. These structures are clustered in "cities of the dead" located on a main road just outside of town.

NAMES

Valorians have two names. The first is their given name, given at birth by their parents. The second is their father's family name. It is also customary to include the family name of one's primary patron in the full formal name, preceded by

VALORIAN OVERVIEW

Geographic Origins	Port Vale
Lineages	Human, cheebat, scytha, dwarf
Government	Kleptocracy
Language	Valorian
Literacy	Uncommon
Patron Enaros	Zervas, Aelos
Virtues	Clever, cautious
Vices	Selfish, dishonest, apathetic
Values	Security, pledges of servitude
Aversions	Strict laws, pledge breakers
Favored Cultures	Warrener
Avoided Cultures	Agthorian
Public Opinion	Devious and unprincipled

the Atlan word, "doen." For example, Aelinar Duripi doen Yisharu.

Male Names Aelinar, Corsos, Corlis, Darvos, Joachim, Kynus, Rainin, Tevis, Ulmor, Melchim

Female Names Alia, Laril, Dorma, Vellea, Ania, Unyl, Malia, Cressi, Talay, Medeyl

Family Names Aranare, Duripi, Kikeru, Rusa, Yisharu

RELIGION

Valorians worship Zervas by making private offerings behind curtained shrines at the temple. These curtained shrines are sacred and no person may intrude on the penalty of Zervas's curse. They offer the only true privacy from spies a Valorian is likely to find in their homeland.

MAGIC

Valorians see magic as a commodity. Those who have it benefit from it, and those that don't will pay for it. Enchanted items bring top prices in Valorian bazaars. The desire for power over rivals, even if just to ensure one's personal safety, leads a dangerous number of Valorian arcane practitioners to explore dark magic as a means of gaining more power.

ADVENTURERS

The inherent danger of life in Port Vale makes the jump to the life of an adventurer an easier one than for individuals leading more secure lives. This is especially true for the enslaved, gladiators, and those cast out due to a real or perceived oath breaking. With nothing to lose, these individuals may find the life of an adventurer an improvement on their circumstances.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

Those blinded by nature or circumstance are considered holy by Valorians. It is said that Zevas sees through the eyes of the blind, and any action taken against a blind person is an action taken against Zevas. When making a particularly important pledge, a blind witness is often demanded so that Zevas himself might know of the promise and hopefully ensure it is carried out. Conversely, blind Valorians are often

avoided and excluded in day-to-day life since no one wants Zevas constantly watching them.

VALORIAN TRAITS

Languages Valorian

Specializations Criminal enterprises, urban environment

Equipment A Valorian outfit, a dagger, a wired purse, and 5 cp

Wealth Die d4

WARRENER

Warrener life is centered on a simple principle: if one is good, two are better. Getting more is the driving force behind every aspect of their lives. Competition is both expected and invigorating, and a rival's jealousy is a badge of honor. All is fair in this pursuit—just as long as you behave according to the rules of trade called the Cheebatan Codex. To a Warrener, this life is the ultimate path to satisfaction, both for themselves and their people as a whole.

MANNER

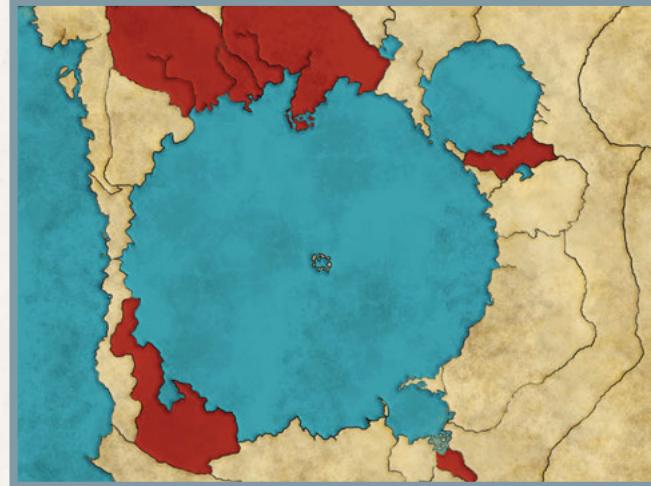
Warreners live at a breakneck pace that is dizzying to anyone not used to it. Everything is done quickly, ostentatiously, and with such over-dramatic flair it would make a Selenthean actor seem reserved by comparison. Most Warreners are honest, but even the most upstanding Warrener citizen sees no problem with benefiting from technicalities, misinformation, or omitting key facts. Fortunately for the Warreners, they are also good-natured, fun, and unswervingly loyal to their companions, which allows their associates to overlook or forgive most minor transgressions.

APPEARANCE

Warrener dress is designed to draw attention. It glitters, billows, shakes, and rattles and is adorned with as much ornamentation as it can support. Warrener hairstyles for women are just as outlandish as the clothing, while male warreners color their hair and slick it back with pungent perfumed oils.

LANGUAGE AND LITERACY

The creation of the Common language is credited to early cheebatan colonists. It is an amalgam of the Atlan, Dwarven, Halfling, and Cheebat languages and has evolved into the primary trade language of the Amethyst Sea basin. The Warrener dialect is distinctive not because of its pronunciation or unique words, but rather by its overly dramatic enunciation and exaggerated gesticulation.



Most Warreners learn to read and write. Careful record keeping is a vital part of Warrener life, and the inability to do so leaves one exposed during negotiations. Written signage is commonplace although only if the text can be made flamboyant enough. Many Warreners own books. Of notable popularity are Nanty Narkers, little books that fit easily into an inside cloak pocket that tell fanciful stories about adventurers, romance, and dramatized historical events.

ART AND MUSIC

If a work of art doesn't make you gasp, then a Warrener isn't interested. Warreners want shock value. The shock may come from any aspect, whether its expense or quality, the subject, or even the physical size. Sculpture is preferred since it tends to jump out at the viewer more than a simple painting on the wall.

Warreners love the music of the greeteen. This instrument creates a loud, blatting noise that rattles the listener's bones when played at its greatest volume. Greeteen songs make liberal use of dramatic runs designed to amaze the listener with the speed and precision of the performer. Ensemble greeteen pieces with excessive percussion accompaniment are popular in the theaters.



FOOD AND DRINK

Warrener recipes make heavy use of Zhamayen food spices. To those unaccustomed to the cuisine, the scent of Warrener food is nearly overpowering and most find the riot of flavors an acquired taste at best. Warrener drinks are complex concoctions using a variety of alcohols as well as fruit juices, milk, or any other odd liquid the Warrener barkeep can get their hands on.

HOMES

Warrener homes are as maze-like and hodge-podge in their design as the warrens. Rooms seem to appear out of nowhere, staircases are placed seemingly at random, and the decor changes every ten feet or so.

VIRTUES

Warreners love company and will welcome almost anyone into their social circle. They are friendly and outgoing, and they are generally cheerful. They don't fear or avoid other cultures, and will joyfully immerse themselves into new ways of life—especially if there is an opportunity for profit.

VICES

Unfortunately, the motivations behind many of a Warrener's most admirable traits is personal benefit. They truly are as friendly and welcoming as they seem, but their actions are never disentangled from their mercantile motivations. Warreners desire luxury, rich comforts, and finery and measure their personal worth by their ability to indulge. Once they have these things, they are equally opposed to giving them up. They tend to get deeply jealous if they think someone else has something better.

VALUES

A person's position on the social ladder combined with their wealth is the ultimate representation of a person's worth to a Warrener. As long as one follows the rules of the Codex, moral issues such as honesty and honor take a back seat to fame, wealth, and power when judging a person. Warreners also place value on people and things that stand out from the crowd. Again, the Warrener doesn't care why the thing stands out, just the fact that it does.

AVERSIONS

The thought of living in poverty is a horror to the typical Warrener. Warreners also distrust people who are reserved, believing they are either unintelligent or hiding something.



WARRENER OVERVIEW

Geographic Origin Any except the Deeplands

Lineages Cheebat

Government Plutocracy

Language (Dialect) Common (Warrener)

Literacy Common

Patron Enaros Zevas, Aelos

Virtues Friendly, welcoming, social

Vices Greedy, jealous, possessive, superficial

Values Wealth, social standing, business, ostentation

Aversions Poverty, reservedness

Favored Cultures None

Avoided Cultures None

Public Opinion Shrewd merchants, but noisy, rude, and obnoxious

RIGHTS AND RESPONSIBILITIES

Warreners hold to the idea that anything and everything is for sale and they have a right to buy it. For instance, they can't comprehend the problem with buying a judgement in a legal case, buying a position of authority, or buying literally anything else that they want. The one notable exception is people. Warreners hate slavery.

The Cheebatan Codex is a huge, complicated, and arcane set of rules and regulations that govern the proper means of conducting commerce. This holdover from the culture of the cheebatan homeworld is a fourteen volume collection written in old Cheebatan, and every Warrener is expected to obey it. Unlike its sister document, the Calliosan Compact, the Codex goes far beyond mercantile interactions. It includes rules for all types of transactions, whether they be business, social, or even romantic.

CUSTOMS

Birth When a Warrener birth nears, friends and family of the parents present extravagant gifts to the expectant couple. Traditionally, the parents are then expected to incorporate the name of the individual who presented the finest gift into the name of the newborn child.

Majority Upon majority every Warrener child begins a pre-arranged apprenticeship. They are expected to perfect their skills in the chosen trade, and failure to succeed is considered a sign of bad upbringing.

Marriage As one might expect, a Warrener wedding is a sight to behold thanks to its extravagance and drama. Families have been known to bankrupt themselves attempting to outdo friends, neighbors, and associates with the weddings they throw for their children.

Death When a Warrener dies, everyone they know takes the day off work and stands outside the deceased's home weeping as loudly as possible. To do less is a sign of disrespect.

NAMES

Parents choose a given name for children at birth, although relatives have been known to give extravagant "gifts" to influence name choice. Names are usually flamboyant, designed to draw attention and stand out. As a result, Warreners have no problem borrowing names from other cultures or making up completely new names to achieve the desired effect. Most Warreners also have a family name, but it is seldom used since their personal names tend to be unique.

Male Names Blezenalvingayeld, Fezelnaff, Vremmelzor, Gleemin'geldinar, Helzomyish, Vrenozerxk, Jestgomerzinbas, Beshvoniz, Zimedoraxx, Bizzelvize

Female Names Grezendevorma, Bechelie, Micalina, Veeshminocavee, Keevensa, Mimimdininda, Lissdrekindo, Jevdinfodingala, Fessenaba, Pleorinobelaneedo

RELIGION

Warreners love Zevas and construct elaborate personal shrines to him as well as ornate temples. Warrener prayer is more like a negotiation than a bequest for aid, with the penitent arguing the value of their offerings to Zevas in the same way that they'd sell wares in the market.

MAGIC

Warreners love magic and enchanted devices, only if they're loud, matic, and showy.



ADVENTURERS

Young Warreners in need of coin (and with nothing else to lose) may look to adventuring to help them accomplish their goals. Perhaps they have an expensive idea for a business no one will back, or maybe their past efforts have left them deep in debt. For these Warreners, adventuring might seem like a quick way to gain the wealth they need. Of course, for Warreners, adventuring just for sake of acquiring treasure is often reason enough.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

As one might expect, given its size and complexity, few Warreners truly know or follow every rule in the Codex. More often, Warreners use lines from the Codex to defend whatever action they've already taken. Opposing parties will pull out long forgotten edicts and badly worded rules to gain the upper-hand in a negotiation or disagreement. In a sense, it's a form of intellectual duel. Warreners especially like using the Codex as an excuse for their behaviors when operating outside of their own culture. "I'm sorry, friend, but you can't blame me. The Codex says..."

WARRENER TRAITS

Languages Common (Warrener) (L), Additional language of your choice (L)

Specializations Cheebatan Codex, Trade

Equipment A Warrener outfit, a vial of perfume, a *coin light*, and 15 sp

Wealth Die d8

WASTELANDER

Wastelanders seek to restore their homeland. They recognize that there is no way to achieve this by mortal means, so they are searching for a lost spell from the Age of Magic called the Aasyrssa. To find this spell, the Wastelanders send out *synaasyr*, meaning “seekers” to find it. Each year, the most talented and resilient among their people are trained, outfitted, and sent forth into the world in the hope that the spell can be found and their land returned to its former state.

MANNER

Wastelanders are passionate people who follow the pull of their hearts. They are gentle and kind, but when brought to anger, they exhibit a violent fury as powerful as a sandstorm. They trust instinct over logic and have a strong respect for nature. Wastelanders value peace, solitude, and natural beauty, and often take long walks alone in the wilderness. The deeply emotional nature of Wastelanders is part of what makes them unparalleled artists. Their creations are some of the finest in all the lands.

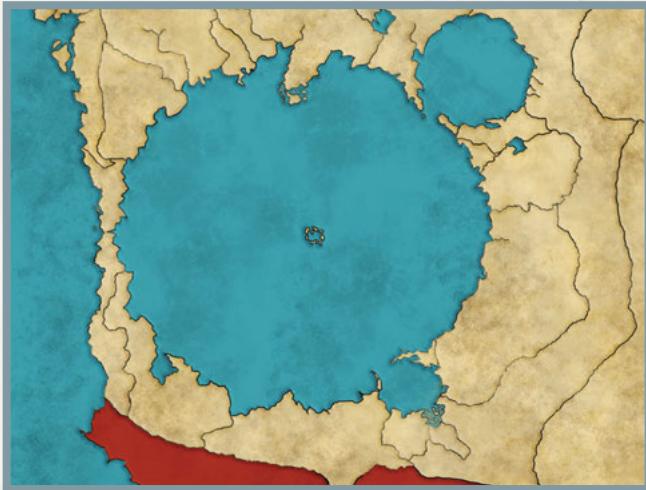
APPEARANCE

Wastlander dress is loose fitting and made from light colors that reflect the desert heat. Their tunics have large hoods that protect their faces and heads from both wind and sun. Elaborately wrapped linen bindings protect the legs, lower torso, and feet. There is no differentiation between male clothing and female clothing. In formal settings, Wastelanders wear clothing decorated with intricate embroidery. They also attach bits of reflective, colored glass to their formal clothing. The amount of glass is a sign of status, and the highest-ranking Wastelanders jingle as they walk. Scythaan Wastelanders will often tattoo mosaic-like patterns into their skin.

LANGUAGE AND LITERACY

The Scythaan language makes use of clicks, hisses, and other vocalizations unique to the scythaas' anatomy. It is nearly impossible for a non-scytha to learn to properly speak the language. Gesticulation, including the use of the tail, are an important part of the language, and are necessary to properly convey meaning. These motions are so important, that used without speech, they are an effective, if simple, sign language.

Very few Wastelanders learn to read. Their nomadic life-style doesn't lend itself to the transport of books and scrolls, making reading and writing of limited use in day-to-day life. Wastlander scholars, however, do learn to read and write and are highly respected. In particular, they are often



called upon to interpret writing found in and on the ruins of the ancient Scythaan cities lying just beneath the sands of the Wastes.

ART AND MUSIC

Wastelanders produce exquisite blown glass objects. Some items are functional, others are decorative, but all are works of incredible beauty. They are also excellent gold and silver smiths, working the precious metals into jewelry of the finest grade.

When it comes to music, Wastelanders prefer percussion instruments but play wind instruments as well. The combination of hide drums, bone xylophones, and the haunting drone of sandpipes, creates music unlike anything in the Amethyst Sea basin.

FOOD AND DRINK

Wastelanders are honor bound to prepare elaborate multi-course meals of roast mutton, rare nuts, exotic dried fruits, and other desert delicacies for visitors, but their normal meals are quite plain. On special occasions, wild game is thrown on the fire and roasted whole as a supplement to the Wastlander's usual diet.

HOMES

Wastelanders live in square tents designed to go up or down at a moment's notice. The tents have no furnishings, although carpets and cushions abound. Decorative glassware is brought out only for guests and special occasions.

VIRTUES

Wastelanders are an honorable people who always hold to their word once given. They are also deeply devoted to



their tribe and will sacrifice anything if the tribe is in need. Wastelanders believe that the truth is important, and they are cautious to avoid lies in any form—whether overt or implied.

VICES

Wastelanders hold others to the same high standards of honor that they hold themselves, and they react poorly to attacks on their honor. Violence can rage between tribes for decades over seemingly minor infractions of honor. Questioning a Wastlander's ability to protect his or her tribe is the gravest offense and is always resolved by ritual combat.

VALUES

Not surprisingly, Wastelanders hold great respect for people of honor and those that keep their word. They also place exceptional value on freedom. This even extends to the animals that serve them. The only time they will tie up or restrain an animal is if it is necessary to keep the creature safe. Wastelanders value their privacy as well. Although honesty is a virtue in the culture, they believe truth is something given, not owed. Silence is an acceptable answer to any question.

AVERSIONS

Wastelanders are aggressively opposed to the practice of slavery. They deal with slavers violently and without mercy and see those who partake in slavery in any fashion as the basest of individuals. They also react harshly to invasions of their privacy.

RIGHTS AND RESPONSIBILITIES

Every Wastlander has a right to keep their truth. Coercing, demanding, or otherwise pushing a person to reveal something is considered unacceptable behavior. Wastelanders may also call upon a right of food, shelter and water from any other person or tribe for one night. Even an enemy may ask this of their opponent, although this may be denied if fulfilling this duty would endanger the tribe.

Wastelanders have a duty to protect their tribe. This might come in the form of physical protection by fighting off violent threats to their people. This responsibility might also take the form of material care, in the form of food, water, coin, or medicine. One must never place oneself or one's own needs ahead of the good of the tribe.

CUSTOMS

Birth Wastlander births require an elaborate naming ceremony whereby the spirit of the child is contacted to determine its true name.



WASTELANDER OVERVIEW

Geographic Origins Scythaan Wastes

Lineages Scythaas

Government Tribal republics

Language (Dialect) Scythaan (Sand)

Literacy Uncommon

Patron Enaros Grethken, Vale

Virtues Honest, honorable, devoted

Vices Unforgiving, vengeful

Values Honor, freedom, privacy

Aversions Subjugation, intrusiveness, lies

Favored Cultures None

Avoided Cultures Valorian

Public Opinion Incomprehensible foreigners

Majority When a child reaches majority, the entire tribe joins them in a ritual where they are presented a ceremonial dagger. This blade remains with them their entire life and is only used to resolve matters of honor.

Marriage In Wastlander marriages, the parents take one quarter of everything they own and give it to the wedded couple. Not surprisingly, marriage order—and thus birth order—becomes very important in traditional Wastlander families.

Death The bodies of deceased Wastlanders are interred in caves. Whenever the family passes the cave, they stop and leave offerings of food and water in case the spirit hasn't reached Numos yet.

NAMES

Each Wastlander has three names. The first is their personal name, given at hatching (or at birth in the case of non-scythaas). The last is the family name.

The middle name is the most important, the spirit name. Wastelanders believe when an egg is laid (or while a person is gestating in its mother's womb), it is without a spirit. Only as the body inside develops is a spirit drawn into it. This may be a new spirit, but it is more likely a spirit that lived before and is returning to this world. Wastelanders believe every spirit has a true name. The true name is the name of the spirit itself, as opposed to names it is known by during its physical life.

A tribal mystic examines either the egg shortly before it hatches or the mother while she is in labor, and performs a

complex ceremony to determine the true name of the spirit that has inhabited the body inside. This becomes the spirit name of the Wastlander. This name is used only in religious and mystic ceremonies and is seldom known by anyone other than the Wastlander's immediate family and closest friends.

Male/Female Given Names Synish, Singh, Estok, Ozzard, Onynish, Sliysse, Unsal, Nijar, Ysnag, Desh

Family Names Dyynyshya, Eyenessya, Nystinya, Sysstyanir, Tyesskyna

Spirit Names Dyna, Cessa, Ohna, Tyanso, Ussa

RELIGION

Wastlanders worship Grethken and Vale by presenting them with offerings of food. These are left at the highest point in the area and prayers are intoned over the offering.

MAGIC

Magic is uncommon among Wastlanders, so spellcasters are respected for both their power and wisdom. Enchanted items are rare and greatly valued.



ADVENTURERS

Most of the Wastlander adventurers one is likely to encounter are *synaasyr*, the individuals charged with searching for the spell that will heal the Wastelands. The nomadic nature of Wastlander life, however, leads many to adopt unorthodox professions. The transition from nomad to wandering adventurer is a natural one, even if the Wastlander doesn't have some larger overarching goal.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

Wastlanders refuse to eat the meat of the *keeska*, a large, reptilian beast they use for transport and as pack animals. Tradition has it the *keeska* were the pets of Vale, and after Endroren turned the scythaan homeland into the Wastes, Vale gave the *keeska* to the Wastlanders to aid them.

WASTELANDER TRAITS

Languages Scythaan (Sand)

Specializations Desert environment

Equipment A Wastlander outfit, a ceremonial dagger, and three small gems worth 5 sp each

Wealth Die d4



CHAPTER FOUR

BACKGROUNDS

ALTHOUGH LORD DRAKEWYN DECLARED adventuring an honorable occupation, it's not exactly a profession. You don't sign up for adventurer school or train as a hero's apprentice—not at first, anyhow. More likely, you did something a bit more practical before you embraced the adventurer's life.

Your background represents that past life. It's a chapter of the story that defines who you are and helps to explain the way you think and your personality. It also serves as fodder for writing your backstory. Do you have friends from your

old life who might be available to help you out in a pinch? Did you make enemies that haven't forgotten you, even though you've moved on? Are there particular accomplishments, or perhaps failures, that stick with you to this day?

Aetaltis puts a lot of emphasis on the story your background tells, but in game terms, backgrounds are the same as in the standard Fifth Edition ruleset. The background you select adds features, proficiencies, and equipment that help round out your character. Any Fifth Edition compatible background will work fine in an Aetaltis campaign.

WHAT YOU WON'T FIND

There is one main difference in the way Aetaltis uses backgrounds compared to the standard Fifth Edition rules: we don't use the Personality Trait, Ideal, Bond, or Flaw. You're still welcome to use these as inspiration if the background you've selected includes them. In Aetaltis, however, the combination of a character's Culture, Background, and Calling should together provide enough inspiration to determine these characteristics.

BACKGROUND LISTING

The backgrounds found in this chapter are:

- **Acolyte of Lensae** A character who trained for a career in the clergy.
- **Arcane Apprentice** A student of the arcane arts expected to eventually become a wizard.
- **Healer** An individual trained as a non-magical healer.
- **Noble (Agthorian)** Those born into a noble family in Agthor.
- **Noble (Freefolk)** Those born into a noble family in the Free Kingdoms.
- **Sailor (Calliosan)** Seafarers who learned to ply the waves on Calliosan merchant vessels.
- **Shopkeeper** A character trained for a mercantile career.
- **Spice Cutter** Characters trained to work harvesting spices in the Zhamayen Jungle.
- **Spiritguide** Those who help the living and dead safely pass first to Numos and then Lensae.

READING THE ENTRIES

Backgrounds will include some or all of the following entries:

- **Name and Overview** The common name for someone from this background followed by a description of their life, skill sets, privileges, and responsibilities.
- **Prerequisites** Some backgrounds require a specific class or culture. Without these prerequisites, it's unlikely that you'd have this background.
- **Skill Proficiencies** Two skills in which your character has proficiency when making ability checks for them.
- **Tool Proficiencies** A set of tools with which your character has proficiency.
- **Specializations** Areas of specialized training your character received. When making an ability check related to your area of specialization, if you are using a skill you are proficient in you gain double your proficiency bonus.

- **Languages** One or more bonus languages and dialects your character can speak or read. Proficiency in a dialect allows you to more easily blend into that culture when needed.
- **Equipment** Equipment your character may start with, left over from their old career.
- **Wealth Die** The die added to the dice pool if you are rolling for starting wealth and buying equipment.
- **Features** Each background includes one to three features that grant additional abilities.

ACOLYTE OF LENSAE

An acolyte of Lensae is a person training for the Lensae priesthood. They are not full priests or priestesses yet, but the role of acolyte is the last step in their training. There is no formal amount of time one spends as an acolyte before ascension, but it typically lasts between five and ten years.

As an acolyte of Lensae, you were training to serve in a Temple of Lensae, one of the pantheonic temples where all Enaros are represented and worshiped. You studied the rituals and ceremonies of the temple, learned the ancient prayers, studied the Enaros and their avatars, and prepared for your eventual leadership role in the clergy.

Skill Proficiencies Insight, Religion

Languages Enooric (L)

Equipment A holy symbol of Lensae, a travel-sized Lensae prayer book, acolyte's robes, a portable altar, and 10 sp

Wealth Die d4

FEATURE: ORDAINED

You left your studies to pursue the life of an adventurer, but unless you were cast out of the temple you retain the right to perform all the lesser sacred ceremonies of the Enaros. You can lead penitents in prayer, perform sacrifices on behalf of others, and execute the lesser rites such as naming ceremonies and marriages.

FEATURE: SACRED SHELTER

An acolyte of Lensae in good standing with the clergy is granted a bed and meal at any temple upon request. This is limited only by the temple's ability to provide these boons, although even the poorest temples will attempt to fulfill their duty. In turn, an acolyte who wishes to retain their good standing is expected to use this right sparingly and only as needed.

ARCANE APPRENTICE

You studied the arcane arts as the apprentice of an experienced arcane spellcaster. Unlike students of the arcane who attend magical colleges, where the education is formal and academic, your training was hands-on and practical. You saw with your own eyes how magic impacts the world around us, discovered the secrets of how essence interacts with everyday objects, and learned to see magic through the eyes of an Aetaltan commoner.

Each arcane apprentice has a unique experience. Some study under amateur hedge mages—spellcasters unaffiliated with any circle or college who wander from town to town offering their services for a bit of food, a few pieces of silver, and a place to stay for the night. Other apprentices work with formally trained wizards who left academia behind—either by choice or by compulsion—and today conduct private research in remote towers.

Prerequisite Arcane spellcaster class

Skill Proficiencies Arcana, History

Specializations Magic theory

Languages You are literate in all languages you speak

Equipment Apprentice's hooded robe, spell component belt, 5 pieces of chalk, 5 wax candles, 10 sparksticks, and 10 sp

Wealth Die d6

FEATURE: MASTERED CANTRIP

You have mastered the casting of a single cantrip. This is the first spell your master taught you, and you have cast it so many times that today you can cast it without even thinking. Select one of your cantrips. You never need to make a spellcasting roll when casting that spell.

FEATURE: MASTERED SPELL

This spell was your teacher's favorite. They taught you a number of secret tricks and techniques that make it especially easy to cast this spell. Select one of your 1st level spells. Whenever you make a spellcasting roll to cast that spell, you gain advantage on the roll.

HEALER

As a healer you are skilled in the use of herbs, prayers, rituals, and talismans to treat simple injuries and to cure common illnesses. There aren't many small settlements lucky enough to have a cleric in residence, but every village has a healer. Many healers perform their craft in addition to some other occupation, not as their sole profession.

Most of your techniques are based on wisdom passed down through the generations. Your methods are a mix of superstition, religion, hedge magic, and science. As a result, sometimes your treatments help and sometimes they don't, but it's better than nothing when someone needs help.

Skill Proficiencies Medicine

Tool Proficiencies Healer's Kit

Equipment A healer's kit, a metal hand mirror, a robe, a plague mask, a potion of healing, five applications of your signature cure, and 10 sp

Wealth Die d4

FEATURE: WOUND CARE

During a short rest, you may provide basic care for your companions' wounds. A successful DC 15 Wisdom (Healer's Kit) check will heal 1d4 points of damage. You may only treat an individual once per short rest, but you may treat a number of different individuals during the short rest up to your Wisdom modifier (minimum of 1).

FEATURE: SIGNATURE CURE

You have a particular talisman, potion, or ritual you absolutely swear by for curing all manner of ills. Perhaps it's a stinking poultice you've seen cure everything from ulcers to burns, or maybe it's a particular talisman design that you're certain brings luck to everyone who wears one. You decide what your signature cure is, and it is up to the gamemaster to determine how real its effects are.

NOBLE (AGTHORIAN)

Born into Agthor's ruling class you grew up among the nobility. You enjoyed all the benefits of wealth and power, from always having enough to eat to receiving an exemplary education from the finest teachers. Yours was a life of wants, not of needs.

With these advantages came responsibility. You owed unwavering loyalty to the higher-ranking noble to whom your family pledged their allegiance. To those beneath you, you were expected to provide order, leadership, and security. You may have even been called to war by your lord or lady, forced to the battlefield for the good of the greater kingdom.

The question you must answer is, why did you leave this life behind? Did you fail to take your responsibilities seriously and found yourself cast out of Agthor's upper class? Or perhaps you were so far down the line of inheritance your future offered little more than comfort and duty.

Prerequisites Agthorian culture

Skill Proficiencies Animal Handling, Persuasion

Specializations Riding

Languages You are literate in all languages you can speak

Equipment An Agthorian noble's outfit, a cloak, a signet ring, wealthy leather riding gloves, and 25 sp

Wealth Die d10

FEATURE: DUTY

Members of the nobility have a number of duties and responsibilities. In all things you are held to a higher standard than the common people, and your punishments for breaking the law or even transgressing on social norms are more serious than for a person of lower birth. In addition, you are expected to answer the call to war and raise an army at your own expense if your liege commands.

FEATURE: FOREIGN DIGNITARY

When traveling outside of your homeland, you are a representative of a foreign power. Your actions reflect directly on your home country, and any behavior that reflects poorly on your country will be severely punished on your return. At the same time, your status may open doors among foreign nobles—assuming they are on good terms with your people.

FEATURE: HIGH PROFILE

From your mannerisms to your wealth, you stand out in a crowd. Lower class citizens of any culture will recognize you for what you are, and they are unlikely to forget you, whether you interacted with them directly or not.

FEATURE: RIGHT TO BEAR ARMS

As a member of the nobility, you have the right to own martial military gear and use them as you see fit anywhere in Agthor. This includes, but is not limited to, heavy armor, broadsword, and lance. You may purchase such equipment without special permission, and you may carry a sword in public at your pleasure.

FEATURE: VALUABLE HOSTAGE

An enemy that recognizes you as a member of the nobility will view you as a valuable hostage. Rather than attempting to kill you, they will want to capture you alive so they may ransom you back to your family. Unfortunately, this also makes you a prime target for bandits and kidnappers.

NOBLE (FREE KINGDOMS)

In your youth, one of your parents or an appointed guardian stood at a high tower window with you, pointed to the

surrounding countryside, and told you “Someday, all this will be yours.” Unlike most people in the Free Kingdoms, you were born with the hereditary right to land, power, and wealth. As a noble of the Free Kingdoms you are entitled to all the privilege of your class—but only if you and your family can hold onto it.

Perhaps you come from one of the founding families and enjoy a storied lineage of famous monarchs and victorious warriors. Or maybe your family boldly seized their noble destiny through war, marriage, or deceit in the more recent past, building a new kingdom up from nothing.

The reasons a Free Kingdoms noble might set out on the path to adventure are many and varied. Some wish to achieve glory through adventuring as a way to increase their standing back home or to prove that they are best suited to inherit their parents' power when the time comes. Others see adventuring as a way to develop the skills and talents needed to achieve victory in the wars that regularly ravage the countryside. Still others grew tired of the noble life and seek something more real than the lies and deceit of the courts.

Prerequisites Freefolk culture

Skill Proficiencies Animal Handling, Intimidation

Specializations Riding

Equipment A Freefolk noble's outfit, a cloak, a signet ring, wealthy leather gloves, and 15 sp

Wealth Die d8

FEATURE: FEALTY

You have pledged fealty to a higher-ranking noble. You hold your rank and holdings at their pleasure, and you are honor bound to obey their orders. It is expected that wherever you go, you defend their lands, their wealth, and their honor with your life if needed.

FEATURE: FOREIGN DIGNITARY

When traveling outside of your homeland, you are a representative of a foreign power. Your actions reflect directly on your home country, and any behavior that reflects poorly on your country will be severely punished on your return. At the same time, your status may open doors among foreign nobles—assuming they are on good terms with your people.

FEATURE: HIGH PROFILE

From your mannerisms to your wealth, you stand out in a crowd. Lower class citizens of any culture will recognize you for what you are, and they are unlikely to forget you, whether you interacted with them directly or not.

FEATURE: RIGHT TO BEAR ARMS

As a member of the nobility, you have the right to own martial military gear and use them as you see fit anywhere in the Free Kingdoms. This includes, but is not limited to, heavy armor, broadsword, and lance. You may purchase such equipment without special permission, and you may carry a sword in public at your pleasure.

FEATURE: RIGHT OF SATISFACTION

Honor is extremely important to the people of the Free Kingdoms, and a slight to the honor of a noble person or their family demands satisfaction. The aggrieved party may demand a specific type or amount of redress, although the offender may negotiate with the aggrieved party. The most notorious form of redress, and the default form of satisfaction if another resolution cannot be agreed upon, is to challenge the other party to a duel. Nobles of the Free Kingdoms are honor bound to participate in such a duel or risk an even greater loss of honor and standing.

SAILOR (CALLIOSAN)

Before you joined the ranks of Aetaltis's adventurers, you made your living plying the waves of the Amethyst Sea. In your youth, you signed up to serve as crew aboard one of the many merchant vessels sailing out of Callios. Perhaps your ship ran the coastline, moving goods between the city-states, or maybe you crewed one of the long-haul ships, following the clockwise current that runs round the Amethyst Sea.

As a sailor, you've met your share of unsavory scoundrels and hard-edged ne'er-do-wells. You've learned language as salty as the sea and experienced the many pleasures the world offers in more ports of call than you can count. At the same time, you know what it means to be part of a team, where every person looks out for every other, and you know when a team pulls together, they can accomplish anything.

Languages Ship's Signals (Flags and Lamp), Calliosan or Common (select one)

Skill Proficiencies Acrobatics, Athletics

Tool Proficiencies Sailing Ships

Specializations Nautical navigation

Equipment A sea chest, a sailor's outfit, a sailor's lantern, a bottle of Red Coral, a wood mess kit, a compass, and 5 sp
Wealth Die d4

FEATURE: SEA LEGS

You move about the decks of ships with ease. The rock and sway, even in stormy seas, don't impede you at all. You treat

the decks of ships as normal terrain, even if a rolling sea might make it difficult terrain for others.

SHOPKEEPER

Before your life as an adventurer, you were a humble shopkeeper. Each morning, you raised the shutters, swept the walk, and set out your wares in preparation for the daily rush of eager shoppers. You haggled and traded, weighed coins, stocked the shelves, and otherwise worked to turn a healthy profit selling your chosen products.

Over the years, you honed your ability to size up a customer at a glance, convince hesitant buyers to hand over their hard-earned silver, and make personal connections with people from all walks of life. You also mastered the ins and outs of owning a small business, as well as how to navigate the endless red tape of both guild and governmental bureaucracies.

Skill Proficiencies Insight, Persuasion

Specializations Appraisal, Haggle

Languages Common (L)

Equipment A merchant's outfit, a portable scale and weights, a wired purse, a hand cart, and 40 sp worth of trade goods

Wealth Die d6

FEATURE: NON-VERBAL TRADING

Over the course of your career, you ran into your share of shoppers who didn't speak your language. As a result, you've perfected the skill of trading with others, even if you do not speak their language. In simple trades with others whose language you don't speak, you can haggle as effectively as if you spoke and understood their language.

SPICE CUTTER

Unlike most people who take up the spice cutter's trade, you somehow escaped the life. Before the moment when you finally secured your freedom, you combed the foliage-choked floor of the Zhamayen Jungle searching for the blooms, roots, nuts, and fruit used to make the fabled Calliosan spices.

Most spice cutters are indentured servants of the spice trading companies that employ them. Your freedom from their control makes you a special case. Perhaps you showed the forethought to squirrel away every spare coin until you could buy your way free from their control. Or maybe you fled, leaving your masters, and your unpaid debt, behind.

There is also the question of what sort of spice you were harvesting. Did you harvest the well-known and highly

sought-after spices used by chefs around the Amethyst Sea to flavor their dishes? Or did you hunt for the other type of spices, the kinds in demand for their mind-altering effects that are illegal (or at least highly frowned upon) in most of the kingdoms in the Amethyst Sea basin?

Prerequisites Spicer culture

Skill Proficiencies Perception, Survival

Tool Proficiencies Spice Knife

Specializations Jungle environment, spice plants

Languages Calliosan (Spicer) or Common

Equipment A spicer's outfit, three tattoos, a pair of dice, and 5 sp

Wealth Die d4

FEATURE: SPICE TOLERANCE

Even if they harvest culinary spices, every spicer is exposed to the other variety. This exposure makes you more resistant to spice and alcohol. When making a Constitution saving throw to resist the negative effects of spice or alcohol, you have advantage.

FEATURE: SPICERS' BOND

Spicers form tight-knit bonds that are not easily broken. As far as other spicers are concerned, you are, and forever will be, a spicer. This means that you automatically have the trust and aid of other spicers you meet, something you may find useful as you travel to new lands where you know no one and have few friends. Of course, you owe the same in return to other spicers you meet.

FEATURE: SQUIRREL AWAY

To avoid losing your coin or to pocket some spice on the side, you learned a trick for squirreling away a tiny object on your person in a way that makes it extremely difficult to find. If you are stripped of your possessions, robbed, or searched you can make a Dexterity (Stealth) check as a reaction to stash a single tiny item on your person so it isn't found.

SPIRITGUIDE

As a spiritguide, you perform the last rites that guide spirits of the dead to Numos. Without the blessings and spiritual intervention of a spiritguide, a spirit might struggle to find its way to Numos, become lost during the journey, or worst of all, run afoul of a practitioner of dark magic. The spiritguide's rites also secure the body against being used to create undead.

Although spiritguides are instrumental in guiding spirits on to their eternal rest in the Halls of Lensae, you are not

part of a religious order. This is due to the prohibition on communion with spirits outside of one's immediate family by the lyceums. Although you do not actually commune with the spirit during the rite, the act of providing guidance to a spirit is murky territory and thus, is generally regarded as taboo among the clergy.

Skill Proficiencies Religion

Tool Proficiencies Spiritguide's Kit

Languages Enooric

Equipment A spiritguide's kit, a spiritguide's staff, 10 blocks of incense, a metal incense burner, a flask of holy water, and 20 sp

Wealth Die d4

FEATURE: RITE OF PASSAGE AND PURIFICATION

You perform the ancient Rite of Passage and Purification that guides spirits to their eternal rest and wards the body against being used to create undead. At least 20% of the deceased person's body is required to perform the rite properly. Less than this and any associated checks to perform the rite have disadvantage.

After the rite is performed, neither the body nor the spirit of the individual may be used to create a bound undead, although the body may be used to create an animated undead. It is impossible to raise or resurrect an individual who has had the rite performed on their body.

You may perform this action over the period of a short rest. You may perform the rite simultaneously on a number of dead individuals up to your Wisdom modifier (minimum of 1). At the end of the rite, you must succeed at a DC 10 Wisdom (Religion) check. If the check fails, it means something has already interfered with the spirit or spirits of the deceased. The rite fails and may not be attempted again.

FEATURE: LAST WISH

You may discover the last wish of a deceased person as long as the Rite of Passage and Purification has not been performed. You must concentrate uninterrupted for a full minute while in direct contact with the body of the deceased. At the end of that time, the gamemaster reveals the departed's last wish. The communication of the last wish is a one-way sharing of information presented in the form of visions and emotions. It is up to the gamemaster to determine how much detail is provided and whether the last wish has any relevance to you or your adventure.



CHAPTER FIVE

CALLINGS

YOUR CALLING IS WHAT MAKES YOU TICK. IT'S THE thing that gets you up and out of the bedroll in the morning, convinces you to charge headlong into Deepland halls filled with endrori, and inspires you to do it all again the next day. It is fundamental to who you are and why you're an adventurer.

For many characters, your calling is why you abandoned your trade. After years of study, you tossed it all away to try something that is objectively crazy. You likely shocked your friends and community, disappointed your parents, and left your teachers shaking their heads saying, "They had so much potential." Only a powerful calling will convince someone to do that.

Of course, how and when you found your calling remains up to you, as are the reactions of the people close to you. And you might not perfectly match the description of the calling you choose. Every character and every character's story are different. What is important is this: the moment your character embraced their calling was the beginning of their new life.

A REASON TO SAY YES

Your calling also serves a meta-game purpose. A well-written adventure has plenty of hooks to lure your character into participating. It's up to you to come up with a good story about why you're taking part in this particular quest.

During the game, use your calling to help you create reasonable stories about why your character will agree to whatever adventure the gamemaster has planned for you. It's no fun if, when the gamemaster presents the adventure, a player says, "My character wouldn't do that." You can use your calling to come up with creative reasons for your character to say, "I'm in!" to any cool story the gamemaster brings to the table.

CALLINGS LIST

In game terms, callings are similar to backgrounds. Each calling adds features, proficiencies, and equipment appropriate for someone with your passions and goals.

The callings found in this chapter are:

- ♦ **Burglar** You thrill to the challenge of liberating valuables from those less deserving than yourself.
- ♦ **Explorer** You need to know what lies through the next door, over the next hill, or beyond the horizon.
- ♦ **Guardian** Your world is in danger. You are the wall that stands between the people and the darkness.
- ♦ **Liberator** Retaking the Deeplands from the forces of evil is both your duty and your destiny.
- ♦ **Mercenary** All you want is good, honest work bashing people in the head for a fair wage.
- ♦ **Monster Hunter** Everyone has a talent. Yours just happens to be hunting monsters, and you love it.
- ♦ **Purifier** The world must be cleansed. Nothing else matters while darkness remains.
- ♦ **Scholar** The world is a book with infinite undiscovered stories, and you want to read them all.
- ♦ **Treasure Hunter** Nothing beats the thrill of rediscovering long lost ancient artifacts—except maybe selling them.

READING THE ENTRIES

Calling descriptions include the following information:

- ♦ **Summary** A short introduction to the calling.
- ♦ **Overview** This callout box provides a brief overview of the culture and its notable traits.
 - **Cultures** Cultures that tend to inspire individuals to follow this calling.
 - **Weapons** Weapons preferred by those who follow this calling.
 - **Armor** Armor preferred by those who follow this calling.
 - **Mounts** Types of mounts preferred by those who follow this calling.
 - **Memberships** Professional, guild, or fraternal memberships common for those of this calling.

- **Patron Enaros** The gods most commonly worshiped by those who follow this calling.
- **Values/Aversions** Ideas, things, and people followers of this calling tend to value or avoid.
- **Public Opinion** A generalized description of how members of the general public perceive individuals who follow this calling.
- **History** The story of the role followers of this calling have played in the history of Aetaltis.
- **Origins** The lives, experiences, and backgrounds that may lead one to follow this calling.
- **Training** The types and amount of training common for these individuals.
- **Equipment** Expanded information about the type of equipment and gear with which a person who follows this calling will typically outfit themselves.
- **Religion** The enaros one of this calling is likely to revere and the ways they may choose to worship.
- **Philosophy** The ideals, values, and goals that drive those who follow this calling.
- **Call to Adventure** Reasons a person who follows this calling might join an adventure.
- **Unusual Customs, Traditions, and Taboos** Curious traits and practices unique to those who follow this calling.
- **Traits** These are proficiencies, languages, and equipment a character who follows this calling starts the game with. These only appear if they apply to that particular calling.
 - **Membership** Opportunity for membership in a group or organization with all the rights and responsibilities this includes.
 - **Languages** Languages your character knows and the dialect they speak. An (L) means the followers of this calling are normally literate.
 - **Tool Proficiencies** Tool proficiencies your character starts with.
 - **Specializations** Skill or skills that are especially important for those who follow this calling. If a character is proficient with the skill, they gain double proficiency bonus when making ability checks within their focus.
 - **Equipment** If you're using the rules for basic starting equipment, a character who chooses this calling begins the game with the listed gear.
 - **Wealth Die** The die added to the dice pool if you are rolling for starting wealth and buying equipment.

BURGLAR

A burglar believes if someone has more than they need, why shouldn't the burglar have a bit of it? Using stealth, cunning, and skill the burglar pads their pockets at the expense of those wealthier than themselves. Unlike robbers, thieves, and bandits, who are known to steal from just about anyone, the burglar follows a strict code of honor that governs who they target.

HISTORY

As long as there has been wealth in the world, there have been thieves: unscrupulous individuals who would take what they want rather than work for it. Unfortunately, thievery requires a victim and for the moral pilferer this creates a dilemma. How is one to pursue the thieving arts without causing undue harm to those who are undeserving of such pain? Enter the burglar.

Burglars are thieves (although most burglars detest the moniker of thief) that steal according to a strict code of honor. This allows them to pursue their larcenous lifestyle while avoiding the troublesome guilt that comes from inflicting serious injury—physical or financial—on others. As a burglar, one is expected to steal only from those who can easily afford the loss of wealth and to always avoid causing serious injury or death over the course of executing their occupation.

Burglars are so dedicated to this moral code that following the lead of legitimate trade organizations, many of them have formed secretive burglars' guilds. The most famous of these is the Black Diamond Guild of Selenthea. It was originally formed to regulate the practice of the burglars' trade in the city: resolving professional disagreements, ensuring their code is followed by all practitioners, and helping to train future members of their organization.

BURGLAR OVERVIEW

Cultures Any

Weapons Dagger, shortsword, sap, hand crossbow

Armor Leather

Mounts None

Membership Burglars' guild

Patron Enaros, Aelos

Values Wealth, professionalism, danger, privacy

Aversions Mundane work, attention, judges

Public Opinion Criminals

ORIGINS

Most burglars grow up in poverty, constantly wanting but never having. Life gave them little hope of bettering their financial condition through legal means. At the same time, these weren't bad people. They didn't want to hurt anyone. They just wished for a better life—specifically, one with more money in it.

TRAINING

Some burglars learn as they go, hoping to pick up the tricks of the trade fast enough not to get caught. In other cases, burglars enter into an apprenticeship with a more experienced follower of the calling or member of the local guild. The master is usually a friend, since only a friend would risk allying themselves with a novice whose mistakes could get them caught. There are rumors, however, that some of the larger guilds run burglar schools.

EQUIPMENT

Getting into difficult to reach places quickly and quietly are the keys to success in the burglars' trade. This is reflected in the gear they carry. Light armor, small weapons, ropes, hooks, and satchels are all standard equipment for burglars. Since most people lock up their valuables, a good set of lockpicks is also a necessity.

RELIGION

Burglars worship Zevas. To honor him, they'll sell an item they found particularly challenging to acquire, then donate half the proceeds to one of his temples. Burglars also respect Aelos, since the shadows of her night are one of their best allies.

PHILOSOPHY

Burglars will only steal from someone wealthier than they are, and never so much that it leaves the person without the means to survive. To do otherwise is to lower oneself to the level of bandits and common criminals. Burglars also avoid using violence against their targets, or their targets' servants, unless they have no choice. Even then, they only kill if they cannot incapacitate their opponent.

CALL TO ADVENTURE

Naturally, any adventure that involves stealing something from someone who can afford to lose it will get a burglar's attention. They may also join if the money is right, either in the form of payment, a reward, or a lost treasure. After all, it never hurts to build a bit of a nest egg to carry one

through the dry spells. Of course, a burglar may choose to join just to test their skills and build their legend.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

Burglars hate cats. The animosity stems from the legend of an infamous burglar named Roland Arilfore, who stole from a wizard that cursed him for his theft. Because of the curse, cats followed Roland everywhere he went. Within a few days, he could no longer ply his trade due to the feline menagerie that shadowed his every step. Some believe this curse was never lifted and it remains on all burglars to this day.

BURGLAR TRAITS

Memberships Burglars' guild (optional)

Specializations Climbing, Burglar's Etiquette

Equipment A burglar's outfit, a collapsible rod, and five calling cards

Wealth Die d8

EXPLORER

Wandering the open road, cutting through the waves on a mighty ship, or picking one's way through the ruins of a long forgotten elven city; only in settings such as these is an explorer truly alive. Explorers have an unquenchable need to know what lies beyond the next rise and won't rest until they've found out. Of almost equal importance is returning to tell the tale, for what good is discovery if the discoveries are not shared?

HISTORY

Countless catastrophes have plunged much of what was once known into mystery. Libraries burned, great centers of learning were destroyed, and keepers of ancient knowledge have passed on to Lensae. Tantalizing tidbits remain, but many ancient secrets, powerful artifacts, and locations of important places are lost to us.

Over the past century, a class of daring individuals has appeared. These bold souls have set out into the world to find that which was lost. These are the explorers.

Shortly after exploration began in earnest, some explorers formed organizations to support their efforts. These explorers' leagues established headquarters to serve as bases of operations from which they could mount future expeditions. Over the years, the leagues have become treasure troves of unusual ephemera brought back by the explorers. They are also storehouses of knowledge, as well as a place for retired explorers to swap stories with friends about their past glories.

ORIGINS

Many explorers come from wealthy families, since travel purely for exploration's sake is a luxury few can afford.

Some less privileged explorers do find success, although it is a much more difficult road for them, particularly when they are starting out.

TRAINING

Skill in letters is a must for any explorer, since recording and mapping what they've discovered is half of what they do. Other than this, most explorers learn what they need to as they go. The whole point of exploring is finding the unknown, and until one finds it there is no telling what skills may be needed.

EQUIPMENT

Besides standard traveling gear, an explorer needs a good supply of writing materials. Ink, parchment, paper, quills, scroll cases, and similar tools allow them to record what they discover so they can share it with the world when they return.

RELIGION

Larayil, the enaros said to protect travelers, is the patron of explorers. Explorers entreat her to bless their expeditions before they set out, and they make sizable financial donations to either her temple or to a local wayhouse. They also have great respect for Toletren, divinity of knowledge, and will often present copies of their records to the temple libraries as offerings.

PHILOSOPHY

Explorers are constantly on the move. They grow quickly bored with mundane routine and the familiarity of known lands. Many a hopeful lover has tried to settle an explorer,

EXPLORER OVERVIEW

Cultures Any

Weapons Any

Armor Any

Mounts Pack animal

Memberships Explorer's league

Patron Enaros Larayil, Toletren

Values Discovery, history, knowledge

Aversions Routine

Public Opinion Exciting, fun, and fascinating

only to wake some morning to find their gear missing and nothing but an apologetic note to remember their beloved by.

CALL TO ADVENTURE

The chance to encounter strange creatures, walk among forgotten ruins, or lay eyes upon sights unseen for centuries? With opportunities such as these, how can an explorer not answer the call to adventure? Expeditions are also expensive, and adventures with the promise of wealth to fund future endeavors are difficult to turn down.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

Explorers mark the places they've explored with a personal sigil. This has a dual purpose. First, it identifies a place as explored which lets other explorers know the place is not a new discovery. Second, the sigils are a way of claiming the credit for discovering a place.

EXPLORER TRAITS

Memberships Explorers' league

Languages Common (L)

Tool Proficiencies Cartographer's Tools

Specializations Cartography, geography (one region)

Equipment A cartographer's kit, an explorer's league ring, and a map (vague, large)

Wealth Die d8

GUARDIAN

The Amethyst Sea basin is a land fraught with danger. Guardians are the self-appointed defenders of the land and its people. Whether hunting down marauding bandits or seeking to thwart the cruel depredations of the endrori, the guardian stands defiantly between these threats and the common people. For a guardian, this isn't a choice, but rather an imperative responsibility.

HISTORY

Traditionally, heroes rise from the ranks of mortals when faced with a specific threat. They become heroes by chance rather than choice and then fade into the background when their work is done. The guardian is a new class of hero: a hero by trade.

Spawned by the recent acceptance of adventurer as a valid profession, guardians consciously choose their path, rather than falling into it when necessity demands. They actively and regularly seek out opportunities to help others. Some

wander the countryside, going where they are needed. Others are dedicated protectors of a chosen people or place.

ORIGINS

Guardians come from many economic and social backgrounds. Usually they've suffered some manner of injustice or pain in their lives and have taken up the mantle of guardian to protect others from experiencing the same ill fortune. Some are still haunted by these tragedies, but rather than letting the pain destroy them, they've honed it into a blade to use against their enemies.

TRAINING

The role of the guardian has more to do with ethos and values than a particular set of skills. No skill is more important than another, and there isn't any specific training for the calling. The drive must come from within, and no amount of education can provide this inspiration.

EQUIPMENT

The gear of a guardian is limited to only what they require. Guardians have little interest in ostentation or ornament. They supply themselves with only what they cannot do without, and the rest is given to those in need.

RELIGION

Guardians are devout followers of Alantra, the divinity of protection. When going into battle to defend the weak and innocent, the guardian makes an offering of eggs and unshelled nuts, symbols of natural protection.

PHILOSOPHY

Guardians live for a single purpose: to aid those in need. Many travel from village to village, following rumors of trouble and waging a continuous war against evil. Battles

GUARDIAN OVERVIEW

Cultures Agthorian, Dalelander, Maladoran

Weapons Any martial weapons

Armor Heavy armor, shield

Mounts Any

Memberships None

Patron Enaros Alantra

Values Kindness, honesty, mercy

Aversions Greed, selfishness, oppression, cruelty

Public Opinion Respected heroes

are chosen carefully, focusing on conflicts that have a direct benefit to the people most requiring assistance. They are not swayed by gold or power and won't mire themselves in the petty conflicts of warlords, wizards, or even the holy lyceum.

Guardians give little or no thought to how they will personally benefit from their actions. They rarely accept payment for their aid, and even when they do, they take only what they need to survive. Guardians may acquire treasure during their adventures, but unless it will aid them in their fight, they are more likely to give it away to some poor village than to keep it for themselves.

CALL TO ADVENTURE

Is there evil afoot? Are dark creatures stalking the land? Does something vile threaten the good people of the countryside? If so, the guardian is ready to answer the call. Even simple exploration is a form of protection, since who knows what lies in the darkness if one does not shine a light upon it? Wealth, fame reward: none of these things are important to the guardian.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

With the exception of endrori and other creatures of darkness, guardians won't kill an enemy unless they have no other choice. They believe no one is beyond redemption if given the opportunity to better themselves. That is not to say they don't believe in punishment for crime, but for guardians, killing a foe ends all hope of future good and is simply not an option.

GUARDIAN TRAITS

Tool Proficiencies Healer's Kit

Specializations Heroes of the Amethyst Sea

Equipment A potion of healing, a holy symbol of Alantra, and a set of shackles and chain (medium)

Wealth Die d4

LIBERATOR

Liberators devote their lives to retaking the Deeplands from the endrori. They are filled with a righteous passion and revel in the seemingly impossible nature of their task. Armed with whatever weapons they can carry and an indomitable will, they plunge into the very heart of terror to regain what is rightfully theirs.

LIBERATOR OVERVIEW

Cultures Deeplander, Maladoran

Weapons Axe, hammer, heavy crossbow

Armor Chainmail or heavier

Mounts None

Memberships Liberators (Required)

Patron Enaros None

Values Courage, the Deeplands, determination

Aversions Cowards, gods, clerics, priests

Public Opinion Among Maladorans, respected heroes.

Among others, brave but slightly insane fanatics

HISTORY

Throughout the Age of Darkness, the dwarves of the Donarzheis Mountains fought to retain control of their Deepland homes. At the end of the Great War, when the Warders sealed the Deeplands to imprison the endrori, the Donarzheis dwarves refused to leave.

Of the handful of Donarzheis dwarves caught outside, the most driven vowed to fight their way back in and help their imprisoned brethren retake their homes, no matter the cost. This band of determined survivors became the first dwarven Liberators. Today, Liberators are found throughout the Amethyst Sea basin, but the majority still live around, on, and under the Donarzheis Mountains.

ORIGINS

Anyone may join the Liberators, but only a dwarf may earn the formal title. To do so, a dwarf must show complete dedication to the Liberators' cause and prove their worth in battle against the endrori. The initiate's background is unimportant to the Liberators. Upon gaining the title of Liberator, the dwarf is given a new name, and anything the dwarf was or did in the past is erased and never spoken of again.

TRAINING

All Liberator training is done in the field. They learn fighting skills by battling endrori, how to navigate by exploring Deepland halls, and how to survive by living day-to-day on the battlefield. Surviving long enough to earn the Liberator title is its own test of an initiate's worth.

EQUIPMENT

A Liberator requires tunneling tools, climbing gear, and a variety of light sources. Liberators may purchase their



TSVERG VS. DWARF

We use “dwarf” here to refer to the dwarf lineage, but no Liberator would ever use that word. Dwarf is the Common language name for their people. Liberators will only use the term “tsverg,” the name of their lineage in the old Dwarven—sorry, *Tsvergic*—language. Not only are they unrelenting when it comes to reminding people to use the name tsverg, they may even view the name “dwarf” as an insult.

own equipment, but as highly respected members of the dwarven community they are frequently outfitted through donations from wealthy dwarven merchants and nobles.

RELIGION

Most dwarves dislike the gods, but Liberators have a deep-seated hatred of them. Every time a Liberator finds the bones of a dwarf who fell fighting endrori in the Deeplands, it strengthens this animosity. They are scornful of those who worship the Enaros and will refuse direct aid from clerics—even if in desperate need.

PHILOSOPHY

The Liberators believe it is their destiny to retake the Deepland halls, and they have a number of prophecies that foretell this triumph. Most of the prophecies involve the return of the High King of the Donarzheis, a heroic figure who they believe will lead the Liberators to victory.

Despite the love they hold for their people and homeland, the Liberators are often frustrated by their own kind. While Liberators recognize the need for a surface support system to provide food and supplies, they believe that many dwarves have turned their backs on their heritage. They see these dwarves as having cravenly accepted the loss of their homeland. For this reason, when not fighting endrori, Liberators preach to the masses about the need to take up arms and return to the Deepland halls.

CALL TO ADVENTURE

Obviously any adventure involving the Deeplands will catch the interest of a Liberator. Another reason Liberators join adventures is to acquire wealth they can use to purchase supplies for their brothers and sisters fighting in the Deeplands. The hunt for magical devices that will aid in the Liberators’ fight is another reason to adventure. Some Liberators may even use adventuring as a means of honing their skills in preparation for some particularly difficult foray into an overrun Deepland hall.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

One of the first things the dwarves do when setting up a new Deepland colony is to establish a brewhead. This is a small brewery where they brew Deepland ale, a beverage that hovers somewhere between beer and stew. This beverage is the mainstay of the Liberators’ diet.

LIBERATOR TRAITS

Memberships Liberators

Languages Dwarven (Deep), Endrori

Tool Proficiencies Mining Tools

Specializations Deeplands

Equipment A rundlet of Deepland ale, five miner’s rations, three torches, and a set of mining tools

Wealth Die d4

MERCENARY

Pay a mercenary an honest wage and they’ll fight to their last breath for you. Lie to them or try to cheat them out of their gold and you’ll quickly find yourself at the other end of their sword. Mercenaries are in the business of war and they fight for coin. As long as the money keeps coming, they’ll keep fighting.

HISTORY

The calling of the mercenary is as old as war. Most are wandering warriors who travel alone, following rumors of battle from one kingdom to the next. Some join organized mercenary companies and train to fight as a single unit, selling the group’s services as a whole. Mercenary armies of this variety form the bulk of the armies in small kingdoms. The most famous of all mercenaries are the orogs from the time of the Alliance, an entire race whose society was based on the mercenary life.

ORIGINS

Mercenaries come from all levels of society. Some are peasants with a natural knack for fighting, while others are the half-children of noble lords with a fighter’s training but no hope of inheritance. There are some mercenaries, like the Knights of Selenthea, who are scrupulous and honorable, only joining a fight if they feel it is just. There are others who are little more than bands of criminals who profit from the horrors of war.



MERCENARY OVERVIEW

- Cultures** Freefolk, Icewalker
- Weapons** Any martial weapons
- Armor** Any medium to heavy armor
- Mounts** Warhorse
- Memberships** Mercenary company
- Patron** Enaros, Droth, Zevas
- Values** Combat, money, oaths
- Aversions** Oath breakers
- Public Opinion** Dangerous but useful

TRAINING

Some mercenary companies, such as the Knights of Selenthea, recruit and train their members. The recruits receive excellent equipment, the best training, and a regular wage. For the average mercenary, however, their training is on the battlefield. Those that survive earn their skills through blood and trial. Some already have experience when they join the profession. These are warriors who served in town guards, city militias, or defunct military units. With few skills useful in peacetime, the move to a mercenary's life is almost inevitable.

EQUIPMENT

The gear mercenaries carry depends on their specialty. If they are an archer, the mercenary will carry a longbow, arrows, and the tools needed to maintain their equipment. If they are a wizard, their weapons consist of their spellbook and staff. Normally, mercenaries are expected to provide everything they need, including the equipment to sustain them between battles. Tents, cooking equipment, and even medical supplies are the mercenary's personal responsibility.

RELIGION

War is the life and livelihood of the mercenary. This makes Droth the natural focus of their religious beliefs. When asking for Droth's blessings, a mercenary will leave a gold coin dipped in an enemy's blood on Droth's altar as an offering.

PHILOSOPHY

Whether filled with righteous passion for a cause, or simply the desire to get paid, one thing is true among mercenaries; when they commit to fight for an employer, they fulfill that commitment no matter what it takes. To do any less undermines their credibility and all but eliminates their chances of finding work in the future.

CALL TO ADVENTURE

The lure of gold will easily convince a mercenary to join an adventure. When there isn't a promise of pay, past oaths and personal honor are driving factors. Perhaps they owe a debt to another member of the party or they made a promise to a dead friend. If nothing else, acquiring a few notable achievements lets the mercenary raise their price in negotiations with future employers.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

Although mercenaries don't have any grand governing body, any mercenary that breaks an oath to an employer draws the combined ire of all others in their profession. A transgression by one mercenary undermines the legitimacy of all mercenaries, so lapses of duty are not tolerated. The guilty person or group is considered marked, and any mercenary that encounters them is honor bound to do everything in their power to take down the marked individual or organization.

MERCENARY TRAITS

- Membership** Mercenary company (optional)
- Specializations** Heraldry, military etiquette
- Equipment** A tin mess kit, a *potion of healing*, a trophy from your greatest battle, and five rations
- Wealth Die** d4

MONSTER HUNTER

Everyone needs to make a living, and the monster hunter discovered they could make a good one by killing monsters. The monster hunter's actions might help the locals or work to the political advantage of a region's leaders, but then again, they might not. As long as they get paid for their kills, they don't care.

HISTORY

In 411 AC, at the Declaration of Talimane, Lord Drakewyn of Agthor announced bounties on the heads of endrori and other monsters. Any person who presents a pair of endrori ears or similar evidence of a monstrous kill at an Agthorian military outpost is awarded the appropriate bounty in coin of the realm. The practice proved so successful in helping to curb local populations of monstrous creatures that other nations, including Selenthea, the Free Kingdoms, the Halfling Dalelands, and the city-states of Callios, soon followed suit.



MONSTER HUNTER OVERVIEW

Cultures Agthorian, Freefolk, Selenthean

Weapons Anything lethal

Armor Armor appropriate to their fighting style

Mounts Warhorse

Memberships None

Patron Enaros Zevas, Vale

Values Wealth, physical pleasures, the hunt

Aversions Working for free, disruptions

Public Opinion A necessary evil

ORIGINS

Monster hunters come from all walks of life. Some just wanted to do something more exciting than working on the family farm, while others seemed drawn to the calling by fate. For those trained in combat and little else, such as ex-soldiers or retired guardsmen, it is a logical choice. After all, their skill set isn't exactly suited to civilized society.

TRAINING

To date, there aren't any monster hunter schools or academies. Most monster hunters acquired their skills through their background or by learning as they go. One might apprentice under an experienced monster hunter, but even this is fairly uncommon since an apprentice just cuts into a monster hunter's profits.



EQUIPMENT

Anything that kills monsters or keeps the monster hunter alive has a place in their pack. When it comes to weapons, monster hunters don't waste good money on anything not designed to kill. As long as it leaves enough evidence behind to collect the bounty, any weapon will work. Steel traps are fairly popular since they can hold a monster until the monster hunter can come around to kill it.

RELIGION

Monster hunters call on Zevas or Vale to bless their hunts. They do so by sacrificing an endrori ear or another valuable monster part. If they are near a temple, they'll burn them in the temple's sacred fire while praying silently to themselves. If away from a temple, the ceremony is

the same except the sacrifice is burned in a small bronze bowl.

PHILOSOPHY

Monster hunters primarily kill monsters to make money. If it keeps villagers in the area safe or helps further some organization's cause, that's fine. Most monster hunters won't hang around when the supply of monsters is gone. That said, monster hunters do enjoy the thrill of the hunt. Some monster hunters are known to undertake hunts just for the challenge of it, even if they know there is little chance of a bounty.

CALL TO ADVENTURE

If you offer a monster hunter the opportunity to kill some monsters, they'll join the adventure. Of course, they'll



negotiate for parts of anything you kill as part of their share of the treasure in order to claim its bounty, but that's to be expected. Monster hunters are also lured by the prospect of fighting monsters they've never encountered or powerful or unusual specimens.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

Monster hunters are highly territorial. If control of an area is disputed, those involved in the disagreement arrange a hunt that starts at sunrise and goes until sunrise the next day. At the end of that period, whichever hunter has managed to assemble the most valuable collection of kills gets to stay and the other must leave.

MONSTER HUNTER TRAITS

Languages Endroric

Specializations Endrori, Monstrosities

Equipment A leghold trap (medium), an ear stringer, and a bronze bowl (small)

Wealth Die d4

PURIFIER

To a purifier, the endrori are more than a physical threat to the people of Aetaltis. Purifiers believe they are an infestation of pure evil corrupting the very fabric of the universe. Their goal is to destroy all the creations of Endroren—no matter the cost.

HISTORY

The first purifiers appeared in the Amethyst Sea basin around 300 AC in response to the first reports of the failing Deepland wards. The founders of the movement believed both the failing wards and the Cataclysm were signs of the Enaros's displeasure. Purifier interpretation of religious texts from the Age of Shadow convinced them the people of Aetaltis were being punished for failing to aggressively pursue the complete destruction of Endroren's creations.

There is no formal purifier organization, but one of the first purifiers wrote a book outlining what it means to be a purifier. The book is entitled the Tome of Purification. Scholars and scribes that joined the movement copied the book and distributed it throughout the Amethyst Sea basin. Today, thousands of devoted followers of the book's teachings stalk the region, hunting and eliminating the forces of Endroren wherever they are found.

ORIGINS

Some purifiers are ex-members of religious orders. These individuals were unhappy with the orders' refusal to actively support a proactive war against the endrori. Other purifiers are simply people who felt a call to arms against the creatures of darkness. Perhaps their family was killed during an endrori raid or they suffered in some similar manner at the hands of the Dark Hordes. Whatever the motivation, the drive to destroy the endrori is deeply rooted in the purifier's psyche.

TRAINING

A purifier's skills depend on their original occupation. Warriors, clerics, priests, farmers, and people of any other class or background may pursue the purifier's goals. Neophyte purifiers will often partner with a more experienced purifier who can teach them the skills they need to fight and survive in their war against the Dark Hordes, but self-taught purifiers are just as common.

EQUIPMENT

Most purifiers carry a holy symbol of their patron enaros, a portable shrine, and a copy of the Tome of Purification. The Tome is a religious text written by the now famous (or infamous depending on who you ask) purifier, Darinon Threll. The book is the guiding force in every purifier's life. It contains everything from prayers of purification and tips for wilderness survival, to dubious techniques for identifying a person who is suffering from a corrupted spirit.

RELIGION

To a purifier, religion is life and life is religion. Everything they do is to honor the Enaros. Any affront to their religious beliefs is met with pious fury.



PURIFIER OVERVIEW

Cultures Any except Deeplander or Maladoran

Weapons Spiked mace, flail

Armor Heavy armor

Mounts Warhorse

Memberships None

Patron Enaros A single enaros of the purifier's choosing

Values Piety, devotion, the Enaros

Aversions Endrori, vice, complacency

Public Opinion Dangerous fanatics



A ROLEPLAYING CHALLENGE

If you play a purifier exactly as written, you aren't a hero; you're the villain. It's important you approach your purifier as a zealot who is learning to temper their methods thanks to the positive influence of their companions.

Your purifier has learned to like and respect the heroes you are adventuring with. When you go to "forcibly requisition supplies from the locals" and everyone in the party gasps, your character should stop, take a beat, and look to them on how they would handle it. Your purifier may never be free of their calling, but their story is one of heroic transformation where they learn to stoke the fires of their calling tempered by an understanding that the end does not always justify the means.

PHILOSOPHY

Purifiers fight the endrori by any means necessary. If the purifier travels through a village in pursuit of a dark creature and their supplies are running low, they think nothing of requisitioning supplies from the local storehouses. They try to avoid any actions that harm innocents, but they're not afraid to do whatever is necessary to ensure evil is destroyed. "Better safe than sorry," is a way of life for purifiers.

CALL TO ADVENTURE

Evil is everywhere. Every call to adventure is an opportunity to root it out and eliminate Endroren's corruption. If no evil is found, it is a blessing, but the roots of corruption run deep. It is always better to join the adventure and find nothing than to ignore the call and risk allowing the darkness to spread.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

Purifiers refuse to drink alcohol. To dull one's senses is to give an advantage to the endrori. To give the endrori an advantage is as good as being in league with them. To place oneself in league with the endrori is the ultimate sin against the Enaros and is punishable in only one way.

PURIFIER TRAITS

Languages Enooric (L)

Specializations Endrori, Tome of Purification

Equipment A travel-sized copy of the Tome of Purification, a holy symbol, and a portable altar

Wealth Die d4

SCHOLAR

Like a predator stalking its prey, the scholar hunts knowledge with single-minded determination. Their curiosity knows no bounds and they will risk life and limb to acquire new information. Everything they learn is carefully recorded in thick tomes before they set out once again in search of their illusive quarry.

HISTORY

The adventuring scholar came into their own in the years following the Declaration of Talimane. When Lord Drakewyn declared adventuring as a respectable occupation, many reputable folk joined the ranks of adventurers. With this influx of honorable heroes, scholars saw an opportunity to partner with trustworthy companions to uncover the lost knowledge of the past. Those scholars with the courage and desire traded their quills for swords and set out in search of hidden lore.

ORIGINS

All scholars have a formal education, either from a college of letters, private tutors, or through a similar institution of higher learning. This sort of education doesn't come cheap, and the majority of scholars are from wealthy families who had the means to fund their instruction. Either that, or they're dead broke from paying for their schooling.

TRAINING

Scholars need training in some sort of academics. They typically specialize in a particular field, such as the study of plants or the history of a specific region. Of equal value to the adventuring scholar are practical skills, such as hunting, self-defense, and riding. After all, adventuring scholars don't hunt the shelves of dusty libraries for knowledge; they delve into long forgotten Deepland halls, explore the essence saturated ruins of the old Alliance cities, and set off for other equally dangerous destinations. Without practical survival skills the scholar won't make it very far.

EQUIPMENT

Scholars carry all the gear a well-outfitted traveler requires. They also carry a supply of quills, paper, ink, and other implements of their trade. These tools make up the majority of the scholar's equipment, and they carry many extras of each. These supplies are vital, since even if they find a settlement in the uncharted regions they explore, it is unlikely those backwater communities will have the scholarly utensils they require.



SCHOLAR OVERVIEW

Cultures	Agthorian, Selenthean
Weapons	Shortblades, light crossbow
Armor	Any light armor
Mounts	Swift riding horse
Memberships	Academic society, college, or university
Patron	Enaros Toletren, Larayil
Values	Knowledge, scholars, education, books
Aversions	Ignorance, secrecy
Public Opinion	Impractical but intelligent

RELIGION

Scholars worship Toletren, Lord of Knowledge. When entreating him for aid, they will spend hours, days, or sometimes weeks, hand copying a text. This ritually-prepared text is then taken to the temple of Toletren or set in a bronze bowl before a personal altar if no temple is available, and burned while intoning the entreaty. Scholars also value the guidance of Larayil, divinity of travel.

PHILOSOPHY

To a scholar, knowledge is more valuable than all the gold in the Amethyst Sea basin. They will go to extreme lengths to secure knowledge. For particularly rare or important pieces of information, they will give up almost anything to acquire it.

While they dislike ignorance, scholars do not attempt to force their knowledge on others, but they never hesitate to share what they know if asked. In fact, they relish any opportunity to educate.

CALL TO ADVENTURE

The world is filled with wonders and mysteries unsolved. Almost any call to adventure is an opportunity to study and learn. True, some adventures offer more opportunities than others, but one never knows where the greatest treasures lie. Every adventure is a doorway for those of a curious mind.

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

Breaking a quill is considered a bad omen to scholars. If a quill breaks while writing, they search the text they were working on for clues regarding the nature of the omen. They may even take the page to a temple and have a priest examine it to determine the reason for the sign.

SCHOLAR TRAITS

Memberships	Academic
Languages	One ancient or dead language (L)
Specializations	One scholarly area of study (history, nature, beasts, etc.), academia etiquette, research
Equipment	A traveling writing kit, a blank book, and a travel-sized reference book of common lore related to your area of study
Wealth	Die d4

TREASURE HUNTER

Over the centuries, disasters of every kind have rocked the Amethyst Sea basin. Too often, the victims of these disasters were forced to flee with little or no notice, leaving behind everything they owned. Treasure hunters are adventurers that track down this abandoned wealth for fortune, glory, or the sheer challenge of the hunt. They'll take wild risks on the mere chance that they'll uncover a forgotten horde of ancient treasure.

HISTORY

For years, the dangers of treasure hunting in the Amethyst Sea basin outweighed the potential returns. With the rise of adventuring as a respected occupation, however, trained and well-armed warriors are making regular delves into the Deeplands and other ruins. Today, all a potential treasure hunter must do is attach themselves to one of these adventuring parties and they gain the means to pursue their goals with a level of (relative) safety never available before. In exchange for the physical protection the party provides, the treasure hunter brings knowledge of little-known legends, expertise in identifying artifacts, and a plethora of other scholarly skills necessary in their trade and useful to adventurers.

ORIGINS

If they hope for success, a treasure hunter needs a quality education in history, appraisal, languages, cartography, and similar areas of scholarly knowledge. Good schooling is expensive, however, so the majority of treasure hunters come from wealthy backgrounds (or are deep in debt). It's not impossible to learn in the field, but it is far more difficult than gaining one's knowledge through a formal education.

TRAINING

In addition to their scholarly education, treasure hunters must learn a variety of physical skills. A single quest might require trekking for miles through the wilderness, swimming across raging rivers, and then climbing the sheer walls of a half-collapsed tower. If the treasure hunter cannot overcome these challenges, they'll never reach the prize, making all their vaunted knowledge little more than extra baggage.

EQUIPMENT

Treasure hunters are habitual collectors. At any one time they are likely carrying three or four old maps, a fist-full of scrolls describing legends about ancient kingdoms, an old book in an undeciphered language, and a variety of other trinkets picked up and pocketed along the way.

RELIGION

Larayil, divinity of physical beauty and travel, is the patron of treasure hunters. When entreating her for aid, a treasure hunter offers a miniature chest made of solid gold at one of her temples. The size of the chest varies according to how badly the treasure hunter wishes her to hear their plea and on the extravagance of the request. Zervas, as the divinity of commerce, is also important to treasure hunters due to his dominion over financial transactions.

PHILOSOPHY

Despite their love of wealth, treasure hunters have great respect for the items they recover. They wax poetic when thinking about who might have created the object, how it was put to use, and the events it may have witnessed. They also have an eye for beauty, finding artistry even in their most mundane discoveries.

TREASURE HUNTER OVERVIEW

Cultures	Calliosan, Valorian, Selenthean
Weapons	Light blades, crossbows
Armor	Any light armor
Mounts	Strong pack animals
Memberships	None
Patron	Enaros Larayil, Zervas
Values	Treasures, antiquities, maps, glory
Aversions	Failure, quitting, anonymity
Public Opinion	Greedy but exciting

CALL TO ADVENTURE

If an adventure involves exploring ruins or clambering about in long-sealed Deepland halls, treasure hunters are quick to answer the call to adventure. More mundane adventures are also likely to catch their eye. Due to the long and complicated history of the region, even an adventure in a heavily populated, well-known land has the potential to uncover ancient secrets and forgotten artifacts. It never hurts to take a look!

UNUSUAL CUSTOMS, TRADITIONS, AND TABOOS

Treasure hunters may refuse to sell their finds if they don't think the buyer appreciates the object. They'll even go so far as to sell the item for far less money rather than give it to someone who sees it as nothing more than a showpiece or a means of generating more income. There is even a well-known fable about a treasure hunter who died of hunger in a room filled with treasures that "no one but he could appreciate."

TREASURE HUNTER TRAITS

Languages Common (L)

Specializations Antiquities, treasure legends

Equipment A magnifying glass, three treasure maps, and a lesser *orb of Aelos*

Wealth Die d10





CHAPTER SIX

CLASSES

HERE ARE VERY FEW DIFFERENCES BETWEEN THE standard Fifth Edition rules for classes and those used for World of Aetaltis adventures. In fact, when you create your character, we have the expectation you will use most of the classes and associated rules described in the Fifth Edition core books. We won't repeat those rules here. Instead, we're going to focus on the differences.

Most of the differences are around story. How does one learn the skills of a rogue? What are the requirements for someone who wants to learn to cast arcane spells? Everything you need to know about how most of the standard classes fit into the Aetaltis setting you'll find in this chapter.

Some differences concern standard class options we've

customized for Aetaltis. Divine domains are the primary example. In this chapter you'll find twelve new divine domains for your cleric to choose from based on the Enaros and their powers.

Finally, there are a couple new additions. The most notable are the rules around glyph magic, the new spell-casting rules we've introduced for arcane spellcasters. Most of these new magic rules are covered in *Chapter 9: Magic and Spells*, but we'll touch on them briefly here. We also included a new class, the Mountebank, a lovable scoundrel for players that enjoy employing their wit to overcome challenges as often as they employ their blade.



WHAT IS A CLASS?

In an Aetaltis game, your class is a set of skills your character develops that allows them to pursue their calling. This differs from the standard Fifth Edition rules where class and calling are the same thing. Why separate the two?

It's all about giving you more options. Not every burglar is a rogue, not every mercenary is a fighter, and not every scholar is a wizard. Perhaps you want to emulate your favorite pulp barbarian. If so, your skills might be those of a barbarian, but your calling is closer to that of a burglar. And perhaps the other wizards are all into learning and knowledge, but maybe you just want to blow things up and get paid for doing it. If so, a mercenary wizard might be the right combination for you.

It's the same way we separated lineage and culture. By offering additional options and combinations, our goal is to provide you with the tools to create more interesting, unique, and multifaceted characters that are more fun to play.

CLASS LIST

When creating your Aetaltis character, you may choose from the following classes:

- **Barbarian** Warriors who fight with wild abandon, relying on instinct and passion to achieve victory in battle.
- **Cleric** Servants of the Enaros who are touched by divine power and able to wield formidable holy magic.
- **Druid** Divine spellcasters who follow an ancient path that views the world itself as a divine being.
- **Fighter** Disciplined warriors who train endlessly to perfect their skills in the art of combat.
- **Mountebank** Clever con artists who use their charm and wits to get what they want.
- **Ranger** Tireless hunters that mix skill at arms with the power of the divine.
- **Rogue** Tricksters and sneaks who pursue their calling with cunning and stealth.
- **Wizard** Gifted with the ability to sense and manipulate essence they use it to bend the universe to their will.

BARBARIAN

Barbarians tap their primal instincts to carve a path through life. They seek the direct path to whatever calling they choose to pursue and opt for the simplest means of getting there. Often this involves giving in to their passions or the judicious application of force. And screaming. One mustn't forget the screaming.

HISTORY

There have always been those for whom the social finesse required to navigate modern life seems like pointless artifice. The barbarian hearkens back to a simpler time, relying on their emotions and base instincts to guide them.

ORIGINS

Barbarians typically come from either primitive tribes or from the Outlander and Icewalker cultures. That said, anyone who sets their spirit free and throws off the shackles of "civilization" may end up embracing the barbarian's way.

TRAINING

Training? What does a barbarian need with training? Unless of course you mean the lessons learned by tearing off your shirt and diving headfirst into whatever it is that's standing in your way. Life and all the brutal, painful, and glorious experiences it throws at you are the barbarian's classroom.

RULES

There are no rules differences between the barbarian class described in the standard Fifth Edition rules and barbarians in World of Aetaltis games.

CLERIC

Clerics are the chosen ones of the Enaros. They serve as both the instruments of the gods and their representatives. Through divine inspiration they can channel the essence of the Enaros to cast spells. This rare gift gives the cleric the powers to heal the sick, construct blessed seals, repel undead, and perform a variety of other holy miracles.

HISTORY

While the holy priesthoods have existed since the Age of Dawn, the first true clerics appeared at the end of the Age of Magic. When the Enaros enacted the Ritual of Limitation, the spell that stifled magic's power, they had their avatars teach select enari how to channel divine essence to cast spells. This blessing provided the enari with a way to harness magic, but only under the direct supervision of the Enaros.

The first holy orders were established to train and nurture these individuals in the development of their gifts. Over the centuries many orders have risen and fallen. The majority of modern orders were established in the past 200 years by the lyceums. Their predecessors, the ancient orders that were founded just after the Age of Darkness, were largely destroyed during the Cataclysm.

ORIGINS

Mortal matters such as nobility, lineage, or the piety of one's parents are not factors in determining who is born with the ability to cast divine spells. Clerics come from all walks of life and are found among all cultures (although less so among some than others). The gift may reveal itself at any time, from the moment of birth to the winter of the chosen one's life.

TRAINING

All clerics must have training from a holy order. An untrained cleric may experience the occasional miracle by unconsciously tapping into their gift, but without the guidance of experienced teachers the cleric will never reach their potential.

RULES

There are only three rule differences between standard Fifth Edition cleric class and clerics in Aetaltis games.

Essence Sense Clerics begin the game with the essence sense feature as described in *Chapter 9: Magic and Spells*.

Divine Domains Twelve new divine domains based on the deities of Aetaltis are provided at the end of this chapter. You may also select from any of the standard Fifth Edition divine domains with your gamemaster's permission.

Prohibited Magic The prohibitions on certain types of magic and spells imposed by the Ritual of Limitation are true for divine spellcasters as well as arcane spellcasters. For more information on these limits, see *Chapter 9: Magic*.

DRUID

The source of a druid's power is the living spirit found in all things, from the stone of the mountains to the creatures of the forest. Keepers of ancient secrets and practitioners of nearly forgotten rites, druids have access to elder powers, powers that some claim are older than Aetaltis itself.

HISTORY

According to the druids, the first of their kind appeared during the Age of Dawn. They claim they are the original

spellcasters of Aetaltis, and that the source of their power is even older than the Enaros. Whether or not they are the dawn magic shamans spoken of in the Enarosian scrolls is impossible to prove, but it cannot be disproven either.

Whatever the case, the Enaros seem content with the druids' presence. Any conflicts between the druids and the holy orders over the ages appear to have originated from the drives and desires of mortals, not the gods.

ORIGINS

Druidic power is inherited, not directly, but passed down every other generation from grandparent to grandchild. If one suddenly discovers that they have the innate connection to the spirit of the living planet, odds are it is a talent that has simply gone unrecognized for generations.

A druid is more likely to come from a primitive culture than any other. Often these are tribes with an ancient heritage stretching back centuries, and the druid is groomed from childhood to take up their birthright. There are, however, some druids hailing from other "civilized" cultures, who unexpectedly rediscover a lost heritage and their hidden natural talent.

TRAINING

Druids who come from cultures where their kind are known and respected are trained by their predecessor and expected to eventually take that person's place. Those who stumble upon their lost destiny must either seek out a druid or druid's circle to teach them, or simply flounder along on their own.

Individuals who take the latter path often tell of spirit teachers, long dead druids, coming to them to show them the way.

RULES

There are only two rule differences between standard Fifth Edition druid class and druids in Aetaltis games.

Essence Sense Druids begin the game with the essence sense feature as described in *Chapter 9: Magic and Spells*.

Prohibited Magic The prohibitions on certain types of magic and spells imposed by the Ritual of Limitation are true for divine spellcasters as well as arcane spellcasters. For more information on these limits, see *Chapter 9: Magic and Spells*.

FIGHTER

Fighters are trained in the art of war. They spend countless hours drilling and practicing to perfect their specialized martial techniques and memorize an endless series of tactical maneuvers. To a fighter, combat is as much a science as it is an art.

HISTORY

Trained professional fighters are found in nearly every society across the Amethyst Sea basin. They come in all forms and quality, from the typical town guard to elite military units. With the deterioration of the seals that hold back the endrori, and a subsequent rise in the risk of endrori attacks, a well-trained defense force is a necessity for any nation and the need for capable fighters increases every year.

ORIGINS

Fighters are found among every lineage, culture, and background. In a world as dangerous as Aetaltis, the ability to fight effectively may be the only thing that keeps one alive. Not every person has the discipline to become a true fighter, but those who do are in high demand.

TRAINING

Fighters undergo rigorous military training. Tactics, physical conditioning, and weapon skills are drilled until they come as naturally to the fighter as breathing. This training normally takes place in a large group along with other recruits, but some fighters learn their skills directly from a mentor.

RULES

There are no rules differences between the fighter class described in the standard Fifth Edition rules and fighters in Aetaltis games.

RANGER

The wild lands of Aetaltis are the true home of the rangers. The untamed wilderness calls to them like the sea to a gull, and the only place they find true happiness is in the natural beauty of the wilds. Rangers are consummate hunters and trackers and have an uncanny ability when interacting with animals. They also have a touch of the divine, giving them access to magical abilities as their skills progress.

HISTORY

The first rangers appeared during the Age of Shadow. In those desperate times people focused on rebuilding their shattered civilization. There were some, however, who felt

that nature was equally in need of healing. These individuals dedicated themselves to defending the wilds against the endrori and helping the wilderness to heal from the damage wrought by Endroren's forces.

According to legend, the Enaros rewarded these individuals for their efforts with a touch of the divine. The rangers gained access to power similar to that enjoyed by clerics, allowing them to wield magic in the pursuit of their calling.

ORIGINS

Most rangers grew up in the outlands or the wilds. Their parents may have been hunters or trappers, and they spent more of their childhoods outdoors than in. They have an instinctive empathy for animals, nurtured in part through regular interactions with wild creatures as a youth.

TRAINING

Most rangers have a natural knack for the skills of their trade. They have an inborn sense about the natural world, and they hone their abilities through constant practice. A more experienced ranger may travel with a younger one for a time, although rangers are usually solitary individuals so the partnerships never last long. Almost all rangers are devotees of Grethken and Vale from whom they draw their divine power.

RULES

There is only one rule difference between the ranger class described in the standard Fifth Edition rules and rangers in an Aetaltis adventure.

Prohibited Magic The prohibitions on certain types of magic and spells imposed by the Ritual of Limitation are true for divine spellcasters as well as arcane spellcasters. For more information on these limits, see

Chapter 9: Magic and Spells.

Note that rangers *do not* start the game with the essence sense feature. Although they can cast spells, they do so purely by instinct and divine inspiration.

ROGUE

Rogues use stealth and cunning to accomplish their goals. They strike from the shadows and disappear before their foe knows they were there. They love to be rewarded for their efforts, but if not, they are happy to reward themselves. This typically involves helping themselves to whatever they need or want, whether or not the original owner approves.

HISTORY

You can seldom achieve your goals without a source of income to fund your efforts. The problem is there are some

individuals who just can't bring themselves to start a farm or learn a craft to make this happen. Not only that, such efforts are time consuming, and life is short. This desire to achieve wealth by faster and more direct means is what led to the appearance of the first rogues.

ORIGINS

Rogues emerge from every lineage, culture, and background found in the Amethyst Sea basin. Many grew up in poverty and had little hope of bettering their financial condition by legal means. At the same time, they couldn't help but notice the luxury in which the nobility lived. Who could blame them for wanting to take a little of that for themselves?

This isn't, of course, the case for every rogue. Some came from very different origins, and simply discovered the rogue's skill set was the most useful tool for pursuing their personal calling. Others may have gone down the path as a means of spicing up an otherwise boring life.

TRAINING

Many rogues learn as they go. These individuals race to complete their education before they get caught. Others enter informal apprenticeships with a more experienced member of their profession. In recent years, a few of the larger rogue's guilds are beginning to formally train young rogues. Unfortunately, this training typically requires lifetime service to the guild as payment.

RULES

There are no rules differences between the rogue class in the standard Fifth Edition rules and rogues in Aetaltis.

WIZARD

Wizards have unlocked the secrets of the universe and they use that knowledge to bend reality to their will. They can create fire from air, enchant a carpet to fly, or pierce the thoughts of an unwilling mind.



HISTORY

The first wizards came to Aetaltis with the Atlan Alliance. In those days, the only path to wizardry was to attend an arcane college on the atlan or newardin homeworlds. As the Alliance presence on Aetaltis grew, they established branches of the arcane colleges in the Aetaltan colonies.

This all came to an end with the Cataclysm. For a time, surviving wizards hoarded whatever books they could salvage and passed their skills down from master to student through informal apprenticeships. This continued until the year 110 AC when an alliance of wizards founded Winterkeep, the first true arcane college founded after the Cataclysm. For the first time in years, Aetaltans had access to a formal education in arcane magic.

ORIGINS

Wizards come from a variety of lineages, cultures, and backgrounds. The trait that they have in common, however, is the natural ability to sense essence. Without this ability, it is impossible to learn glyph magic.

Intelligence is helpful, since the training to learn glyph magic is intellectually rigorous to say the least. A scholarly mind and training in letters help, since much of a wizard's work is of an academic nature. Finally, it is best the individual is raised by open-minded folk, since no wizard can reach their full potential if hampered by superstition or fear.

Individuals born with the talent necessary to cast spells may seek out a teacher, but more often they are discovered by traveling wizards or members of the arcane colleges. The arcane colleges actively seek out and recruit those with the ability to wield magic and will travel the countryside in search of promising candidates.

TRAINING

A few wizards still learn their craft through informal apprenticeships, but most attend an arcane college. There are numerous small colleges located throughout the Amethyst Sea basin. Most wizards learn their craft at these institutions.

The best known and most successful wizards typically hail from one of the two most prestigious arcane colleges: Winterkeep or the Silver Circle of Selenthea. Only the very best and most talented students are accepted by these schools, and many remain even after their education is complete to continue their magical studies.

RULES

The differences between the standard Fifth Edition rules for the wizard class and Aetaltan wizards are described in detail in *Chapter 9: Magic and Spells*. In addition, every wizard begins the game with the essence sense ability.

MONTEBANK



The mountebank's most dangerous weapon is their wit, and their strongest armor is a well-crafted lie. They can talk their way past the gates of a heavily-guarded fortress, out of a deadly trap, or into the good graces of their deadliest enemy. That isn't to say that they let their sabers grow rusty. After all, things tend to get a tad uncomfortable if the target sees through the mountebank's verbal glamour.

HISTORY

Mountebanks are charismatic and quick-witted individuals who learned they could get anything they wanted using nothing more than their charm, panache, and a few well-chosen words. Their kind have existed since the first enari walked the surface of Aetaltis.

ORIGINS

A mountebank may come from any background, although a good education is a valuable asset. Still, if a mountebank doesn't know a thing, they can pretend they do and likely

convince others of it. An individual with enough natural charm, determination, and talent can overcome a lack of education to learn the mountebank's trade.

TRAINING

There is no such thing as "mountebank training," but most mountebanks receive instruction in performance at some point during their lives. Some were members of an acting troupe while others were the stars of their local festival pageants. Whatever the source of the training, a bit of experience on the stage is invaluable to the mountebank.

Academic education is equally important for the mountebank. The tiniest seed of knowledge can become a jungle of deception to a skilled mountebank. The seed is required, however, and even a short academic education provides a wealth of material.

EQUIPMENT

From their clothing to their weapons, the mountebank's equipment is designed to serve their trade. Armor festooned with bangles distracts the mark from the mountebank's true intentions, while a silken shirt fit for a noble suggests a rank far higher than the mountebank ever earned. The mountebank also keeps a well-stocked disguise kit at the ready. A touch of powder gives a sickly pall that can deceive the target into thinking the mountebank is helpless and weak. A bit of hair dye and a false beard, and suddenly they have the look of a northland merchant.

RELIGION

The mountebank holds Zevas dear, and they often call on him to provide them with cunning to accomplish their goals. Their favorite means of honoring Zevas is by talking someone else into providing a generous donation to Zevas's temple. Mountebanks also worship Elendra, for she is the muse that guides them as they create the intricate illusions of their craft.

PHILOSOPHY

Mountebanks believe if a mark is fool enough to fall for their tricks, then the target deserved whatever loss they incurred. They further rationalize their actions with a belief that if the person is that dimwitted, they would have brought the same harm on themselves one way or another anyhow. The mountebank simply made sure the mark's blundering benefited the mountebank, rather than someone less deserving.

UNUSUAL CUSTOMS, TRADITIONS AND TABOOS

Mountebanks are highly competitive. When encountering another of their profession, they will take great risks and go to incredible lengths to out-do one another. These duels of wit are the downfall of many mountebanks, as they are often tempted to try stunts far more audacious than anything they'd attempt under normal circumstances.

CLASS FEATURES

As a mountebank, you have the following class features:

LEVEL BENEFITS

Level	Proficiency Bonus	Feature
1	2	Favorite Mark, Cloak Defense
2	2	Mountebank Luck, Expertise
3	2	Mountebank Archetype, Witty Banter
4	2	Ability Score improvement
5	3	Extra Attack
6	3	Favorite Mark
7	3	Mountebank Archetype feature, Expertise
8	3	Ability Score improvement
9	4	-
10	4	Ability Score improvement, Mountebank Luck
11	4	Mountebank Archetype feature
12	4	Ability Score improvement
13	5	Reliable Talent
14	5	Favorite Mark
15	5	Mountebank Archetype feature
16	5	Ability Score improvement
17	6	-
18	6	Mental Acuity
19	6	Ability Score improvement
20	6	Stroke of Luck

HIT POINTS

Hit Dice 1d8 per mountebank level

Hit Points at 1st Level 8+ your Constitution modifier

Hit Points at Higher Levels 1d8 (or 5) + your Constitution modifier per mountebank level after 1st

PROFICIENCIES

Armor Light Armor

Weapons Simple weapons, hand crossbow, longsword, rapier, shortsword, and whip

Tools Disguise kit

Saving Throws Wisdom, Charisma

Skills Choose four from Deception, History, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, and Sleight of Hand

EQUIPMENT

You start with the following equipment, in addition to the equipment from your culture, background, and calling:

- (a) rapier or (b) a longsword
- (a) shortbow and quiver of 20 arrows or (b) a light crossbow with a quiver of 20 bolts
- (a) entertainer's pack or (b) an explorer's pack
- Leather armor, a dagger, an outfit of wealthy clothing, and a wealthy cloak

FAVORITE MARK

Beginning at 1st level, you have significant experience studying and influencing specific types of backgrounds, social classes, or professions. Choose one background or occupation as your favorite mark. You have advantage on Charisma checks to influence your favorite mark, as well as on Intelligence (Investigation) when studying them in advance of a con. You gain additional favorite marks at 6th level and 14th level.

CLOAK DEFENSE

Your flourishing moves when using a cloak in combat aid in your defense. You gain a +2 shield bonus when wearing a cloak and have a free hand to flourish it. Magical enchantments may increase the AC bonus of the cloak. You may not use your cloak to perform a shield block reaction.

EXPERTISE

At 2nd level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with Disguise Kit. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 7th level, you can choose two more of your proficiencies (in skills or with Disguise Kit) to gain this benefit.

MONTEBANK LUCK

Mountebanks have inherent ability to twist the webs of fate without provoking Zevas, allowing them to accept temporary misfortune in exchange for great luck in the future. Any time a mountebank rolls a critical success, they may trade the success for an automatic failure and gain a point of inspiration. At 2nd level you may twist the webs of fate one time per short rest, at 9th level you may do so two times per short rest. These points of inspiration expire at the end of a short rest and may not be transferred to other players.

WITTY BANTER

At 3rd level, you learn to use your sharp wit and fast tongue to distract opponents in combat, allowing your allies to take advantage of the opportunity. As an action, make a Charisma (Deception) check contested by the target's Wisdom saving throw. If you succeed, the first ally who attempts to attack the target has advantage on their attack. The target must understand your language and be able to hear you speak.

ARCHETYPES

At 3rd level, you choose an archetype that guides you in the development of your mountebank abilities: Fencer or Courtier. Both are detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

RELIABLE TALENT

By 13th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

MENTAL ACUITY

By 18th level, you have acquired greater mental acuity. You gain proficiency in Intelligence saving throws.

STROKE OF LUCK

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.

CON ARTIST ARCHETYPE

A con artist lives to lie. You dedicate every waking moment to weaving webs of falsehood that you leverage to get everything you want out of life. To you, life is nothing but one long con, and in life you're either the con or the mark. It's your aim to ensure you're always the one that comes out on top.

MOUNTEBANK OVERVIEW

Cultures Any

Weapons Light blades, parry dagger, hand crossbow

Armor Leather

Mount Swift riding horse

Membership None

Patron Enaros Zervas, Elendra

Values Civility, comfort, attention

Aversions Violence, poverty

Public Opinion Romantically idealized until the mountebank makes the person their mark

MASTER OF DECEPTION

Starting at 3rd level, you learn masterful deceptions powered by a set of dice called deception dice.

Deceptions When you choose this archetype you master three deceptions. These deceptions are enhancements to the tricks, lies, and misdirection you employ as part of your trade. You may only use one deception per action or ability check. At 7th, 11th, and 15th level you gain mastery over two additional deceptions.

Deception Dice You gain a deception dice pool of four d8s. You can add an additional deception die at 7th, 11th, and 15th level. Each time you use one of your deceptions, you expend one of your deception dice. After a short or long rest, all deception dice are restored.

Saving Throws If a deception requires a saving throw, use the following formula to calculate the DC:

$$\begin{aligned} & 8 + \text{Proficiency Bonus} + \text{Charisma Bonus} \\ & = \text{Deception DC} \end{aligned}$$

CULTURAL CHAMELEON

At 7th level you master the ability to blend into cultures different from your own. After spending one week immersed in a culture, you can pass as a native as long as you are not scrutinized. If you are scrutinized or find yourself in an unusual or stressful situation, make an opposed Charisma (Deception) against the other person's Wisdom (Insight) to maintain the deception. Obvious physical discrepancies or an inability to speak the language will always lead to scrutiny. After a week away from the culture you lose the benefits and must spend another week immersed to regain them.

IMPROVISED DISGUISE

Starting at 11th level, you may spend one round to throw together a disguise using nothing more than the things you

find within reach. You must have access to something with which to build the disguise, but anything you can improvise with (a table cloth for a cape, a few brush bristles for a moustache) will work.

THE GOOD LIFE

When you reach 15th level, your deception skills are so refined you can maintain an aristocratic lifestyle without paying a dime of your own money. You constantly have a host of small cons running that provide you with aristocratic lifestyle level of meals, housing, entertainment, and clothing. The web of cons is so masterful you never need to make Charisma (Deception) checks to convince others your lifestyle is completely legitimate.

DECEPTIONS

The following deceptions are available to the con artist beginning at third level. They are presented in alphabetical order.

Charming Con By expending a deception die, you momentarily convince a non-hostile mark that not only are you not a threat, but that you're actually on their side as if you were casting the *charm person* spell. Your mark must succeed at a Wisdom saving throw to avoid the effect. If they fail, they gain the charmed condition in their relation to you for a number of minutes equal to your roll on the deception die. You may charm one additional mark for each additional deception die you expend, but you only roll one die for the duration.

Cloaked Flourish If you are wearing a cloak, you may expend a deception die to flourish it to distract your opponent and make yourself harder to hit. Roll your deception die and add the result to your AC until the start of your next turn. This stacks with the cloak defense feature.

Convincing Argument You expend a deception die to fool a non-hostile mark into performing a simple action as if you were casting the *suggestion* spell. The mark makes a Wisdom saving throw. On a failure, they behave as if you'd cast the *suggestion* spell on them with a duration in rounds equal to your roll on the deception die. At the end of the duration, they put two and two together and realize they've been fooled. You may fool one additional mark for each additional deception die you expend, but you only roll one die for the duration.

Distracting Con You expend a deception die to draw the mark's complete attention to you, creating an opening for a friend to perform an action the mark might otherwise oppose. Your companion has advantage on their next action as long as it occurs before your next action and opposes the mark. Examples include an attack made against the mark, a Dexterity (Stealth) check to hide from the mark,

or a Charisma (Deception) check to deceive the mark.

Fade Into the Crowd When in a crowd of people, you may expend a deception die to hide from your mark, even if the mark can clearly see you. Make a Dexterity (Stealth) check to hide and add your deception dice roll to the result, contested by the mark's Wisdom (Perception) check. If you succeed, you fade into the crowd and the mark loses sight of you.

Free Sample By expending a deception die, you convince your mark to give you something equal to or less than the amount you roll on the deception die in silver pieces.

Frightening Con You expend a deception die to concoct a terrifying story that momentarily frightens your mark. Your mark must make a Wisdom saving throw. If they fail, they gain the frightened condition focused on the person or thing you've described as a threat. The condition lasts for a number of rounds equal to your roll of the deception die, at which point they recognize that they've been fooled. You may fool one additional mark for each additional deception die you expend, but you only roll one die for the duration.

Just a Warning You convince a member of law enforcement to overlook a minor infraction and let you off with a warning. The officer must make a Wisdom saving throw with a DC modified by your roll on the deception die. On a failure, they warn you not to commit another crime, but let you go with no fines or punishment. If the crime involved theft, you must hand over the stolen goods to the officer.

Just Kidding If you fail at a social interaction roll, you may expend a deception die to laugh off the original failure as a joke and try again. On the reroll, add your deception die result to your total. You must accept the result from the second attempt.

FENCER ARCHETYPE

The fencer has learned to apply their skills of deception to combat. They still live for the con, but they also realize if it all falls apart they might need to let their sword do the talking.

ELUSIVE FIGHTER

Starting at 3rd level, your quick thinking and graceful moves allow you to rapidly disengage from combat. You can take a bonus action on each of your turns in combat. This action can be used only to Disengage.

DANCE OF DEATH

Starting at 7th level, your ability to visualize the battlefield and quick thinking allow you to easily reposition your enemies through a series of feints and deceptions. You may take

a Reaction to reposition someone attacking you. The target must be no more than one size larger than you and must be within your reach. You make a Charisma (Deception) check contested by the target's Wisdom (Insight). If you win the contest, you reposition the target in an open space within 5 feet of it.

EVASION

Starting at 11th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half-damage, you instead take no damage if you succeed on the saving throw, and only half-damage if you fail.

MASTERFUL DISARM

Starting at 15th level, on a successful melee attack you may attempt to disarm your foe instead of causing damage. The foe must make a Strength saving throw against a DC equal to $8 + \text{your proficiency bonus} + \text{the ability bonus for the ability used in your attack}$. On a failure, they drop the object you choose. It lands at their feet.

DIVINE DOMAINS

There are twelve divine domains available for clerics to choose from. Each domain is focused on one of the Enaros with one domain based on the power of Lensae.

Normally, once you have selected your domain, you may not change that selection. A cleric of Lensae, however, may permanently change their domain to that of one of the Enaros. The re-dedication must take place at a temple of the



DESIGN INSIGHTS

DOMAIN PURSUITS

Aetaltis adds the concept of domain pursuits to divine domains. A domain pursuit represents the sort of holy quests or missions a cleric of a particular domain might be asked or feel compelled to undertake. The pursuit might be a short task completed in a single adventure, or it might be one overarching goal that takes years to achieve. Clerics are not required to choose or have a pursuit, and the list of pursuits here is not intended to be comprehensive. They are there to serve as inspiration for determining your cleric's own goals and purpose.

Enaros whose domain the cleric is switching to and under guidance of an archon of the lyceum.

The cleric undergoes a week-long ordeal of fasting, meditation, and spiritual challenges. At the end of that period, their domain is permanently changed from Lensae to the new one they have chosen. At that time they lose any features of the Lensae domain and acquire the features of their new domain.



LENSAE'S DOMAIN

Clerics of Lensae represent the full pantheon of the Enaros. They call forth the raw power of divinity, tapping into the ancient essential source of power, Lensae. Their powers bring light and purification. They may also call down divine retribution when required. For some clerics, Lensae is a transitory domain, one they follow until they hear the call of an Enaros. For others, it is their true calling and they follow it their entire lives.

LENSAE'S DOMAIN SPELLS

Cleric Level	Spells
1st	<i>cure wounds, guiding bolt</i>
3rd	<i>lesser purification, scorching ray</i>
5th	<i>daylight, greater purification</i>
7th	<i>guardian of faith, mass healing word</i>
9th	<i>dispel evil, hallow</i>

ACOLYTE OF LENSAE

At 1st level, you gain proficiency in the Religion skill. You also gain the *light* cantrip if you do not already know it.

DETECT CORRUPTION

At 1st level you gain the ability to sense corruption.

As an action, you can detect the presence of corruption within 60 feet of you that is not protected against divination magic or hidden behind total cover. This includes dark creatures such as endrori and abomonae, corrupted ambient essence, corruption of personal or core essence, or anything with a Corruption score of one or more. You can identify where the corruption is, but you get no indication of its extent.

The feature may be activated a number of times equal to your Wisdom modifier (minimum of once). You regain all uses after a long rest.

CHANNEL DIVINITY: LENSAE'S PURIFYING LIGHT

Starting at 2nd level, you may use your Channel Divinity to banish darkness and damage your foes by calling down the light of Lensae.

As an action, you present your holy symbol and Lensae's light shines from it, banishing magical darkness within 30 feet. All dark creatures and individuals with a Corruption score of one or more must make a Constitution saving throw. On a failure they take radiant damage of $2d10 +$ your cleric level or half damage on a successful save. Creatures with total cover do not need to save and do not take damage.

CHANNEL DIVINITY: PURIFICATION

Beginning at 6th level, you can use Channel Divinity to gain a chance to cleanse corruption.

After spending an uninterrupted short rest focusing on and in close proximity to a single corrupted person or thing, you present your holy symbol and call upon Lensae's light to purify the target. If the target is an object, make a Wisdom check modified by your proficiency bonus. If the target is a person, the target makes a Wisdom save. The DC for either check is $10 +$ the number of points of corruption the item or person has currently. On a success, you cleanse a number of points of corruption equal to your Wisdom modifier (minimum of 1). Only one attempt may be made on an individual or object per week.

PURIFYING 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 $1d8$ radiant damage to the target. When you reach 14th level, the extra damage increases to $2d8$.

LENSAE'S GLORY

Starting at 17th level, you may use an action to call forth Lensae's glory and fill a space with sunlight. The effect is centered on you and fills an area with bright sunlight out to 60 feet and dim sunlight for 30 feet beyond that. The effect lasts 1 minute or until you use an action to dismiss it. As this is true sunlight, enemies with a weakness to or fear of sunlight suffer the appropriate negative effects. Furthermore, endrori must succeed on a Wisdom save or become frightened for the duration of the effect.

AELOS'S DOMAIN

Clerics of Aelos have an intimate bond with the dead, darkness, and the moon. They converse with spirits, see that which is unseen by mundane sight, and even return the

dead to life. When the dead refuse to pass on and torment the living, clerics of Aelos end the suffering.

AELOS'S DOMAIN SPELLS

Cleric Level	Spells
1st	<i>false life, sanctuary</i>
3rd	<i>gentle repose, moonbeam</i>
5th	<i>revivify, speak with dead</i>
7th	<i>death ward, spirit guardians</i>
9th	<i>antilife shell, raise dead</i>



TOUCHED BY NUMOS

At 1st level, you gain proficiency in the Insight skill and longbow, the chosen weapon of Aelos. You also gain the *moonlight* cantrip. This cantrip operates exactly like the *light* cantrip, except the light you produce has the appearance of light from the full moon.

EYES OF AELOS

Beginning at 1st level, you acquire the ability to see in the dark. As an action you can activate this ability to see in darkness and dim light as if it were bright light out to your normal range of vision. While this ability is active, your eyes glow with silver light. The light from your eyes does not illuminate the area for others, but they are visible in darkness. The effect lasts until you use an action to dismiss it.

CHANNEL DIVINITY: LAST RITES

Starting at 2nd level you may use channel divinity to perform the Rite of Passage and Purification for the dead.

As an action, you present your holy symbol and channel the divine power of Aelos into the body and spirit of the deceased to show them the path to Numos. Some remnant of the deceased body is required, but even a small bone or bit of ash is enough. The rite may be performed simultaneously on a number of additional bodies up to your Wisdom modifier (minimum of 1).

After the rite is performed, neither the body nor the spirit of the individual may be used to create a bound undead, although the body may be used to create an animated undead. It is impossible to raise or resurrect an individual who has had the rite performed on their body.

MYSTERIOUS REVELATION

Beginning at 6th level, you can see invisible people and objects.

VENGEANCE OF THE DEAD

At 8th level, you gain the ability to infuse your weapon strikes with the power of the vengeful dead. Once on each of your turns when you hit a creature with a weapon attack (ranged or melee), you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

SPEAKER FOR THE DEAD

Starting at 17th level, you can see and converse with any dead individuals near you as if they were alive.

Spirits, ghosts, and the shades of the dead invisible to the living are visible to you. You can easily differentiate between the dead and the living. If they have total cover or are otherwise obstructed from sight in a way that would obstruct a living person, they remain hidden from you. Assuming you speak their language, you can communicate with any dead individuals you can see as easily as you would with the living. The living will hear your side of the conversation, but they will not hear the responses of the dead.

This does not give you the ability to interact with or attack an incorporeal being unless you have an ability that would normally allow you to do so.

DOMAIN PURSUITS

The following are pursuits a cleric of Aelos might undertake:

- ♦ **Final Rest** Hunt down and destroy undead and then perform the last rites on their bodies.
- ♦ **Last Rites** Seek out the body of an individual for whom the last rites were never performed and perform the rite to send them on to Numos.
- ♦ **Protector of Mystery** Aid another in protecting a secret from those who should not know it.
- ♦ **Unfinished Business** Help a spirit complete a task left unfinished.

ALANTRA'S DOMAIN

Clerics of Alantra are protectors and healers. They offer security, soothing, and comfort to the faithful. Alantra's clerics are solid bastions of faith and hope, and they wield powers that embody her aspects of stone and earth.



ALANTRA'S DOMAIN SPELLS

Cleric Level	Spells
1st	cure wounds, shield of faith
3rd	lesser restoration, spiritual weapon
5th	mass healing word, ward of Alantra
7th	death ward, stoneskin
9th	greater restoration, mass cure wounds

HEARTH KEEPER

At 1st level, you gain proficiency in the Medicine skill. You also gain the cantrip *spare the dying*.

DISCIPLE OF LIFE

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

CHANNEL DIVINITY: PRESERVE LIFE

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

BLESSED HEALER

Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

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 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

SUPREME HEALING

Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

DOMAIN PURSUITS

The following are pursuits a cleric of Alantra might undertake:

- ♦ **Cleanse the Deep** Journey into the Deeplands to cleanse it of the darkness within.
- ♦ **Healing Hand** Aid those who carry out the will of the other enaros by providing healing and comfort.
- ♦ **Protector** Use Alantra's power to defend the family, hearths, and homes of the innocent.
- ♦ **Seal the Deep** Seal the Deepland halls you cannot cleanse.

DROTH'S DOMAIN

Clerics of Droth are bringers of pain, sorrow, and trial. They challenge the bodies, hearts, and souls of those they deem worthy, helping them to achieve their full potential through hardship. Those who embrace this domain are agents of war and masters of conflict. They are not evil, but their blessings are feared by all, especially those they deem most deserving of their painful gifts.

DROTH'S DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane, inflict wounds</i>
3rd	<i>branding smite, spiritual weapon</i>
5th	<i>bestow curse, fear</i>
7th	<i>blight, guardian of faith</i>
9th	<i>cloudkill, contagion</i>



BONUS PROFICIENCIES

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

RETURN THE BLESSING

At 1st level, when an enemy causes damage to you, you may return the blow with equal force.

As a reaction, when an enemy attacks you and causes damage, you force the enemy to make a Dexterity saving throw. If they fail, you automatically strike them and inflict damage equal to the number of hit points you lost. If they succeed on their saving throw, they take half of the total damage. The damage you inflict ignores resistance, weakness, or other damage modifiers.

You must have a readied melee weapon and the enemy must be within your reach. You may use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all uses after a long rest.

CHANNEL DIVINITY: DROTH'S TOUCH

Beginning at 2nd level, you may use your Channel Divinity to inflict blows that cause tremendous, ongoing pain.

After successfully striking an enemy you may Channel Divinity as a bonus action to force them to make a Constitution saving throw. If they fail, your blow causes intense pain in the form of two levels of exhaustion. If they succeed, they only suffer one level of exhaustion. Any effect that removes exhaustion may reduce the levels of exhaustion, and enemies immune to exhaustion are immune to this effect. You may not use Droth's touch on the same target more than once per long rest.

You can inflict three levels of exhaustion at 6th level, four at 8th, and five at 14th.

DROTH'S MIGHT

Starting at 6th level, you grow hardened against suffering and more easily resist and recover from pain, hardship, fear, and exhaustion. You may reduce levels of exhaustion by 1 per short rest rather than 1 per long rest. You also gain advantage on Constitution saving throws and saving throws to overcome or resist fear.

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 of the same type as your weapon normally inflicts. When you reach 14th level, the extra damage increases to 2d8.

REAPER

When you reach 17th level, you sweep into battle like a reaper of death, cutting down foes like ripened hay. On an attack with a melee weapon, you may choose to make a sweeping strike that targets every possible target within range of your weapon. This includes friends, foes, and inanimate objects alike. Roll once to attack and once for damage. Every target hit suffers the same amount of damage.

You may use this ability a number of times equal to your Wisdom modifier. You regain all uses after a short or long rest.

DOMAIN PURSUITS

The following are pursuits a cleric of Droth might undertake:

- **Droth's Shield** Help others achieve their goals by shielding them from the suffering they are not yet worthy to experience.
- **Join the Fight** Seek out battles to join, choosing sides based on who you feel is most deserving of Droth's blessings.
- **Test Your Limits** Engage in tasks sure to result in personal pain and suffering so you can test just how much you can take.
- **Ultimate Suffering** Undertake a painful and dangerous task that others believe is impossible and return alive.

ELENDRA'S DOMAIN

Clerics of Elendra are the patrons of beauty, art, music, and true love. They support bards and artists, and may be called upon to bless new works. Many people turn to clerics of Elendra to aid them in matters of love, whether helping to forge a new bond or save one at risk.

ELENDRA'S DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bless, heroism</i>
3rd	<i>aid, calm emotions</i>
5th	<i>beacon of hope, enhance ability</i>
7th	<i>compulsion, hypnotic pattern</i>
9th	<i>dream, modify memory</i>



APPRENTICE MUSE

At 1st level, you gain proficiency in the Performance skill and with one set of artistic tools or a musical instrument. You also gain the *guidance* cantrip.

TOUCH OF ELENDRA

Also at 1st level, you may aid others in their artistic endeavors. As an action, touch one willing creature. The subject has advantage on Charisma (Performance) and artistic tool use checks for 1 hour or until you grant the blessing to another character.

CHANNEL DIVINITY: ELENDRA'S INSPIRATION

Starting at 2nd level, you can use your Channel Divinity to inspire others to perform at their full potential.

As an action, present your holy symbol and invoke Elendra's name. All friendly characters within 30 feet of you who can hear you gain a d6 Divine Inspiration die. Once within the next 10 minutes, the character can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the die but must decide before the GM says whether the roll succeeds or fails. Once the die is rolled, it is lost. A creature can have only one Divine Inspiration die at a time.

Your Divine Inspiration die changes to a d8 at 6th level, a d10 at 8th level, and a d12 at 14th level.

CHANNEL DIVINITY: SPARK OF PASSION

Beginning at 6th level, you can inspire intense feelings of love and connection between two individuals. Note that these are feelings of emotional desire, not physical desire.

As an action, focus your concentration on the desired targets of this ability. Both creatures must be within 60 feet of you, you must be able to see them, and they must be able to see and hear one another. Each creature makes a Wisdom saving throw. If either creature succeeds, that creature is unaffected.

If either fails, they are charmed by the other creature. In addition, they feel an intense emotional attraction to the other creature and suffer disadvantage on Wisdom (Perception)

checks related to anything other than the other creature.

The effect lasts a number of hours equal to your Wisdom modifier (minimum of 1), although if the targets have a real or previously unspoken connection it may persist well beyond the duration of the effect.

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 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

BRINGER OF PEACE

Starting at 17th level, you can bring peace to a conflict through the power of Elendra's love.

As an action, present your holy symbol. Every creature in a 60-foot-radius sphere centered on you must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, it experiences the following two effects.

Any effect causing a target to be charmed or frightened is momentarily suppressed. When this spell ends, any suppressed effect resumes, provided its duration has not expired in the meantime.

The targets also become indifferent about the creatures toward which they were previously hostile. This indifference ends if any of the targets are attacked or harmed or if it witnesses any of its friends being harmed.

The spell lasts a number of rounds equal to your Wisdom modifier (minimum of 1). If the parties involved can reach a real peace during that time, the hostility may end permanently. Otherwise, at the end of the duration, the feelings of hostility return.

DOMAIN PURSUITS

The following are pursuits a cleric of Elendra might undertake:

- **Lost Glory** Seek a lost masterpiece from a distant age and return it to the world.
- **Masterpiece** Help an artist to create a work of art that touches the soul of those who experience it.
- **Path to Peace** Assist in helping longtime rivals to find a pathway to a permanent peace.
- **True Love** Aid in fanning the flames of true love.

GRETHKEN'S DOMAIN

Clerics of Grethken are keepers of plants and the wilds. They defend the power and purity of natural places and love all things that reflect Grethken's blessings. They are also the caretakers of farms and farmers, whose annual harvests are a different sort of blessing but equally important to the people of Aetaltis.

GRETHKEN'S DOMAIN SPELLS

Cleric Level	Spells
1st	<i>entangle, goodberry</i>
3rd	<i>barkskin, spike growth</i>
5th	<i>plant growth, speak with plants</i>
7th	<i>black tentacles, freedom of movement</i>
9th	<i>animate plants, tree stride</i>



WILDLING

At 1st level, you gain proficiency in the following skills: Nature, Survival. You also gain the *druidcraft* cantrip.

ONE WITH THE WILDS

At 1st level, you gain a sense of oneness with the wilds of Aetaltis. Double your proficiency bonus when making Wisdom (Survival) and Intelligence (Nature) checks.

CHANNEL DIVINITY: CHARM AND SPEAK WITH PLANTS

Starting at 2nd level, you can use your Channel Divinity to charm and speak with plants.

As an action, present your holy symbol and call upon Grethken's power. All plants and plant creatures within 30 feet of you must make a Wisdom saving throw. The target may choose to fail this saving throw. If they fail, they are charmed by you, and you can communicate with them telepathically. Most plants are barely sentient, but you can question them about events in the area within the past day, gaining information about creatures that have passed, weather, and similar events. You can also ask about their health, needs, and potential threats to their well-being.

CHANNEL DIVINITY: PLANT GUARDIANS

Beginning at 6th level, you can use your Channel Divinity to entreat the plants in an area to alert you to threats.

As an action, present your holy symbol with one hand and place the palm of your other hand firmly on the ground. For the next 24 hours or until you leave the area of effect, the plants within 100 feet of that point will alert you if a tiny or larger creature that is a threat to you enters the area.

There must be sufficient plant life for this to work. It may work underground if there are enough roots running through the soil or abundant fungi.

POISONOUS STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with poisonous energy. Once on each of your turns when you hit a creature with a weapon attack, that creature must succeed at a Constitution saving throw or else suffer the poisoned condition. Once poisoned, the creature may repeat the saving throw at the end of each of their turns. A successful saving throw ends the effect.

WILD WALK

Starting at 17th level, you move easily in nature. Rough ground, thick plants, snow, and other natural obstacles never count as difficult terrain for you. In addition, you gain a climbing speed equal to your current walking speed when traversing natural, unworked surfaces or plants.

DOMAIN PURSUITS

The following are pursuits a cleric of Grethken might undertake:

- **Defender** Defend a wild place or plants against wanton destruction or befoulement.
- **Discovery** Discover previously unseen or forgotten places of natural wonder.
- **Elders** Seek out and commune with one of the Elder plants from the Age of Dawn.
- **Restoration** Restore a despoiled wild area to its once pristine beauty.

LARAYIL'S DOMAIN

Clerics of Larayil believe freedom is everything; freedom from fears, freedom from bondage, freedom from one's inhibitions. Only when one is free can they find their true path. They are passionate and vital, infused with life, but allow their emotions to run away with them. They are both lovers and defenders of beauty, even if it is only skin deep.



LARAYIL'S DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, thunderwave</i>
3rd	<i>enthall, gust of wind</i>
5th	<i>call lightning, lightning bolt</i>
7th	<i>compulsion, wind wall</i>
9th	<i>dominate person, fly</i>

PRIEST OF THE WIND

At 1st level, you gain proficiency in the Persuasion skill, and you gain the *shocking grasp* cantrip. You also receive double your proficiency bonus when using Persuasion.

ASTONISHING BEAUTY

Also at 1st level, you can momentarily distract your enemies by revealing your divine inner beauty. As a reaction to an attack against you, you allow Larayil's beauty to shine through you for a moment, distracting the enemy and causing them to have disadvantage on the attack.

This is only effective against targets with an Intelligence of 6 or greater. You may use the feature a number of times equal to your Wisdom modifier (minimum of once). You regain all uses when you finish a long rest.

CHANNEL DIVINITY: MOVE LIKE THE WIND

Starting at 2nd level, you may use your Channel Divinity to infuse yourself with the speed of the wind.

As an action, touch your own chest and call for Larayil's blessing. For 1 minute, you have a +2 bonus to AC, advantage on Dexterity saving throws, and your speed is doubled. In addition, you may ignore the negative effects of difficult terrain.

CHANNEL DIVINITY: MOVE LIKE LIGHTNING

Beginning at 6th level, you can use your Move Like the Wind ability on other willing targets. In addition, the target gains an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

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 lightning damage to the target. When you reach 14th level, the extra damage increases to 2d8.

RIDE THE STORM

When you reach 17th level, you gain a flying speed equal to your walking speed. You may only use this ability when you are outdoors under the open sky.

DOMAIN PURSUITS

The following are pursuits a cleric of Larayil might undertake:

- **Lowered Inhibitions** Assist a person or group in freeing themselves from their fears and inhibitions.
- **Perfect Beauty** Seek to recover or restore a thing of perfect beauty so that all may gaze upon.

- **Vengeance** Enable the pursuit of unrestrained vengeance with no thought to consequences.
- **Winds of Freedom** Free people from bondage by raining down the fury of the storm on their oppressors.

MODREN'S DOMAIN

Clerics of Modren are builders. They wield Modren's power to aid the creators and craftspeople of the world. Fire is an important element, not for destruction, but for cleansing or molding a thing into something new. Craftspeople of all types seek out clerics of Modren for aid.

MODREN'S DOMAIN SPELLS

Cleric Level	Spells
1st	<i>divine favor, guiding bolt</i>
3rd	<i>continual flame, heat metal</i>
5th	<i>flame blade, scorching ray</i>
7th	<i>fabricate, fire shield</i>
9th	<i>creation, flame strike</i>



KEEPER OF THE FORGE

At 1st level, you gain proficiency with warhammers, the favored weapon of Modren, and crafting tools of your choice. You also gain the *mending* cantrip.

FORGE BORN

Also at 1st level, you gain resistance to fire damage.

CHANNEL DIVINITY: RESIST THE FLAME

Starting at 2nd level, you can use your Channel Divinity to provide your companions with resistance to fire. As an action, you present your holy symbol and for a number of minutes equal to your Wisdom modifier (minimum of 1), any ally within 30 feet of you gains resistance to fire damage.

MAKE WHOLE

Beginning at 6th level, when you use the *mending* cantrip, you may increase the dimensions of the objects you can mend by a number of feet in each direction equal to your Wisdom modifier (minimum of 1).

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 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

BODY OF FLAME

Beginning at 17th level, you gain immunity to fire damage. In addition, as an action you can wreath your body in flames for 10 minutes or until you use an action to dismiss them. For the duration, the flames shed bright light in a 10-foot radius and dim light for an additional 10 feet. Whenever a creature within 5 feet of you hits you with a melee attack, the attacker takes 2d8 fire damage. You may use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all uses when you finish a long rest.

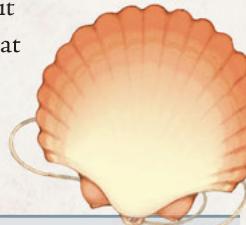
DOMAIN PURSUITS

The following are pursuits a cleric of Modren might undertake:

- **Cleanse by Fire** Bring the fire of Modren to burn away evil that has corrupted a place.
- **Legendary Forging** Undertake tasks that will eventually lead to the forging of a legendary item.
- **Recovery** Work to recover an item of legendary craftsmanship.
- **Restoration** Seek out a once glorious place or thing and work to help restore it.

PHENSRAL'S DOMAIN

Clerics of Phensral embrace change and guide the faithful to new experiences. They are patrons of sailors, and captains always seek their blessings before setting sail. Some have personalities that embody the thunder and power of crashing waves, while others exhibit the quiet persistence of the stream that carves a valley.



PHENSRAL'S DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create/destroy water, ray of frost</i>
3rd	<i>fog cloud, shield of faith</i>
5th	<i>water breathing, water walk</i>
7th	<i>conjure minor water elemental, control water</i>
9th	<i>commune with nature, conjure water elemental</i>

ACOLYTE OF THE SEA

At 1st level, you gain proficiency with trident, the favored weapon of Phensral. You also gain the *water jet* cantrip.

LANGUAGE OF THE SEA

Also at 1st level, you gain the ability to communicate with any beast or elemental that has an innate swim speed. The creature must be within 60 feet of you, and you must be

able to see them. The communication is telepathic, and the quality of the conversation is dependent on the intelligence of the target creature.

CHANNEL DIVINITY: WATER BREATHING

Beginning at 2nd level, you may use your Channel Divinity to give yourself and your companions the ability to breathe underwater.

As an action, present your holy symbol. You and a number of allies up to your Wisdom modifier (minimum of 1) who are within 30 feet gain the ability to breathe underwater. The effect lasts for 1 hour.

MASTER OF THE CURRENT

Beginning at 6th level, you gain a swimming speed equal to your current walking speed.

CRASHING WAVE STRIKE

Starting at 8th level, you gain the ability to infuse your weapon strikes with the power of crashing waves. Once on each of your turns, when you hit a creature with a melee weapon attack, you may immediately attempt to shove them as a bonus action.

FREEDOM OF THE SEA

Starting at 17th level, you are as at home in the water as you are on land. Your swimming speed is doubled, and you can always breathe underwater. If you move at least 10 feet in the water before breaking the surface, you may leap out of the water with a high jump or long jump as per the standard jumping rules, landing back in the water or on solid ground. You also gain a +1 bonus to AC when completely submerged.

DOMAIN PURSUITS

The following are pursuits a cleric of Phensral might undertake:

- **Mystery of the Deep** Unlock a long-standing mystery about a sea, lake, or river.
- **New Paths** Aid a person or people seeking to make a dramatic change to an entrenched or stagnant way of life.
- **Purification** Purify a river, stream, or body of water that has been fouled.
- **Recovery** Recover something of importance that has been lost beneath the waves.

TOLETREN'S DOMAIN

Clerics of Toletren protect and seek knowledge and the truth. They support the work of scholars and serve as impartial judges to resolve disagreements. They are often

sought by officers of the law to help solve crimes. They also study arcane magic and defend against rogue arcane spellcasters.

TOLETREN'S DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect magic, identify</i>
3rd	<i>detect thoughts, zone of truth</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>arcane eye, private sanctum</i>
9th	<i>legend lore, telepathic bond</i>



your choice. When casting these cantrips they count as cleric spells for you. You also gain proficiency and (if appropriate) literacy in two additional languages of your choice.

CHANNEL DIVINITY: MENTAL ACUITY

Starting at 2nd level, you can use your Channel Divinity to help a group of people focus their minds. As an action, you present your holy symbol and all creatures within 30 feet have advantage on Intelligence checks. The effect lasts for 10 minutes.

HIGHLIGHT WEAKNESS

Beginning at 6th level, you can analyze a foe to detect a weakness in their defenses.

As an action, choose one creature within 30 feet that you can clearly see and analyze them until the end of your turn to identify a hole in their defenses. At the end of your turn, call out the weakness to an ally that can hear you. If the ally attacks that enemy on their next action, they add a +10 bonus to their attack roll.

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

POTENT SPELLCASTING

Starting at 8th level, when you deal damage with a cantrip, you may add your Wisdom modifier to the damage result (minimum of 1).

ELEMENTARY ANALYSIS

At 17th level, you gain the ability to draw on your divine abilities to deduce information from your surroundings. Once per short or long rest you may spend one minute

analyzing a person, place, or thing and automatically gain a deeper understanding of what it is, recent events, or how a thing might have been used. It is up to the gamemaster to determine what information you glean from your analysis.

For a location, you could deduce information such as what a ruined chamber in the Deeplands was originally used for, whether a potential crime scene has been cleaned up to hide evidence, or what event just occurred in a place based on its current state.

For an object, you might intuit whether it is made by mortal hands or occurred naturally, if it was used as a weapon or a tool, or how old it is and what culture it comes from.

For an individual, you might discover their occupation from tell-tale signs such as the state of their fingernails or a scuff on their boot, how a deceased individual died, or if the person is engaged in some form of deception and if so, what the nature of that deception might be.

DOMAIN PURSUITS

The following are pursuits a cleric of Toletren might undertake:

- **Arcane Purity** Put a stop to forbidden magic, a mad spellcaster, or arcane magic corrupted by darkness.
- **Judgment** Learn the facts around an alleged injustice so a fair judgment may be objectively rendered.
- **Lost Knowledge** Rediscover lost knowledge and return it to the temple.
- **Magical Mastery** Seek the keys to a lost magical art or reveal forgotten techniques for known magic.

VALE'S DOMAIN

Clerics of Vale simultaneously embody both the proud majesty and the cold savagery of wild creatures. They accept that only the strong survive, but they have no patience for pointless cruelty. They defend the beasts of the wild, but they are the patrons of honorable hunters.

VALE'S DOMAIN SPELLS

Cleric Level	Spells
1st	<i>animal friendship, speak with animals</i>
3rd	<i>animal messenger, hunter's mark</i>
5th	<i>alter self, conjure animals</i>
7th	<i>dominate beast, faithful hound</i>
9th	<i>giant insect, insect plague</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency in two of the following skills of your



choice: Animal Handling, Nature, Survival. You gain proficiency with unarmed strikes.

CLAWS

Also at 1st level, you gain the ability to grow razor sharp claws as an action. You attack with your claws using an unarmed strike and deal $1d6 + \text{ability modifier}$ slashing damage on a successful hit. Your claws are treated as a finesse weapon. You may retract your claws with another action.

The damage from your claws increases to $1d8$ at 6th level, $1d10$ at 8th level, and $2d6$ at 14th level.

CHANNEL DIVINITY: CHARM WILD BEASTS

Beginning at 2nd level, you may use your Channel Divinity to charm wild beasts.

As an action, you present your holy symbol and all wild beasts within 30 feet that can see or hear you must make a Wisdom saving throw. If they fail their saving throw, they are charmed by you and those you designate as friends for 10 minutes or until they take damage.

SPIRIT ANIMAL

Starting at 6th level you gain the service of a loyal spirit animal.

To call your spirit animal, spend 1 week alone in a wilderness environment appropriate for the type of creature you are calling. At the end of that period it will emerge from the wilderness. The animal may take the form of any wild beast with a challenge rating of $1/4$ or less. It has the statistics of the chosen form, although it is a celestial instead of a beast.

If your spirit animal normally has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak. It serves you both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While in direct contact with your spirit animal, you can make any spell you cast that targets only you also target your animal.

When your spirit animal drops to 0 hit points, it disappears, leaving behind no physical form. To regain its services you must repeat the calling ritual. You can also temporarily dismiss your spirit animal as an action, causing it to disappear by running, swimming, or flying off as appropriate. As an action, while in an appropriate wilderness setting, you can recall it and it will return as if emerging from hiding.

While your spirit animal is within line of sight, you can communicate with it telepathically.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your unarmed attacks with divine energy. Once on each of your turns when you hit a creature with an unarmed attack, you can cause the attack to deal an extra $1d8$ radiant damage to the target. When you reach 14th level, the extra damage increases to $2d8$.

WILD SHAPE

Starting at 17th level, you gain the ability to use the druid's wild shape feature. The feature works as if you were an 8th level druid, except that you may use it an unlimited number of times.

DOMAIN PURSUITS

The following are pursuits a cleric of Vale might undertake:

- **Great Hunt** Participate in a dangerous and challenging hunt for worthy game.
- **Rediscovered Majesty** Seek out a wild creature unseen for ages or thought to be legend.
- **Savage Vengeance** Rain vengeance down upon those who have treated animals cruelly or wastefully.
- **The Strong Survive** Test your strength against a life or death challenge or deadly foe to determine if you are worthy of survival.

ZEVAS'S DOMAIN

Clerics of Zevas are schemers and planners. They seek to understand and control the webs of fate, and they use their powers to aid others who do the same. They like secrets, both their own and those they can learn about others. They are even known to bless and aid thieves and burglars, despite the deeply questionable ethics of such acts.



ZEVAS'S DOMAIN SPELLS

Cleric Level	Spells
1st	<i>disguise self, expeditious retreat</i>
3rd	<i>alter self, web</i>
5th	<i>bestow curse, major image</i>
7th	<i>divination, polymorph</i>
9th	<i>mislead, modify memory</i>

ACOLYTE OF ILLUSION

At 1st level, you gain proficiency in one of the following skills of your choice: Deception, Insight, Persuasion. You also gain the *minor illusion* cantrip if you don't already know it.

SHADOWCLOAK

Also at 1st level, you may attempt to hide even when you are clearly seen. You may use this ability a number of times equal to your Wisdom modifier (minimum of 1). You regain all uses when you finish a long rest.

CHANNEL DIVINITY: DIVINE EGRESS

Starting at 2nd level, you can use your Channel Divinity to open locks and bypass traps.

As an action, press your holy symbol to the target and call upon Zevas to unlock any mechanical lock and disable any mechanical traps on a single door or container. Locks opened in this fashion may be relocked, and most traps disabled in this way may be reset. This feature will not remove crude locks such as barred doors, spiked doors, or barricades, nor will it work on magical traps and locks.

CHANNEL DIVINITY: TWIST FATE

Beginning at 6th level, you can use your Channel Divinity to foresee disaster and change your fate to avoid it.

As a reaction, you may use your Channel Divinity to undo a single action you just took that had a negative outcome and choose to take a different action in its place. You may only use this feature to reverse an action with a negative outcome, and you may not repeat the same action.

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 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

RESIST CORRUPTION

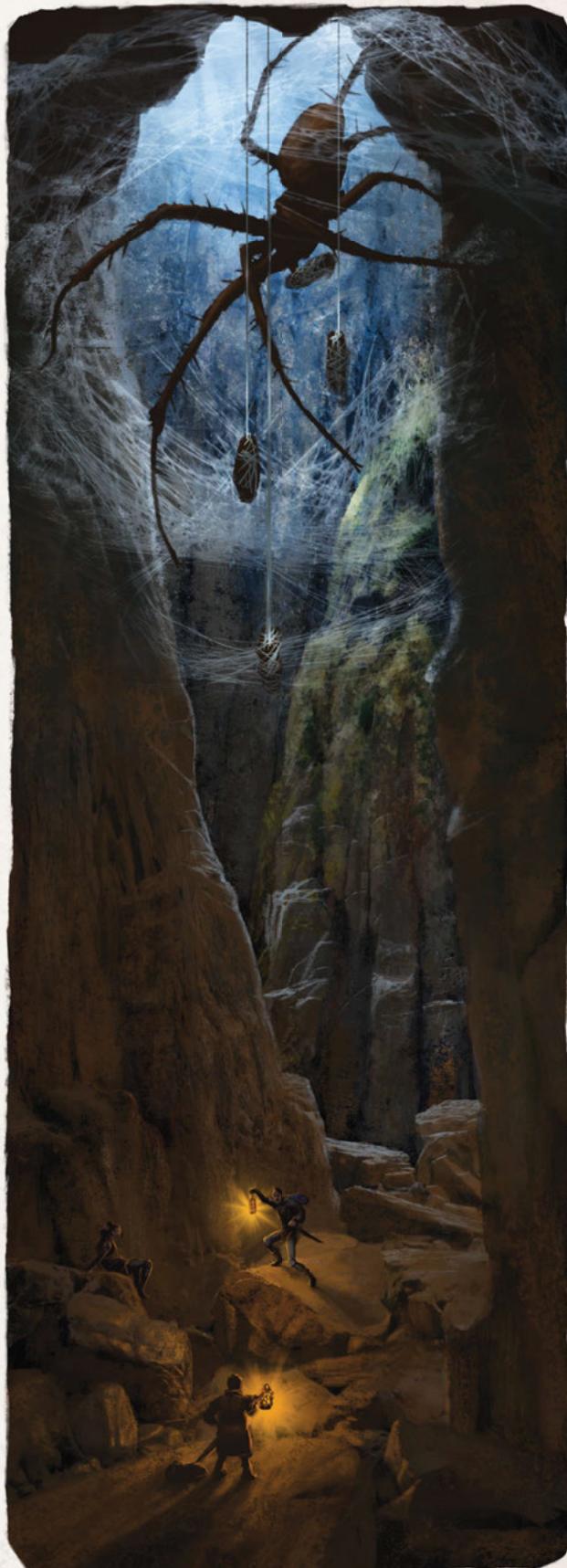
Starting at 17th level, you more easily resist corruption.

When you suffer corruption you may ignore a number of points equal to your Wisdom modifier (minimum of 1). In addition, you have advantage on saving throws to resist corruption.

DOMAIN PURSUITS

The following are pursuits a cleric of Zevas might undertake:

- ♦ **Heist** Aid a rogue or burglar in pulling off a complicated heist against a deserving target.
- ♦ **Plot** Lay down threads as part of a larger plot that will be unveiled the future, even if you can't see the endgame today.
- ♦ **Secret** Discover a valuable secret that will help with the temple's future endeavors.
- ♦ **Trade Route** Help open a new trade route or source of valuable goods.





CHAPTER SEVEN

FINISHING TOUCHES

In the final step of character creation you'll determine your hit points, calculate saving throws, figure out your initiative bonus, and finish all the other calculations necessary to fill in the remaining blanks on your character sheet. In terms of game mechanics, when you finish, you'll be ready to play.

But this is a roleplaying game, and there is much more to your character than the numbers on the page. In this chapter we'll guide you through some final bits of storytelling. You'll choose your patron enaros, discover what your childhood was like, reveal the moment when your personal adventure began, and add bits of color and flavor that will help to bring your character to life.

FILL IN THE BLANKS

As we mentioned at the beginning of this process, the World of Aetaltis books assume you are familiar with the Fifth Edition core rules, including character creation. This step involves finalizing all the standard Fifth Edition rules information remaining for your character, including:

- ♦ Skill modifiers
- ♦ Weapon attack modifiers and damage
- ♦ Hit points
- ♦ Armor class
- ♦ Initiative
- ♦ Saving throw modifiers
- ♦ Passive Perception

ESSENCE POINTS

The World of Aetaltis introduces a new attribute called essence points. You can find a full description of essence points and how they are used in *Chapter 9: Magic*. At this stage, however, all you need to know is how many essence points you start with. Essence points are determined by your level. At 1st level, every character starts with 4 essence points.

PATRON ENAROS

The Enaros, the gods of Aetaltis, are a palpable presence to the average Aetalton. Not only do Aetaltons see divine power reflected in miracles of clerics, but every now and then people actually encounter the gods and their avatars.

If you are playing a cleric, you may already know who your patron Enaros is. If you are from the Maladoran or Deeplander cultures, however, you might have zero interest in the gods, in which case you won't have a patron Enaros. For the rest of you, what follows are short descriptions of each of the Enaros. Select one of these to act as your patron Enaros.

If you'd like even more information about the Enaros, the divine, and Aetalton religion, we encourage you to check out *Chapter 3: Religion and the Afterlife* in the *World of Aetaltis: Adventurer's Guide*.



ALANTRA, THE GREAT MOTHER

The eldest of the Enaros, Alantra is the embodiment of healing, fertility, and protection. She is the enaros of the hearth and home and the chosen enaros of Dalelanders. Healing clerics draw their power from her, and she is the patron of all who provide safety and protection.



AELOS, KEEPER OF MYSTERIES

Aelos is the enaros of the night, mystery, and the dead. All the spirits of the world are her wards, and she cares for them until they reach their final rest in Lensae's halls. She is the Keeper of Mysteries, but this role also gives her the right to reveal truth, shining light into darkness. Aelos is the chosen enaros of the Elloriyans and the patron of archers and spiritguides.



DROTH, LORD OF TRIAL

War, hardship, and challenge are all the domains of Droth, Lord of Trial. Despite the sorrow often associated with his work, he is not considered evil. It is generally understood that only through trial can one grow to their strongest potential. For this reason, trial is not considered evil but simply a necessity of life. Droth is the chosen enaros of the Icewalkers and the patron of fighters and barbarians.



ELENTRA, THE MUSE

Elendra is the patron of bards and the protector of true love. She is beautiful and wise, but like true love she can be vengeful if crossed. Artists believe that she provides the inspiration for all art, from song to sculpture. She is also the embodiment of commitment, so her name is often called upon at weddings and when finalizing contracts.



GRETHKEN, THE GREEN FATHER

Grethken is the embodiment of plants, harvest, and the wilderness. His strength gives life to the forests and bountiful growth to the farmer's fields. He is the Lord of the Harvest and is celebrated every autumn for his bountiful gifts. In addition, he works hand-in-hand with his lover, Vale, as the keeper of the wilds. Grethken is one of the two chosen enaros of the Wastelanders, and he is the patron of rangers.



LARAYIL, SKY KEEPER

Larayil is the mistress of winds, bringer of rain, and queen of the sky. She is also the patron of sailors. Like the wind she is fickle, but she wields incredible power if brought to a fury. She is also the embodiment of beauty, but a beauty without depth or substance. Larayil is the chosen enaros of the Feylariyans.



MODREN, FORGE MASTER

Modren is the Great Builder and embodies construction, fire, and order. He is the keeper of the solar forge and is the smith of Lensae. He makes ideas real and turns chaos into order. Modren's power is cleansing but it achieves this either by burning away the impure or by the permanent transformation of the subject into something new. Modren is the patron of craftspersons and was the chosen enaros of the dwarves before the Age of Darkness.



PHENSRAL, THE SEA FATHER

Father of the Sea, Phensral is the master of waves and water. From the smallest river to the raging torrent, he is their lord and keeper. His power ranges from the crush of waves upon the shore to the trickle that eventually carves a valley. He is also the embodiment of change and thus the patron of all who seek new experiences.



TOLETREN, LORD OF KNOWLEDGE

Toletren is the Lord of Knowledge. He is also the keeper of history, the master of logic, and the watcher of time. Toletren embodies truth, and his guidance is sought whenever answers must be found. He is also the judge, not because he seeks justice, but rather because he requires the truth always be revealed. What others do with that truth is of little concern to him. Although he did not create the newardin, Toletren has become the chosen enaros of those newardin who worship him. Since Endoren's fall, Toletren is also the surrogate patron of wizards.



VALE, THE HUNTRESS

All the beasts of Aetaltis are the children of Vale. She is their keeper and protector, and she often takes on their form to move among them. Her heart is feral, and she is the embodiment of instinct. Violence is in her nature, but only in so far as it is a part of survival and in the natural order of things. Vale is one of the chosen enaros of Feylariyans, Wastelanders, and those that work with animals.



ZEVAS, THE LORD OF WEBS

Zevas is the embodiment of planning, commerce, and illusion. He is the master of the Web of Fate and can navigate its strings better than any other enaros. He is the patron of merchants and diplomats, but also of thieves. This association with criminals causes the people of Aetaltis to remain wary of him, even if they still respect him as an enaros.

ADDING CHARACTER

This last section features tables you can use to complete your character's story. If you like surprises, roll the dice and see how things turn out. We encourage you to try the random approach. Knitting the unexpected pieces of background together often leads to a richer character story than you might have imagined without the random element.

Of course, not everyone likes surprises, so if you prefer a bit more control, pick and choose what you like. Remember, these tables are optional, but they're a great way to flesh out your character before the game begins.

YOUR LIFE AS A CHILD

d100 As a child, you...

1	lived alone on the streets.
2	were raised in a happy family.
3	lived as a hostage in a rival kingdom.
4	were part of a street gang.
5	lived on an idyllic farm.
6	were extremely rich.
7	were raised in a cult.
8	were blind, but you've been cured.
9	were deaf, but you've been cured.
10	were mute, but you've been cured.
11	were small and skinny.
12	were big for your age.
13	were overweight.
14	were raised by beastfolk.
15	were raised by wolves.
16	were really happy.
17	were always lonely.
18	were completely ignored.
19	grew up in a huge family.
20	were raised by your sibling.
21	were raised by your grandparent.
22	were raised by an adoptive family.
23	worked in the family business.
24	lived in a large city.
25	were told you have a destiny.
26	were told endless lies.
27	took care of your younger siblings.
28	lived during a time of war.
29	were constantly on the move.
30	lived near the sea.
31	listened to endless heroic tales.
32	were constantly told to know your place.

d100	As a child, you...	d100	As a child, you...
33	fought for your life.	79	were unpopular.
34	dreamed of a better life.	80	believed you could cast spells.
35	believed you were someone else.	81	were best friends with someone your family feared.
36	had an imaginary friend.	82	thought the Enaros spoke to you.
37	dreamed you'd become a hero.	83	always suspected you were adopted.
38	loved someone beyond your station.	84	had to work and never had a real childhood.
39	were terribly bored.	85	got nosebleeds regularly.
40	were spoiled rotten.	86	hated crowds.
41	were pampered.	87	lost a chance to attend a prestigious school.
42	were hungry all the time.	88	were raised as nobility.
43	grew up as part of an acting troupe.	89	loved digging holes.
44	were the victim of an ongoing haunting.	90	tortured small animals.
45	were bedridden for years.	91	cried all the time.
46	were a terrible bully.	92	were a bleeder.
47	liked animals more than people.	93	got into fights with everyone.
48	built forts in the woods.	94	were the sole caretaker of an elderly relative.
49	spent your free time in the ruins near your home.	95	had an uncanny knack for a mundane trade.
50	pretended you were a great wizard.	96	hated one of your parents.
51	ran away from home.	97	murdered someone.
52	were always getting into trouble.	98	nearly drowned.
53	were always spying on people.	99	were constantly told you'd never amount to anything.
54	ran cons on your friends.	100	disappeared for a week only to mysteriously reappear outside of town with the ability to cast a cantrip of your choice.
55	were a thief.		
56	saved every copper.		
57	accidentally killed a childhood friend.		
58	watched someone close to you die.		
59	had a pet you loved more than anything.		
60	spent every waking moment with your best friend.		
61	had a favorite belonging given to you by a famous hero.		
62	were haunted by a ghost.		
63	were left for dead.		
64	did odd jobs to help your family make ends meet.		
65	broke your leg in a bad fall.		
66	had a serious illness that left you bed-bound for years.		
67	rescued a small animal and kept it as a pet.		
68	wore a special scarf everywhere you went.		
69	were fascinated by the stars.		
70	took a long time to grow into your features.		
71	had a recurring dream about a lost ruin.		
72	built rafts and sailed the river near your home.		
73	never learned to swim.		
74	had terrible allergies.		
75	got lost in the wilds for a week.		
76	were a daredevil and constantly scared your parents.		
77	were a loner with no friends.		
78	were the village clown.		



ABOVE | Dalios Cochana Dorenkett, by Mitchell Malloy

WHEN THE ADVENTURE BEGINS**d100 When the adventure begins you...**

- 1 are no longer welcome in a certain town or city.
- 2 are no longer welcome in a particular kingdom.
- 3 are despised by people of a particular culture.
- 4 have a bounty hunter after you.
- 5 owe someone a favor.
- 6 owe someone a lot of money.
- 7 owe someone for saving your life.
- 8 are seeking revenge.
- 9 are wanted for murder.
- 10 are wanted for theft.
- 11 are wanted for arson.
- 12 are wanted for treason.
- 13 are wanted for smuggling.
- 14 are wanted for kidnapping.
- 15 are cursed.
- 16 are on a quest.
- 17 are corrupted.
- 18 are seeking redemption.
- 19 are searching for someone important to you.
- 20 are living under a false identity.
- 21 are seeking a new purpose in life.
- 22 are seeking enlightenment.
- 23 are studying Atlan Centering.
- 24 are the key to a great mystery.
- 25 are the only hope for a group of people.
- 26 are an amnesiac.
- 27 are a parent.
- 28 are married.
- 29 run a small business venture.
- 30 are needed back home.
- 31 are accused of a crime you didn't commit.
- 32 own property in a distant land.
- 33 are the heir to a fortune but someone is in your way.
- 34 have a nemesis who wants revenge on you.
- 35 have a terminal illness.
- 36 have unexplained blackouts.
- 37 are occasionally protected by a mysterious guardian.
- 38 are the heir to a throne.
- 39 secretly never age.
- 40 are secretly a doppelganger.
- 41 were polymorphed into your current lineage.
- 42 are deeply in love.
- 43 never want to go home.
- 44 have a secret admirer.

d100 When the adventure begins you...

- 45 know a terrible secret.
- 46 have a map tattooed on your back.
- 47 owe thousands in back taxes.
- 48 are in love with someone beyond your station.
- 49 are a spy on a mission.
- 50 only left your village a few days ago.
- 51 aren't sure becoming an adventurer was a good idea.
- 52 are a long way from home.
- 53 are just a few miles from home.
- 54 just met the rest of the party yesterday.
- 55 have known your companions for years.
- 56 are only an adventurer by chance.
- 57 have a good friend who is a priest.
- 58 have a good friend who is a thief.
- 59 have a good friend who is a successful merchant.
- 60 have a good friend who is a noble.
- 61 have a good friend who is a cleric.
- 62 have a good friend who is a wizard.
- 63 have a good friend who is druid.
- 64 have a good friend who is in the military.
- 65 have a good friend who is a mercenary.
- 66 have a good friend who is a scholar.
- 67 have a good friend who is an alchemist.
- 68 have a good friend who is an assassin.
- 69 just arrived from another country.
- 70 are in jail.
- 71 are recently engaged.
- 72 just escaped from prison.
- 73 are mourning the death of a someone you loved.
- 74 narrowly avoided being executed.
- 75 got cheated out of a fortune.
- 76 deserted your post in the military.
- 77 just recovered from being really sick.
- 78 recently left your family on bad terms.
- 79 changed your name to start over.
- 80 have been traveling a few weeks.
- 81 saw an omen in the stars.
- 82 received terrible news.
- 83 found a really nice hat just lying on the ground.
- 84 have a servant.
- 85 have a suspicion someone is following you.
- 86 have a brain-splitting hangover.
- 87 lost a shoe.
- 88 are being courted by a guild that wants you to join.

d100	When the adventure begins you...
89	just ended a relationship and the other person isn't taking it well.
90	killed someone and are still covered in their blood.
91	are questioning your purpose in life.
92	accidentally got married the night before while you were blackout drunk.
93	are expected to participate in a duel tonight.
94	just gave up drinking.
95	have a sidekick.
96	are observing a vow of silence.
97	discovered you will be dead before the end of the year.
98	were just raised from the dead.
99	are a lycanthrope.
100	are dead because you were crushed by a runaway wagon on the way to your first adventure. Create a new character.



How PEOPLE DESCRIBE YOU

d100	People say you are...						
1	a jerk.	26	withdrawn.	51	delusional.	76	optimistic.
2	a great person.	27	quiet.	52	broken.	77	unrealistic.
3	kind.	28	thoughtful.	53	sickly.	78	over-confident.
4	difficult.	29	heroic.	54	off-putting.	79	cheap.
5	shrewd.	30	bold.	55	powerful.	80	frugal.
6	scary.	31	crafty.	56	graceful.	81	frivolous.
7	creepy.	32	clever.	57	generous.	82	reckless.
8	hilarious.	33	dull.	58	protective.	83	daring.
9	loving.	34	slow.	59	passionate.	84	enlightened.
10	friendly.	35	vicious.	60	playful.	85	insightful.
11	forgettable.	36	vengeful.	61	childish.	86	perceptive.
12	memorable.	37	angry.	62	mature.	87	irritating.
13	over-dramatic.	38	grim.	63	disinterested.	88	unhappy.
14	capable.	39	resolute.	64	artistic.	89	lecherous.
15	boring.	40	intellectual.	65	confusing.	90	boisterous.
16	fun.	41	glamorous.	66	bizarre.	91	boastful.
17	curious.	42	suave.	67	wonderful.	92	arrogant.
18	stupid.	43	sophisticated.	68	beguiling.	93	classy.
19	smart.	44	worldly.	69	clumsy.	94	smooth.
20	gullible.	45	paranoid.	70	well-intentioned.	95	slick.
21	innocent.	46	fearful.	71	intimidating.	96	sensible.
22	naïve.	47	bland.	72	poised.	97	doomed.
23	brave.	48	glum.	73	religious.	98	fickle.
24	selfless.	49	depressed.	74	superstitious.	99	dangerous.
25	trouble.	50	manic.	75	humble.	100	a genius.

ABOVE | Captain Brazewhite, by Russell Marks

MEMORABLE TRAITS**d100 People remember you because...**

- 1 you have one crossed eye.
- 2 you're missing an ear.
- 3 you're missing your nose.
- 4 you're missing a finger.
- 5 you walk with a pronounced limp.
- 6 you have beady eyes.
- 7 you have cold, dead eyes.
- 8 you have loving eyes.
- 9 you easily blush.
- 10 you always look angry.
- 11 you have strangely long arms.
- 12 you have big hands.
- 13 you have an incredible body.
- 14 you have the face of a god/goddess.
- 15 you look like a famous noble.
- 16 you've got incredible teeth.
- 17 you have strangely colored eyes.
- 18 you have a gory scar.
- 19 you have a cool scar.
- 20 you have an unfortunate tattoo.
- 21 you have an incredible tattoo.
- 22 you have ritual scarification.
- 23 you have bizarre piercings.
- 24 you have big ears.
- 25 you've got a winning smile.
- 26 you have a discomforting smile.
- 27 you have the face of a liar.
- 28 you have an innocent face.
- 29 you have a constant sneer.
- 30 you have a melodious laugh.
- 31 you sneer even when you aren't angry.
- 32 you have an obnoxious laugh.
- 33 you snore loudly.
- 34 you are a heavy sleeper.
- 35 you are a light sleeper.
- 36 you have a prominent gold tooth.
- 37 you have luscious lips.
- 38 you have strong arms.
- 39 you're completely bald.
- 40 you're hairless.
- 41 you're missing a tooth.
- 42 you have terrible teeth.
- 43 you're big boned.
- 44 you have bad breath.
- 45 you have prominent body odor.

d100 People remember you because...

- 46 you have a distinctive pattern of speech.
- 47 you misuse words.
- 48 you move with incredible grace.
- 49 you're missing a limb.
- 50 you're missing an eye.
- 51 you have horrible burn scars.
- 52 you have posh style.
- 53 you have a commanding voice.
- 54 you have an alluring voice.
- 55 you have a grating voice.
- 56 you have a chronic cough.
- 57 you have impressive alcohol tolerance.
- 58 you have a birthmark in a remarkable shape.
- 59 you have two different colored eyes.
- 60 of nothing. No one remembers you.
- 61 it's impossible to read your emotions.
- 62 you have such a positive attitude.
- 63 you have a criminal brand.
- 64 you have a deserter's brand.
- 65 you have one stiff arm.
- 66 you are always tapping your fingers.
- 67 you crack your knuckles.
- 68 you pick your nails with your dagger.
- 69 you wear your hat backwards.
- 70 you talk to yourself.
- 71 you constantly jangle your coin pouch.
- 72 you bite your lip.
- 73 you have a terrible hair style but love it.
- 74 you overly season your food.
- 75 you fidget constantly.
- 76 you walk too fast for everyone else.
- 77 you sing quietly to yourself.
- 78 you whistle constantly.
- 79 you smoke an awful smelling gelenleaf.
- 80 you snort when you laugh.
- 81 you wear mismatched clothing.
- 82 you talk too loud.
- 83 animals naturally fear you.
- 84 children naturally fear you.
- 85 animals naturally love you.
- 86 you always look sick.
- 87 you are unnaturally thin.
- 88 your eyes glow in the dark.
- 89 you constantly flip a coin.
- 90 you obsessively sharpen your blade.

d100	People remember you because...
91	you will only wear a particular style of boot.
92	you always keep your hood up.
93	you smoke constantly.
94	you eat constantly.
95	your teeth are stained brown.

d100	People remember you because...
96	you have amazing hair.
97	your hair has turned pure white.
98	you have fangs.
99	you carve your name into everything.
100	candles go out whenever you walk past.

WHAT MATTERS TO YOU MOST

d100	Nothing is more important to you than...
1	your mother.
2	your father.
3	your sister.
4	your brother.
5	your twin.
6	your best friend.
7	your mentor.
8	your grandparent.
9	your military commander.
10	your boss.
11	your dog.
12	your cat.
13	your significant other.
14	your business partner.
15	your spouse.
16	your hero.
17	one of the Enaros.
18	one of the Avatars.
19	a particular high priest/priestess.
20	your lifelong enemy.
21	your calling.
22	your culture.
23	your background.
24	honor.
25	pride.
26	purity.
27	physical strength.
28	intelligence.
29	an attractive appearance.
30	your hair.
31	piety.
32	family.
33	your circle of friends.
34	your adventuring party.
35	your ancestry.
36	your horse.

d100	Nothing is more important to you than...
37	your weapon.
38	your home village.
39	your home kingdom.
40	carousing.
41	smoking.
42	eating.
43	your skills.
44	being an adventurer.
45	money.
46	gold and jewels.
47	fine wines.
48	fine food.
49	the sea.
50	riding horses.
51	winning every fight.
52	proving your worth.
53	freedom.
54	your wine collection.
55	your coin collection.
56	your weapon collection.
57	being right.
58	making sure you never miss a meal.
59	personal grooming.
60	self-improvement.
61	excellence.
62	gelenleaf.
63	achieving physical perfection.
64	comfort.
65	spice.
66	trade and mercantilism.
67	current events.
68	history.
69	ancient legends.
70	truth.
71	privacy.
72	gambling.

d100	Nothing is more important to you than...
73	kindness.
74	generosity.
75	intellectual curiosity.
76	your pet.
77	vanquishing evil.
78	being seen as a hero.
79	staying beneath notice.
80	collecting trophies of your victories.
81	civilization.
82	education.
83	nature.
84	doing what you want.
85	happiness.
86	cleansing corruption.

d100	Nothing is more important to you than...
87	revenge.
88	your people.
89	saving lives.
90	doing the right thing.
91	avoiding killing.
92	justice.
93	a sense of purpose.
94	clean living.
95	remaining free.
96	fire.
97	making enemies suffer.
98	balance.
99	forgiveness.
100	your own life.

YOUR STRONGEST BELIEF

d100	You fervently believe...
1	violence is not the answer.
2	peace is for wimps.
3	there is always hope.
4	the world needs heroes.
5	anger leads to suffering.
6	if you won't help, who will?
7	money can solve any problem.
8	life is out to get you.
9	you're cursed.
10	the meaning of life lies with magic.
11	there are working world gates out there somewhere.
12	Endroren is returning and sooner than you think.

d100	You fervently believe...
13	the wards aren't failing. Someone is breaking them.
14	monarchies must be abolished.
15	meat is murder.
16	there is something not right about the Newardin.
17	where there's a will, there's a way.
18	if you want it done right, you have to do it yourself.
19	there are people living in the clouds.
20	there are people living under the Amethyst Sea.
21	the Age of Darkness only happened in the Amethyst Sea basin.
22	there are mysterious hairy creatures living in the Zhamayan jungle.



d100	You fervently believe...	d100	You fervently believe...
23	the prophesied High King of the Donarzheis will return soon.	64	mead is the only beverage worth drinking.
24	the world will end in ten years.	65	the Atlan Alliance were invaders, not saviors.
25	drinking humanoid blood is the fountain of youth.	66	you should save half of what you earn.
26	you will never age.	67	you have a guardian spirit.
27	you are the heir to a throne.	68	a war is coming and you must be ready.
28	you are the bastard child of one of the Enaros.	69	Endroren was actually trying to save us from a greater evil.
29	you have dragon blood in your ancestry.	70	corruption is safe if you keep it under control.
30	you are doomed to corruption.	71	mud on your shoes is mud on your soul—keep them clean!
31	the secret to repairing the world gates lies in Old Erinor.	72	death is too good for the endrori.
32	creating bound undead isn't actually bad.	73	if you drink water, you'll get sick.
33	the Enaros are just powerful beings pretending to be gods.	74	no one can make you laugh.
34	you are destined to be a great adventurer.	75	Aetaltis orbits Lensae.
35	the gods speak to you through your dreams.	76	an ancient society existed on Aetaltis before the Age of Dawn.
36	this isn't your first life.	77	beastfolk do not have spirits.
37	the Skyriders of Larayil were real.	78	there is nothing after you die.
38	there are still flying cities floating around out there.	79	the Alliance destroyed the gates to stop something from coming through.
39	people are too soft these days.	80	the Newardin purposely destroyed the gates to trap the Alliance.
40	the Atlan Alliance came from across the sea, not another world.	81	Endroren already escaped his prison and walks the surface.
41	those with power are obligated to help others.	82	it is possible to purify the Fallen.
42	we'll only beat the endrori if we use their tactics.	83	the secret to eternal life lies somewhere in Ellor Nyall.
43	the fey aren't really from Aetaltis.	84	the Newardin Empires have working world gates.
44	the drothmal once lived in great cities in the Blade Sea.	85	that High Lord Drakewyn was replaced by a doppelganger.
45	if you just work hard enough you'll win your parents' approval.	86	you arrived on this world via a portal a few years ago.
46	everyone likes you.	87	you can speak with animals.
47	everyone hates you.	88	people will sing songs about you someday.
48	reality is nothing more than a powerful illusion.	89	Aetaltis is on the cusp of a golden age.
49	the Age of Darkness never happened.	90	physical philosophy is more important than magic.
50	the combined Dark Hordes are planning a new invasion.	91	the second Age of Darkness is beginning.
51	working together, we can bring peace to the land.	92	if you lose your lucky talisman, disaster will follow.
52	you can do anything.	93	wealth corrupts.
53	you can't die before your destiny is fulfilled.	94	might makes right.
54	books are for fools.	95	the weapons of the unfaithful cannot harm you.
55	silver is worth more than gold.	96	the Queen of Ellor Nyall actually succeeded and is a goddess now.
56	your patron god is the only real god.	97	the planet Aetaltis is a living being.
57	you have to embrace the darkness to fight it.	98	the source of magic lies somewhere inside the Scythaan Wall.
58	that all things have a true name, and that name has power.	99	there is no such thing as free will.
59	leeches are the cure for everything.	100	you are an imaginary character made up for a game.
60	it doesn't matter what you must do, as long as you win.		
61	victory is only possible through sacrifice.		
62	nothing is more valuable than innocence.		
63	meat is unhealthy.		

THINGS YOU HATE OR FEAR

d100	You hate or fear...
1	heights.
2	enclosed spaces.
3	being alone.
4	spiders.
5	undead.
6	animated skeletons.
7	corpses.
8	mice.
9	wizards.
10	magic.
11	getting lost.
12	the dark.
13	water.
14	fire.
15	acid.
16	snakes.
17	orogs.
18	dragons.
19	trolls.
20	lightning.
21	boats.
22	flying.
23	bugs.
24	bad luck.
25	curses.
26	the opposite sex.
27	romance.
28	love.
29	blood.
30	slime.
31	dancing.
32	formal clothing.
33	failure.
34	embarrassment.
35	dishonor.
36	getting cheated.
37	thieves.
38	arrogance.
39	sloth.
40	being wrong.
41	bad manners.
42	your past failures.
43	low quality gear.
44	laws.
45	taxes.

d100	You hate or fear...
46	nobles.
47	peasants.
48	mercenaries.
49	gelenleaf.
50	alcohol.
51	drunkenness.
52	bartering.
53	merchants.
54	taverns.
55	small towns.
56	being underground.
57	liars.
58	clerics and priests.
59	divine magic.
60	temples.
61	emotion.
62	weakness.
63	physical labor.
64	disease.
65	poison.
66	swamps.
67	alligators.
68	wolves.
69	lies.
70	outdoors.
71	loud music.
72	thorny bushes
73	jewelry.
74	pity.
75	rats.
76	cold.
77	fog.
78	swimming.
79	silence.
80	town guard.
81	truth.
82	secrets.
83	the unknown.
84	cats.
85	horses.
86	pain.
87	sleeping.
88	rain.
89	spice.
90	bards.

d100	You hate or fear...
91	ignorance.
92	superstition.
93	killing.
94	violence.
95	defeat.

d100	You hate or fear...
96	thunder.
97	borrowing.
98	charity.
99	children.
100	yourself.

AN IMPORTANT PERIOD IN YOUR LIFE

d100	For a brief time, you...
1	were enslaved.
2	lived with an adoptive family.
3	lived with relatives.
4	were sent to the mines.
5	were sent to prison.
6	were tortured.
7	were a famous athlete.
8	were addicted to spice.
9	were an alcoholic.
10	worshiped a false god.
11	were an arms smuggler.
12	were a petty thief.
13	were a mercenary.
14	were a soldier.
15	were a cultist.
16	were evil.
17	were a pacifist.
18	were a hermit.
19	were a monk.
20	were an acolyte.
21	were a lycanthrope.
22	were a hero.
23	were married.
24	were an actor.
25	were a singer.
26	were a musician.
27	were a student.
28	were a sailor.
29	were cursed.
30	were a parent.
31	were accused of a heinous crime.
32	were a bandit.
33	were a hostage.
34	had a terminal illness.
35	owned a business.
36	were hunted.
37	had amnesia.
38	lived at the palace.
39	were a spy.
40	owned a farm.
41	were a caravan guard.
42	were a rower on a galley.
43	lived on a deserted island.
44	were a slave.
45	fought in the arena.
46	worked in a tavern.
47	were a town guard.
48	had a problem with gambling.
49	lived in the Deeplands.
50	lived in a foreign land.
51	tried to become an artist.
52	fought in a war.
53	were banished.
54	worked as a bounty hunter.
55	loved someone beyond your station.
56	knew true happiness.

d100	For a brief time, you...	d100	For a brief time, you...	d100	For a brief time, you...	d100	For a brief time, you...
57	were broke.	67	had a debilitating phobia.	78	lost hope.	90	lost faith in the Enaros.
58	lived on the streets.	68	hallucinated.	79	were deeply depressed.	91	thought you'd achieved immortality.
59	served on a pirate ship.	69	wanted to die.	80	had a pet.	92	heard voices.
60	tried to learn magic.	70	were the sheriff of a small town.	81	lived a lie.	93	were a craftsperson.
61	wanted to become a priest.	71	collected fine wines.	82	observed a vow of silence.	94	were a trapper.
62	were enslaved in the Deeplands.	72	expected to take over the family business.	83	felt truly loved.	95	owned an amazing horse.
63	suffered from sleeping sickness.	73	had a destiny.	84	were hailed as a hero.	96	had a magic sword.
64	thought you were dying.	74	had a twin.	85	never failed.	97	were beautiful.
65	were fabulously wealthy.	75	had a partner.	86	had uncanny luck.	98	were ugly.
66	were a cannibal.	76	had a sidekick.	87	had terrible luck.	99	gave up.
		77	had a price on your head.	88	were obsessed.	100	were dead.
				89	were chronically ill.		

THE MOMENT THAT CHANGED YOUR LIFE

d100	Everything changed...	d100	Everything changed...
1	when you saw the great dragon.	28	when you bought that small plot of land.
2	when you saw an enaros in mortal form.	29	when your children were born.
3	after you spent a week trapped in the Deeplands.	30	the day you graduated from your apprenticeship.
4	when you were brought back to life.	31	when you finally left home.
5	when you were the only survivor of a deadly attack.	32	when the hooded stranger came to town.
6	when you accidentally killed your friend.	33	when you watched your family murdered.
7	when you saved your friends.	34	after your parent died when you were just a child.
8	when you found an incredible treasure but lost it.	35	when you saw a wizard using magic.
9	after you helped to reseal a Deepland entrance.	36	after you suffered a knee injury practicing archery.
10	the night you were left for dead.	37	when the witch told you your destiny.
11	when you got captured.	38	when you received your first sword.
12	when you were cursed.	39	when as a child you got lost in the deep forest.
13	after you broke both your legs.	40	when you discovered your true ancestry.
14	after you climbed the Donarzheis mountains.	41	the night you ran away from home.
15	when you saw a giant.	42	after you survived that terrible shipwreck.
16	when you discovered your calling.	43	when you failed at your lifelong dream.
17	the day you met your soulmate.	44	the day your spouse died.
18	after everyone in your village died of plague.	45	when you woke from your coma.
19	when the warlord burned your village.	46	after you escaped from your captors.
20	the night the king or queen stayed at your home.	47	the day the Enaros showed you your destiny.
21	after you visited New Erinor.	48	when you discovered that your entire life was lie.
22	after you visited Hawk's Crest.	49	when you found out someone altered your memories.
23	when you first saw the Deeplands.	50	after you visited Port Vale.
24	when you killed your first endrori.	51	when you visited Selenthea.
25	when your parent first taught you to hunt.	52	during that trip to Malador.
26	after you saw the ghost.	53	after you visited Callios.
27	when you discovered Atlan Centering.	54	after you spent a year in the wilds.

**d100 Everything changed...**

- 55 when you were caught in an essence storm.
- 56 when you lost your true love.
- 57 the first time you heard an audience cheering for you.
- 58 when you were driven from your homeland.
- 59 after you saw what war is really like.
- 60 the night a voice whispered your destiny.
- 61 when you met a real adventurer for the first time.
- 62 the day you heard High Lord Drakewyn speak.
- 63 when your mentor died.
- 64 when you were accepted to the College of New Erinor.
- 65 when you were accepted to a magical college.
- 66 but you didn't realize it until much later.
- 67 when you joined the guild.
- 68 when your kingdom fell to the enemy.
- 69 after you made a pilgrimage to an important shrine.
- 70 when your kingdom took over a neighboring kingdom.
- 71 when you discovered the identities of your real parents.
- 72 when you found out you have an identical twin.
- 73 when a stranger showed you unexpected kindness.
- 74 when you finally accepted the truth.
- 75 when you overcame your greatest weakness.
- 76 when you first held a blade.
- 77 when you cast your first spell.

d100 Everything changed...

- 78 after you suffered spiritual corruption.
- 79 the night you witnessed a wizard using blood magic.
- 80 when you saw how cruel people can be.
- 81 when you saw how much good one person can accomplish.
- 82 after you gave in to your hatred.
- 83 after you lost everything.
- 84 that night when you saw the thing in the sky.
- 85 when you surrendered to your destiny.
- 86 after you got the revenge you'd been longing for.
- 87 when you discovered your true strength.
- 88 after you moved past your fear.
- 89 when you were imprisoned.
- 90 when you hit rock bottom.
- 91 when the strange man gave you the magic talisman.
- 92 the night you had the horrible dream.
- 93 after the visions started.
- 94 when you did what you had to.
- 95 the night you found the secret passage.
- 96 when you stumbled upon the fey village.
- 97 when you were conscripted into the warlord's army.
- 98 when you realized you couldn't run anymore.
- 99 when you placed your life in the hands of the Enaros.
- 100 after you took on your new identity.

YOUR GREATEST DESIRE**d100 More than anything, you want...**

- 1 a big dog.
- 2 a kitten.
- 3 a fast horse.
- 4 a best friend.
- 5 to find your soulmate.
- 6 your own kingdom.
- 7 a castle.
- 8 a home in the Deeplands.
- 9 to live in Tricos.
- 10 to live in Selenthea.
- 11 to live in Port Vale.
- 12 to live in Malador.
- 13 to live in the Dalelands.
- 14 to live in Agthor.
- 15 to find the Isles of the Lost Coast.
- 16 to explore the Zhamayen Jungle.
- 17 to visit the Scythaan Wastes.
- 18 to live on the Icebound Plain.

d100	More than anything, you want...	d100	More than anything, you want...
19	to live in the Free Kingdoms.	64	to know your purpose.
20	your own ship.	65	to be needed.
21	a quiet cottage.	66	to become an expert in your field.
22	to retire somewhere nice.	67	to teach others.
23	to perform on the big stage.	68	to join the Selenthean Knights.
24	to found a new village.	69	to own a villa in Callios.
25	to learn magic.	70	to retire to the Dalelands.
26	to visit the Essential Plane.	71	to meet Lord Drakewyn.
27	to see a real great dragon.	72	to fulfill your destiny.
28	to find one of the Elders.	73	to achieve enlightenment.
29	to fight an abomonae.	74	to see a fey village.
30	to kill your most hated enemy.	75	to become a Fallen.
31	to find someone you lost.	76	to see the Fields of Goloth.
32	to see your home again.	77	to save your people from their oppression.
33	to see an enaros.	78	to try foods all over the world.
34	to see an avatar.	79	to be recognized as a great weapon master.
35	to die gloriously in battle.	80	to wield the most powerful magic.
36	to travel west across the Phensrelan Ocean.	81	to see your story in books.
37	to see an Enarosian scroll.	82	to explore the Undercity of Norentor.
38	to visit Winterkeep.	83	to solve the riddle.
39	to visit the Silver Tower.	84	to retire in a faraway land.
40	to sail through the Dragon's Maw.	85	to love often and well.
41	to explore the Ellien Wilds.	86	to receive thunderous applause for a performance.
42	to see your family again.	87	to understand the stars.
43	to visit the Deeplands.	88	to write a book.
44	to see the Black Gate.	89	to explore Old Erinor.
45	to see the Newardine Empires.	90	to experience true love.
46	to sail the Blade Sea.	91	to become an avatar.
47	to see Stonegate pass.	92	to execute the perfect heist.
48	to find an essence well.	93	to join the Black Hand.
49	to find an essence void.	94	to found a merchant house.
50	to find a ley line.	95	to lead an army.
51	to discover a lost city.	96	to find the thing you lost.
52	to fight in a war.	97	to live forever.
53	to save someone's life.	98	the truth.
54	to be rich.	99	to fight.
55	to bring down the monarchy.	100	to find your way back to your own world.
56	children.		
57	to travel by ship.		
58	to ride in a carriage.		
59	to see the sea.		
60	to see an elephant.		
61	to get a magic weapon.		
62	to attend an elite school for your class.		
63	to live a wealthy lifestyle.		



CHAPTER EIGHT

EQUIPMENT

FROM BASKETS TO BEDROLLS, YOU CAN FIND A MULTITUDE OF ITEMS FOR PURCHASE IN Aetalan markets. The most common of these are listed here, along with the average prices. Some items may be harder to find in more isolated settlements, but with enough silver and a little time, you can get your hands on anything listed below. These equipment tables are not exhaustive; equipment from other game sources may also be found in cities around the Amethyst Sea basin with the gamemaster's permission.

STARTING GEAR

Each culture, background, calling, and class provides a package of starting equipment. If you use the standard Fifth Edition rules for starting gear, your character gets the equipment from all four sources. If you use the optional Fifth Edition rules for spending coins to buy your equipment, you do not receive starting equipment from your culture, background, calling, or class. You must select one method or the other, and may not mix the two methods.

ABOVE | The Outfitter, by *Russell Marks*

STARTING WEALTH

If you are using the optional Fifth Edition rules for buying equipment with coins, roll to see how many silver pieces you start with. The dice you roll are determined in part by the choices you made for culture, background, and calling.

$$(2d4 + \text{Culture Wealth Die} + \text{Background Wealth Die} + \text{Calling Wealth Die}) \times 10 = \text{Starting Silver Pieces}$$

COINS AND COINAGE

Aetaltis uses the standard copper, silver, gold, and platinum pieces common in most Fifth Edition gameworlds, and the rate of exchange between coins is still base ten. Ten copper pieces are equal in value to one silver piece, ten silver pieces are equal in value to one gold piece, and ten gold pieces are equal in value to one platinum piece.

Aetaltan coins are much smaller than those found in your typical Fifth Edition fantasy world. Each coin is roughly the size of an American dime and there are 200 coins per pound. Each kingdom has its own coinage, but for the sake of simplicity the size and value of coins are the same from one kingdom to the next.



5E COMPATIBILITY

AETALTIS PRICES VS. STANDARD 5E PRICES

Aetaltis equipment prices, cost of living, and wages roughly equate to those found in Europe during the late 13th and early 14th centuries. This is a departure from what you find in most Fifth Edition products. Using this real-world foundation lets us more easily estimate what is “a lot of money,” what a common person might realistically afford, and how an adventurer’s wealth will be perceived by a community. This approach also widens the economic gap between wealthy nobles and commoners.

CONVERTING PRICES FROM OTHER 5E PRODUCTS

Aetaltis prices are silver-based rather than gold-based. Most Aetaltis prices are listed in silver pieces, unless it is a particularly inexpensive item, in which case it is listed in copper pieces. The changes go deeper than this, but a simple way to include items from other Fifth Edition products is to use the same numeric value but reduce the coins by one denomination. For instance, an 2 gp item in most Fifth Edition books would cost 2 sp in Aetaltis. It’s not a perfect conversion, but it’s close enough.

MONEY CHANGERS

At major ports and large markets, you can probably spend whatever type of coin you have in your purse, but outside of these locations most people only accept the coins of the realm. Most towns and cities have money changers who will trade your foreign coins for the locally minted variety, and if there is no money changer in the area, many inn-keepers offer the same service.

The standard cost for money changing is 10% the amount you are changing. So if you need to change 100 silver Maladoran hammers to silver Agthorian gates, the money changer will keep 10 of the coins for the service.

DESIGN INSIGHTS

HOW MUCH MONEY IS A SILVER PIECE?

It’s one thing to say something costs 1 sp, but it’s another thing entirely to understand how valuable a silver piece feels to a person living on Aetaltis. When you tell a person on Aetaltis something costs 1 sp do they laugh it off and toss you the coin without another thought? Or do they cringe and reluctantly pull the precious piece of silver from their purse, wincing as they hand it over.

To help you to get a better sense of this, we studied the income, expenses, and general cost of living in Europe during the late 13th and early 14th centuries. By comparing those to similar cost of living expenses in the United States at the time of this book’s publication, especially disposable income, we can get a rough idea of how much a particular coin feels like to an Aetaltan.

Aetaltan Coin	Feels Like...
1 cp	\$8
1 sp	\$80
1 gp	\$800

Put this way, suddenly that silver piece you tossed to the barkeep is a heck of a good tip.

Keep in mind that this isn’t a tool for converting Earth prices to Aetaltis prices. Factors such as mass production, global trade, and new materials make a direct comparison of prices impossible. Using the comparison above, however, we know when you give somebody a copper piece, it *feels* the same as handing someone eight dollars here on Earth.

COST OF LIVING AND WAGES

Aetaltis uses the standard Fifth Edition cost of living rules. The following are the costs of living in an Aetaltis campaign.

COST OF LIVING (DAILY)

Lifestyle	Cost
Squalid	—
Poor	1 sp
Modest	2 sp
Comfortable	4 sp
Wealthy	20 sp
Aristocratic	50+ sp

WAGES

Common wages for Aetaltan workers are listed below. Comparing these to the costs of living show it's extremely difficult for most Aetaltans to earn more than what they need to survive. This is typical for the majority of people living in a western medieval world.

TYPICAL WAGES

Worker Type	Daily Pay	Annual Pay	Daily Disposable Income ¹
Unskilled worker	2 sp	730 sp	4 cp
Skilled worker	4 sp	1460 sp	8 cp
Master worker	6 sp	2190 sp	12 cp

¹ Examples include saving for a dowry, getting drinks at the tavern, or saving up to improve one's belongings or change one's social status.

GIFTS, TIPS, AND BRIBES

You can use the table below to figure out how much you should fork over to convince the barkeep to forget you were ever there, or how expensive a gift needs to be if you want to impress a local lord. The numbers below aren't hard and fast, but they give you some guidance on how much is enough.

GIFTS AND TIPS

Recipient's Lifestyle	Fair Gift	Good Gift	Fantastic Gift
Squalid	1 cp	2 cp	1 sp
Poor	2 cp	5 cp	5 sp
Modest	4 cp	1 sp	10 sp
Comfortable	1 sp	2 sp	30 sp
Wealthy	10 sp	20 sp	500 sp
Aristocratic	50 sp	100 sp	1000+ sp

CRAFTSMANSHIP

Craftsmanship represents the richness, artistic quality, and elegance of an item. Craftsmanship may include improvements to the quality of construction, but it doesn't improve the durability or game effects of an item. Craftsmanship is primarily a cosmetic trait that may come into play when the gamemaster rolls for NPC reactions.

Craftsmanship is measured using the same scale as cost of living. The higher the level of craftsmanship, the more expensive the item.

CRAFTSMANSHIP

Craftsmanship	Cost Modifier
Poor	x 1/2
Modest	x 3/4
Comfortable	x1
Wealthy	x2
Aristocratic	x3+

- **Poor** This item is threadbare, worn, dirty, and generally looks terrible. It's made from the cheapest materials and has likely been repaired more than once. It has no ornamentation at all and looks like it will break.
- **Modest** This item has seen better days, but it's not embarrassing. It's made from basic materials and has minimal ornamentation.
- **Comfortable** This item is better than average. It's relatively new and constructed from good materials. It has

GAME RULES

UNUSUAL BODY SHAPES

If you're a fairy, orog, or scytha, it's tough to find equipment in your size. Unless the gear you're purchasing is sold in a place where people of your lineage are common or it's made by someone of your lineage, you're going to end up paying more for weapons, armor, clothing, and any other wearable equipment you purchase.

During character creation, use the prices as given in equipment lists. After character creation, adjust the prices for things you want to buy based on your lineage:

Lineage	Multiplier	Applies To
Fairy	X4	All equipment
Orog	X2	Armor, clothing, weapons
Scytha	X2	Armor, clothing

a bit of decoration and ornamentation.

- ♦ **Wealthy** This item is of the highest quality. It is constructed from excellent materials, and may even incorporate rare or imported components. It is tastefully ornamented and is artistically decorated.
- ♦ **Aristocratic** This item is a stunning piece. It is made from the richest imported materials and its construction is nearly perfect. It is beautifully ornamented and the decoration is striking.

ARMOR

The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. The table also includes prices for shields.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in fantasy gaming worlds.

NEW ARMOR PROPERTIES

Aetaltis introduces two new properties for armor.

- ♦ **Ability** The ability property replaces the Strength property from the standard Fifth Edition armor rules. If the Armor table shows “Str ##” or “Dex ##” in the ability column for an armor type, the wearer may be subject to penalties. Unless the wearer has a score

for the listed ability equal to or higher than the score shown, the armor reduces the wearer’s speed by 10 feet and the wearer has disadvantage on attacks and ability checks.

- ♦ **Resistance** Some armor is especially effective against certain types of damage. This is reflected in the resistance column of the armor table. Non-magical attacks that inflict damage of the type the armor is resistant to is halved. Resistance is applied after all other modifiers to damage. Additional instances of resistance that affect the same damage type are ignored.

LIGHT ARMOR

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

- ♦ **Leather** Aetaltan leather armor is effectively a leather jacket. It offers limited padding and no additional reinforcement.
- ♦ **Linothorax** A lightweight breastplate constructed from quilted layers of linen treated with a hardening agent such as rabbit glue.
- ♦ **Padded Gambeson** A long quilted shirt made from multiple layers of fabric sewn together and stuffed with wool.

ARMOR

Armor	Cost	Armor Class (AC)	Ability	Stealth	Weight	Resistance
<i>Light Armor</i>						
Leather	60 sp	11 + Dex modifier	—	—	8 lb.	—
Linothorax	120 sp	11 + Dex modifier	—	—	4 lb.	—
Padded gambeson	100 sp	12 + Dex modifier	—	—	10 lb.	—
<i>Medium Armor</i>						
Chain shirt (Haubergeon)	150 sp	13 + Dex modifier (max 2)	Str 9	—	25 lb.	—
Breastplate (Curiass)	200 sp	14 + Dex modifier (max 2)	Str 9	—	10 lb.	—
Half plate (Corselet)	500 sp	15 + Dex modifier (max 2)	Str 10	Disadvantage	25 lb.	—
<i>Heavy Armor</i>						
Padded gambeson (leather fronted)	500 sp	15	Str 9	—	20 lb.	Bludgeoning
Chain hauberk	300 sp	16	Str 12	Disadvantage	40 lb.	Slashing
Splint	500 sp	17	Str 13	Disadvantage	35 lb.	Piercing
Plate	2500 sp	18	Str 14	Disadvantage	55 lb.	Bludgeoning, Piercing, Slashing
Shield	40 sp	2	—	—	8 lb.	—

SHIELD BLOCK REACTION

As a reaction, you may attempt to deflect a blow that is about to hit you. After a successful attack is made against you but before damage is rolled, declare that you wish to deflect the blow with your shield as a reaction. You cannot attempt to deflect a critical hit. Normal Fifth Edition rules for reactions apply.

To deflect the blow you must succeed at a DC 15 Dexterity saving throw with a positive modifier to the roll equal to the shield's current armor class bonus. If the roll fails, the weapon hits normally and your opponent rolls for damage. If the roll succeeds, you managed to deflect the blow at the last moment and take no damage. In either case, your shield's armor class bonus is permanently reduced by one point. If the armor class is reduced to zero, the shield is destroyed.

MEDIUM ARMOR

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

All medium armors include a padded gambeson as part of the listed cost. Medium armor does not function nor provide protection without a gambeson. The gambeson, however, may be worn alone. The standard time it takes to don and doff medium armor already takes into account the time to don or doff the gambeson.

- **Chain Shirt (Haubergeon)** A chain shirt, often sleeveless or with short sleeves.
- **Breastplate (Curiass)** A metal breastplate that protects the mid and upper torso, both front and back.
- **Half Plate (Corselet)** Metal armor similar to a breastplate but with additional coverage that offers protection for the lower torso and upper thighs.

HEAVY ARMOR

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

All heavy armors include a padded gambeson (as part of the listed cost) unless noted otherwise. Heavy armor does

not function nor provide protection without a gambeson. The gambeson, however, may be worn alone. The standard time it takes to don and doff heavy armor already takes into account the time to don or doff the gambeson.

- **Padded Gambeson (Leather Fronted)** This armor is similar to a standard padded gambeson, except that it offers slightly more coverage and is leather fronted for additional protection. It is not worn with an additional padded gambeson.
- **Chain Hauberk** A long chain shirt that hangs down to the knees. It has long sleeves and provides excellent protection for almost the entire body.
- **Splint** A padded leather fronted gambeson with small plates of metal, bone, or other hard material sewn over the torso and other vital areas to provide additional protection. Unlike other medium and heavy armors, the padded gambeson portion may not be worn separately.
- **Plate** A full suit of metal armor, custom fitted to the wearer. The chest piece may be worn as a breastplate (with the included padded gambeson), but the full suit provides no armor bonus if it is not fitted to the wearer. Fitting a suit of plate requires one week of work by a skilled armorer and costs 10% of the armor's original price. A new purchase often includes the fitting for free.

WEAPONS

The Weapons table shows the most common weapons used in Aetaltis, their price and weight, the damage they deal when they hit, and any special properties they possess.

NEW WEAPON PROPERTIES

Aetaltis adds two new weapon properties for weapons.

- **Ability** If the Weapons table shows "Str ##" or "Dex ##" in the ability column for a weapon, the wielder may be subject to penalties. Unless the wielder has a score for the listed ability equal to or higher than the score shown, the wielder suffers disadvantage on attacks made with that weapon.
- **Grapple** On a successful attack with a weapon you are proficient with that has the grapple property, you may choose to grapple the target with the weapon rather than inflicting damage. The target is subjected to the grappled condition. Normal rules for escaping a grapple apply, and you may only automatically end the grapple by taking an action to shake the weapon free. If the opponent escapes the grapple using Strength (Athletics), they do so by pulling the weapon from your hands.
- **Penetrating** Weapons with the penetrating quality ignore an armor's resistance to piercing damage.

WEAPONS

Name	Cost	Damage	Type ¹	Ability	Weight	Properties	Type
Swords and Daggers							
Dagger	5 sp	1d4	P	Dex 10	1 lb.	Finesse, light, thrown (range 20/60)	Simple
Sickle	5 sp	1d4	S	—	2 lb.	Light	Martial
Scimitar	20 sp	1d6	S	Dex 11	3 lb.	Finesse, light	Martial
Sword, peasant's	6 sp	1d6	P	—	2 lb.	Finesse, light	Martial
Rapier	100 sp	1d8	P	Dex 12	2 lb.	Finesse	Martial
Longsword	100 sp	1d8	P/S	—	3 lb.	Versatile (1d10)	Martial
Greatsword	200 sp	2d6	P/S	Str 12	6 lb.	Heavy, 2-handed	Martial
Axes							
Handaxe	10 sp	1d6	B/S	—	2 lb.	Light, thrown (range 20/60)	Simple
Battleaxe	100 sp	1d8	B/S	Str 11	4 lb.	Versatile (1d10)	Martial
Greataxe	150 sp	1d12	B/S	Str 12	7 lb.	Heavy, 2-handed	Martial
Clubs, Maces, and Flails							
Club	1 sp	1d4	B	Str 10	2 lb.	Light	Simple
Light hammer	3 sp	1d4	B	—	2 lb.	Light, thrown (range 20/60)	Simple
Mace	10 sp	1d6	B	Str 10	4 lb.	—	Simple
Quarterstaff	1 cp	1d6	B	—	4 lb.	Versatile (1d8)	Martial
Flail	50 sp	1d8	B	Dex 10	2 lb.	Grapple	Martial
Greatclub	30 sp	1d8	B	Str 13	10 lb.	2-handed	Simple
Morningstar	100 sp	1d8	P	Str 10	4 lb.	—	Martial
Warhammer	50 sp	1d8	B	Str 10	2 lb.	Versatile (1d10)	Martial
War pick	50 sp	1d8	P	Str 10	2 lb.	Penetrating	Martial
War flail	100 sp	1d10	B	Str 10, Dex 10	6 lb.	2-handed	Martial
Whip	10 sp	1d4	S	Dex 13	3 lb.	Finesse, reach, grapple	Martial
Spears and Polearms							
Spear	3 sp	1d6	P	—	3 lb.	Thrown (range 20/60), versatile (1d8)	Martial
Trident	50 sp	1d6	P	Dex 10	4 lb.	Thrown (range 20/60), versatile (1d8)	Martial
Glaive	20 sp	1d10	S	Str 12	6 lb.	Heavy, reach, 2-handed	Martial
Halberd	40 sp	1d10	B/S/P	Str 12	6 lb.	Heavy, reach, 2-handed	Martial
Pike	40 sp	1d10	P	Str 10	18 lb.	Heavy, reach, 2-handed, penetrating	Martial
Lance (long spear)	6 sp	1d12	P	Str 10	6 lb.	Reach, penetrating, special	Martial
Maul	150 sp	2d6	B	Str 12	10 lb.	Heavy, 2-handed	Martial
Simple Ranged Weapons							
Dart	5 cp	1d4	P	Dex 11	1/4 lb.	Finesse, thrown (range 20/60)	Simple
Sling	2 cp	1d4	B	Dex 11	—	Ammunition (range 30/120)	Simple
Shortbow	10 sp	1d6	P	Dex 10	2 lb.	Ammunition (range 80/320), 2-handed	Simple
Crossbow, light	50 sp	1d8	P	—	5 lb.	Ammunition (range 80/320), loading, 2-handed, penetrating	Simple
Javelin	8 sp	1d6	P	Dex 11	2 lb.	Thrown (range 30/120)	Simple

Name	Cost	Damage	Type ¹	Ability	Weight	Properties	Type
Martial Ranged Weapons							
Blowgun	10 sp	1	P	—	1 lb.	Ammunition (range 25/100), loading	Martial
Crossbow, hand	30 sp	1d6	P	—	3 lb.	Ammunition (range 30/120), light, loading	Martial
Longbow	90 sp	1d8	P	Str 12	3 lb.	Ammunition (range 150/600), heavy, 2-handed	Martial
Crossbow, heavy	100 sp	1d10	P	—	18 lb.	Ammunition (range 100/400), heavy, loading, 2-handed, penetrating	Martial
Net	100 sp	—	—	Dex 12	3 lb.	Special, thrown (range 5/15)	Martial
Ammunition/Accessories							
Arrows (24)	16 sp	—	P	—	3 lb.	—	—
Blowgun needles (50)	1 sp	—	P	—	1 lb.	—	—
Quarrels (20)	6 sp	—	P	—	4 lb.	—	—
Sling bullets, lead (10)	1 sp	—	B	—	1 lb.	—	—
Bowstring	5 cp	—	—	—	—	—	—
Quiver	1 sp	—	—	—	1 lb.	—	—
Scabbard, dagger	5 sp	—	—	—	—	—	—
Scabbard, sword	10 sp	1d4	B	—	1 lb.	—	Simple
Sheath, dagger	1 sp	—	—	—	—	—	—
Sheath, sword	3 sp	—	—	—	—	—	—
Whetstone	1 cp	—	—	—	—	—	—

1. Inflicts the most favorable type of damage or player's choice of type.



CONTAINERS

If you liberate a hoard of treasure from some long forgotten Deepland hall, you'll want something to carry it back in. From chests to barrels to pouches, all are found in the markets of Aetaltis.

- **Component Pouch** This is a specialized leather pouch designed for carrying spell components. The interior is filled with small compartments to keep components sorted and organized. The pouch is also water resistant, although complete immersion will still get the contents wet. A spellcaster may take a component from a component pouch as a bonus action.
- **Gelenleaf Box** These are small, water-tight containers used to carry gelenleaf smoked in pipes. Each box holds roughly 40 pipebowls worth of gelenleaf.
- **Leathern Containers** A leathern container (as opposed to containers described as leather) is made from boiled, hardened leather.
- **Longingberry Box** Longingberries are fragile, and this small box is designed to safely hold ten longingberries and protect them from crushing.

- **Sea Chest** These water-tight chests are popular with sailors. They serve as a safe place to store personal effects and double as a stool or table as needed. Large rope handles on each side make the chest easy to carry.
- **Spice Box** A small wooden box, decoratively carved on the outside, designed to hold recreational spices or one's favorite flavoring spice. It has a special leather seal that ensures it is water resistant and a metal latch. Wood is used for the box since it is believed other materials cause the spice to lose its potency.
- **Wicker Backpack** A wicker backpack is essentially a wicker basket with straps on it. It isn't as sturdy as a canvas or leather backpack, but it's significantly cheaper. Most wicker backpacks have a leather or canvas flap over the top.
- **Wired Purse** A wired purse is a purse specially designed to foil thieves. The leather and straps are laced with small wires that resist cutting. It is closed with a complex set of flaps that require concentration to get opened. Attempts to steal from it while it is being worn have disadvantage.

CONTAINERS

Container	Cost	Weight ¹	Capacity
Barrels			
Barrel	7 sp	120 lb.	8 cubic feet, 53 gallons
Rundlet	2 sp	55 lb.	2.5 cubic feet, 18 gallons

Bottles, Cannisters, and Vials

Bucket	3 sp	8 lb.	2 gallons
Book box, leathern (small)	3 sp	1 lb.	6 x 6 x 1.5
Bottle, glass	8 sp	1.5 lb.	25 oz.
Case, leathern (map or scroll)	5 sp	12 oz.	13" x 4"
Case, wooden (map or scroll)	5 sp	1 lb.	13" x 4"
Flask, ceramic glazed	1 sp	12 oz.	10 oz.
Flask, tin	3 sp	4 oz.	10 oz.
Glass	8 sp	5 oz.	9 oz.
Mug, clay	2 cp	1.5 lb.	16 oz.
Mug, pewter	1 sp	1.5 lb.	16 oz.
Mug, wood	6 cp	6 oz.	16 oz.
Pitcher, clay	1 sp	9 lb.	1 gallon
Pot, metal	2 sp	5 lb.	2 gallons
Potion bottle, clay	6 cp	6 oz.	.5-3 oz.
Potion bottle, glass	3 sp	6 oz.	.5-3 oz.
Potion bottle, leather	1 sp	6 oz.	.5-3 oz.
Potion bottle, metal	3 sp	6 oz.	.5-3 oz.

Container	Cost	Weight ¹	Capacity
Potion bottle, wood	1 sp	6 oz.	.5-3 oz.
Gelenleaf box, tin	3 sp	6 oz.	4 oz.
Gelenleaf box, wood	4 cp	6 oz.	4 oz.
Spice box, wood	2 sp	6 oz.	4 oz.
Tankard	3 sp	8 lb.	2 gallons
Vial, glass	1 sp	6 oz.	4 oz.
Waterskin	3 sp	1 lb. (9 lb. full)	1 gallon
Chests			
Chest, leathern (small)	8 sp	13 lb.	2 cubic feet
Chest, wooden (small)	6 sp	18 lb.	2 cubic feet
Chest, wooden (medium)	14 sp	60 lb.	7 cubic feet
Chest, sea	10 sp	40 lb.	4 cubic feet
Pouches and Packs			
Backpack, canvas	20 sp	5 lb.	1 cubic foot, 30 pounds of gear
Backpack, leather	60 sp	8 lb.	1 cubic foot, 35 pounds of gear
Backpack, wicker	8 sp	3 lb.	1 cubic foot, 25 pounds of gear
Pouch	3 sp	1 lb.	1/5 cubic foot, 6 pounds of gear
Pouch, component	10 sp	1 lb.	1/5 cubic foot, 6 pounds of gear
Pouch, gelenleaf	3 sp	4 oz.	5 oz.
Purse	4 sp	10 oz.	500 coins, 2 pounds of gear
Purse, wired	10 sp	12 oz.	500 coins, 2 pounds of gear
Sacks			
Sack, canvas (small)	2 sp	1 lb.	1 cubic foot, 30 pounds of gear
Sack, canvas (large)	7 sp	5 lb.	5 cubic feet, 150 pounds of gear
Sack, canvas (medium)	3 sp	2 lb.	2 cubic feet, 60 pounds of gear
Accessories			
Lock, simple (small)	2 sp	8 oz.	
Lock, simple (medium)	4 sp	1 lb.	
Lock, simple (large)	8 sp	2 lb.	

1. Empty weight



CLOTHING

Clothes make the adventurer, or at least that is what the Calliosan garment sellers say. Clothing is normally sold by the piece, but complete outfits are included to speed up the purchasing process.

CLOTHING

Item	Cost	Weight
Clothing		
Belt	2 sp	7 oz.
Belt, component	10 sp	1 lb.
Boots	15 sp	1.5 lb.
Boots, hide	22 sp	2 lb.
Breeches	15 sp	1 lb.
Breeches, hide	23 sp	1.5 lb.
Breeches, leather	20 sp	1.5 lb.
Cap	3 sp	4 oz.
Cloak	50 sp	2.5 lb.
Cloak, fur-lined	200 sp	8 lb.
Cloak, wool	150 sp	4 lb.
Chemise	8 sp	1 lb.
Dress	30 sp	2 lb.
Gloves	2 sp	2 oz.
Gloves, hide	2 sp	9 oz.
Hat	10 sp	4 oz.
Hood	5 sp	10 oz.
Hood, masked	7 sp	12 oz.
Hose	10 sp	10 oz.
Plague mask	15 sp	1.5 lb.
Robe	30 sp	2.5 lb.
Robe, acolyte's	20 sp	2 lb.
Robe, surgeon's	35 sp	2 lb.
Robe, wool	180 sp	4 lb.
Sandals	2 sp	8 oz.
Shoes	3 sp	10 oz.



Item	Cost	Weight
Specialty Items		
Shoes, soft soled	5 sp	8 oz.
Socks	1 sp	4 oz.
Tabard	15 sp	2 lb.
Toga	20 sp	2 lb.
Tunic, linen	6 sp	1.5 lb.
Undergarments	1 sp	5 oz.
Vest	12 sp	1 lb.
Vest, hide	10 sp	1.5 lb.
Vestments	25 sp	2 lb.
Wimple	5 sp	10 oz.
Accessories		
Wastlander foot bindings	1 sp	8 oz.
Wastlander leg bindings	10 sp	10 oz.
Wastlander hooded tunic	20 sp	1.5 lb.
Feyen robes		1 lb.
Feyen sandals		4 oz.
Beads, braid	9 cp	—
Clasp	1 sp	—
Hair pins (1 set)	1 sp	—
Mask	8 cp	8 oz.
Ring, Explorer's League	12 sp	—
Ring, gold	8 sp	—
Ring, signet	15 sp	—

Outfit	Cost	Weight	Package
Agthorian	35 sp	5 lb.	Tunic and breeches OR dress and chemise, undergarments, cap OR hat, shoes, socks, belt
Agthorian (noble)	70 sp	6 lb.	Wealthy tunic and breeches OR dress and chemise, wealthy undergarments, wealthy hat OR wimple, wealthy shoes OR boots, wealthy socks, wealthy belt
Burglar	40 sp	4 lb.	All black tunic, breeches, masked hood, gloves, soft soled shoes, socks, undergarments, belt
Calliosan	40 sp	5 lb.	Tunic and breeches OR dress and chemise, undergarments, cap OR hat, shoes, socks, belt

ADVENTURING GEAR

A prepared adventurer is a living adventurer! From pitons to portable rams, a variety of useful adventuring gear is available for purchase.

- **Acid (vial)** A tiny vial of acid useful for melting the mechanisms of locks or burning small holes in a container to get a peek at what lies inside.
- **Banner** A large cloth banner emblazoned with your coat of arms. You might proudly display this in your great hall or carry it mounted on a lance or banner pole when you are traveling or marching into battle.
- **Calling Card** Burglars leave their calling card to boast to their victims of who bypassed their defenses. Each burglar's calling card is unique, and it is up to you to describe what your particular calling card looks like. Examples include specially minted coins, a card painted

with a special image, or a feather from a rare bird.

- **Cleaning Powder** This is a single application of a fine white powder used by Newardine after bathing. It is said to cleanse the skin and prevent any residual odors.
- **Collapsible Rod** This is a three-foot long metal rod as big around a man's finger. It has a small hook at one end that the can be extended or collapsed flush against the rod. If braced on two supports it can hold up to 150 pounds without bending. The rod's most curious trait is that it can be collapsed down from its full length to just under a foot long.
- **Ear Stringer** This is a thin three-foot rope with a weight on one end and a pointed barb on the other. Monster hunters use these to carry their bounty trophies, especially endrori ears.
- **Gelenleaf** Gelenleaf is grown in the Dalelands. It is

Outfit	Cost	Weight	Package
Costume (stage)	40 sp	5 lb.	Flashy tunic and breeches OR dress and chemise, undergarments, cap OR hat, shoes, socks, belt
Dalelander	45 sp	6 lb.	Tunic and breeches OR dress and chemise, undergarments, cap OR hat, shoes OR boots, socks, belt
Deeplander	45 sp	6 lb.	Tunic, breeches, undergarments, hood, boots, socks, belt
Feylariyan	0 sp	5 lb.	A random collection of natural items stitched together into something resembling an outfit.
Freefolk	35 sp	5 lb.	Tunic and breeches OR dress and chemise, undergarments, hood OR wimple, shoes, socks, belt
Freefolk (noble)	70 sp	6 lb.	Wealthy tunic and breeches OR wealthy dress and chemise, wealthy undergarments, wealthy hat OR wimple, wealthy shoes OR boots, wealthy socks, wealthy belt
Icewalker	52 sp	6 lb.	Hide boots, hide breeches, hide gloves, hide vest, belt
Maladoran	50 sp	6 lb.	Tunic and breeches OR dress and chemise, undergarments, cap OR hat, boots, socks, belt
Merchant	50 sp	5 lb.	Tunic and breeches OR dress and chemise, undergarments, hat OR wimple, shoes, socks, belt, cloak
Newardine	35 sp	4 lb.	Robe, undergarments, socks, shoes
Outlander	60 sp	6 lb.	Tunic and leather breeches OR dress and chemise, undergarments, cap OR hat, boots, socks, belt
Primitive	15 sp	2.5 lb.	Modest tunic, breeches
Sailor	25 sp	4 lb.	Modest tunic, breeches, undergarments, hat, shoes, socks, belt
Selenthean	35 sp	5 lb.	Tunic and breeches OR dress and chemise, undergarments, cap OR hat, shoes, socks, belt
Soldier's uniform	58 sp	7 lb.	Tunic, breeches, tabard, cap, undergarments, socks, boots, belt
Spicer	25 sp	4 lb.	Modest tunic, breeches, shoes, hat
Valorian	25 sp	4 lb.	Tunic and breeches OR toga, clasp, undergarments, sandals, belt
Warrener	45 sp	6 lb.	Tunic and breeches OR dress and chemise, undergarments, cap OR hat, shoes, socks, belt
Wastlander	40 sp	3 lb.	Wastlander foot bindings, leg bindings, hooded tunic; undergarments, belt

dried, crushed, and then smoked in pipes. The smoke has a rich, woody smell that is surprisingly pleasing. One silver piece buys enough Gelenleaf to fill a pipe-bowl ten times.

- ♦ **Incense** Incense is sold in small blocks. Each block weighs roughly $\frac{1}{4}$ ounce and is less than an inch across. When lit, a block will burn for two to three hours.
- ♦ **Investment** Investments have the potential to pay valuable dividends after enough time has passed. The *World of Aetaltis: Gamemaster's Guide* has complete rules for making investments.
- ♦ **Magnifying Glass** Made by skilled Wastelander artisans, magnifying glasses give advantage on Wisdom (Perception) checks to examine tiny details.
- ♦ **Mess Kit** A mess kit includes a small bowl, a mug, a deep spoon, and a knife. The pieces are strung together on an open metal ring to keep them from being lost.
- ♦ **Paper and Parchment** Paper and parchment is sold in sheets, folios, and quires. Sheets are roughly 8" x 11". A folio is a 16" x 11" sheet folded in half to create a four-page pamphlet. A quire is a collection of four folios sewn together to create a short, coverless, sixteen-page book.
- ♦ **Pennoncell** A pennoncell is a long horizontal flag carrying a noble coat of arms. It is typically mounted at the end of a lance when traveling or riding into battle.
- ♦ **Plague Mask** This mask completely covers the head, neck, and face. The face is elongated, almost bird-like in appearance, and the eyes holes have metal fittings with glass lenses. A person wearing a plague mask has advantage on saving throws against airborne diseases and poison gas.
- ♦ **Robes** All robes are hooded. The difference in price represents the quality of the manufacture, the trim, and decorative embellishments such as embroidery or gold thread.
- ♦ **Sparksticks** These are the alchemical equivalent of modern matches.
- ♦ **Tent, Canvas Campaigning** This is the standard tent used by knights, traveling merchants, and by explorers on expedition. The tent is 6' x 4' and includes the tent sheet, 2 masts, a straightening pole, 16 pegs, a canvas bag for pegs, a canvas bag for the tent, and 50 feet of hemp rope.
- ♦ **Treasure Map** With more adventurers taking up the blade every day, there is a thriving market for treasure maps. Unfortunately, most of these are fakes, so it remains up to the gamemaster to determine whether the treasure map you purchase is of any real value.

EQUIPMENT

AETALTAN EQUIPMENT PACKS

The starting equipment you get from your class includes a collection of useful adventuring gear put together in a pack. The contents of these packs are listed here.

- ♦ **Burglar's Pack (90 sp, 42 lb.)** Includes a canvas backpack, 250 feet of string, a bell, 5 wax candles, a crowbar, a small hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.
- ♦ **Diplomat's Pack (114 sp, 30 lb.)** Includes a small wooden chest, 2 wooden cases for maps and scrolls, a set of wealthy clothes, a bottle of ink, two quill ink pens, a clay lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.
- ♦ **Dungeoneer's Pack (80 sp, 53 lb.)** Includes a canvas backpack, a crowbar, a small hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.
- ♦ **Entertainer's Pack (177 sp, 43 lb.)** Includes a canvas backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.
- ♦ **Explorer's Pack (88 sp, 54 lb.)** Includes a canvas backpack, a bedroll, a metal mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.
- ♦ **Priest's Pack (95 sp, 30 lb.)** Includes a canvas backpack, a blanket, 10 candles, a tinderbox, 4 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.
- ♦ **Scholar's Pack (175 sp, 6 lb.)** Includes a canvas backpack, a travel sized book of common lore, a bottle of ink, two quill ink pens, parchment quire, a little bag of sand, and a small knife.



ADVENTURING GEAR

Item	Cost	Weight	Item	Cost	Weight
Acid (vial)	30 sp	10 oz.	Manacles	1 sp	6 lb.
Altar, portable	10 sp	5 lb.	Mess kit, tin	6 sp	1 lb.
Antitoxin (vial)	50 sp	10 oz.	Mess kit, wood	1 cp	2 lb.
Arcane focus	15 sp	Varies	Mirror, hand (metal)	1 sp	8 oz.
Banner	10 sp	1 lb.	Needle, sewing	2 cp	—
Bedroll	24 sp	7 lb.	Paper, folio	2 sp	—
Bell (small)	8 sp	—	Paper, quire	8 sp	—
Blanket	22 sp	7 lb.	Paper, sheet	1 sp	—
Block and tackle	50 sp	5 lb.	Parchment, folio	8 sp	—
Bowl, bronze ritual (small)	2 sp	1 lb.	Parchment, quire	32 sp	—
Calling card	1 sp	—	Parchment, sheet	4 sp	—
Caltrops (bag of 20)	3 sp	2 lb.	Pen, quill	7 cp	—
Censer	5 sp	2 lb.	Pennoncell	9 sp	1 lb.
Chain (10 feet)	5 sp	10 lb.	Perfume (vial)	20 sp	—
Chalk (1 piece)	1 cp	—	Pipe, clay	2 cp	—
Cleansing powder	2 cp	1 oz.	Pipe, wood	1 sp	—
Clocks			Piton	6 cp	1/4 lb.
Sundial	1 sp	5 lb.	Playing cards	18 sp	—
Hourglass	250 sp	1-5 lb.	Poison, basic (vial)	100 sp	—
Water clock (klepsydra)	1 sp	2 lb.	Pole (10 foot)	1 cp	7 lb.
Mechanical	3200 sp	10+ lb.	Potion of healing		—
Magical	5000 sp	Varies	Ram, portable	4 sp	35 lb.
Collapsible rod	50 sp	2 lb.	Razor	6 sp	—
Comb, bone	1 sp	5 oz.	Rope, hempen (50 feet)	1 sp	10 lb.
Compass	100 sp	—	Rope, silk (50 feet)	10 sp	5 lb.
Dice	3 cp	—	Scale and weights, portable	30 sp	3 lb.
Ear stringer	2 cp	—	Sealing wax	2 sp	—
Druidic focus	1 sp	1 lb.	Shackles and chain	20 sp	16 lb.
Gelenleaf (10 pipe bowls)	1 sp	1 oz.	Signal whistle	2 cp	—
Grappling hook	20 sp	4 lb.	Soap	1 sp	—
Hammock	25 sp	—	Sparksticks (x10)	10 sp	—
Handkerchief, linen	5 cp	—	Spectacles	1250 sp	—
Handkerchief, silk	3 sp	—	Spikes, iron (x10)	3 sp	5 lb.
Holy symbol	20 sp	1 lb.	Spyglass	2000 sp	1 lb.
Holy water (flask)	25 sp	1 lb.	Spit, cooking	30 sp	10 lb.
Hunting Trap	8 sp	25 lb.	Stool, collapsible	16 sp	7 lb.
Incense (1 block)	1 sp	—	String (250 feet)	5 cp	5 oz.
Incense burner, metal	1 sp	8 oz.	Tent, canvas campaigning	400 sp	150 lb.
Ink (1 ounce bottle)	2 sp	—	Thread, spool	5 cp	—
Investment	Special	—	Tinderbox	8 cp	1 lb.
Magnifying glass	100 sp	1/2 lb.	Treasure map	5 sp	—

BOOKS AND MAPS

Books and maps are relatively common throughout the Amethyst Sea basin. Most are hand-written, but the Dalelanders have recently invented a crude printing press. Regardless, printed material of any kind remains very costly. And the information's accuracy is another matter entirely.

BOOKS

Type	Cost	Weight	Notes
Book, folio	2 sp	—	More of a pamphlet; 8 pages
Book, unique subject	800 sp	2 lb.	300 pages
Book, rare subject	400 sp	2 lb.	300 pages
Book, uncommon subject	200 sp	2 lb.	300 pages
Book, common subject	120 sp	2 lb.	300 pages
Book, blank	100 sp	2 lb.	300 pages
Spellbook, blank	600 sp	3 lb.	300 pages

Specific Titles

Humanoid Anatomy	200 sp	1 1/2 lb.
Lensaen Prayer Book	100 sp	1 1/2 lb.
Tome of Purification	250 sp	1 1/2 lb.

Size

Miniature	x3	x1/4	2" x 3" x 1/2"
Travel	x1	x1/2	6" x 4" x 1"
Standard	x1	x1	11" x 8.5" x 2"
Oversized	x2	x2	24" x 19" x 4"

Length

Short	x1/2	x1/2	1/2 thickness
Medium	x1	x1	standard thickness
Long	x2	x2	double thickness

TRAITS

Traits of books and maps, such as the length, the amount of detail, or the format, may alter the cost and weight. To determine the final cost and weight apply all modifiers that apply.

MAPS

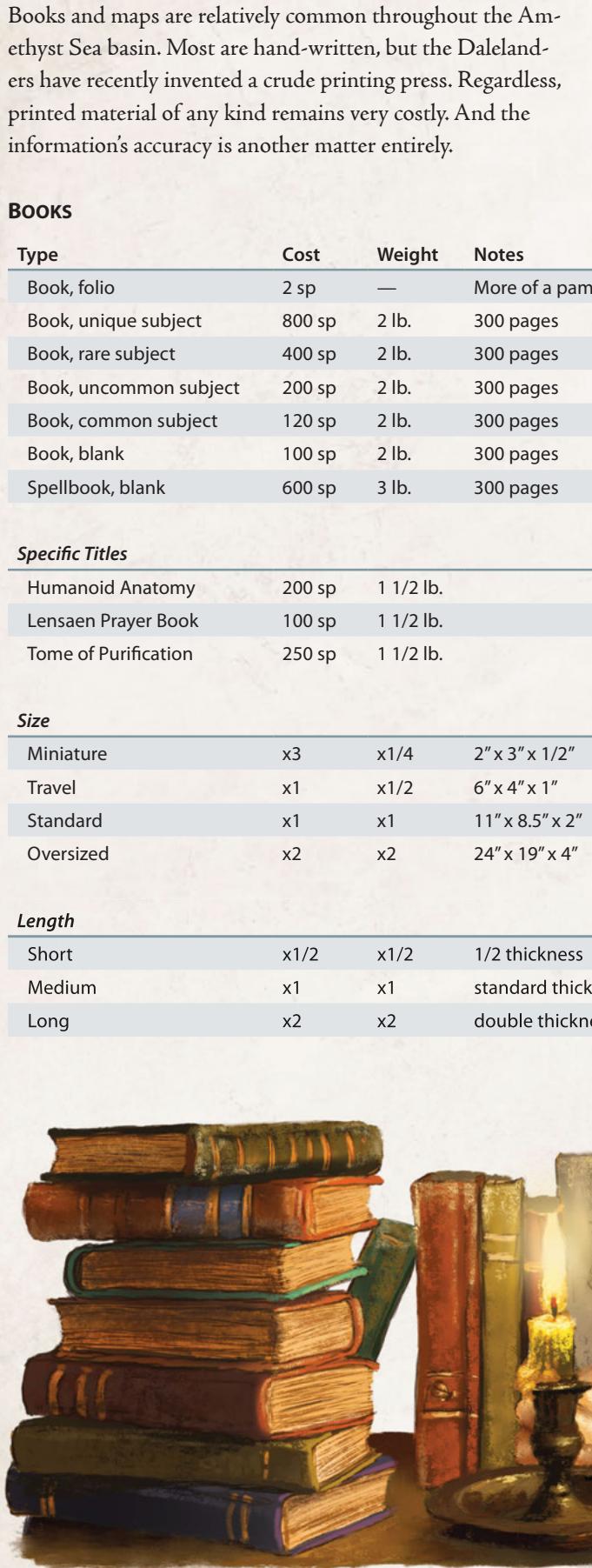
Item	Cost
Base Map Cost	100 sp
Coverage	Cost Modifier
Local	x 1/2
Local region	x 1
Region	x 1.5
Kingdom or wide region	x 2
World	x 3

Precision

Few details	x 1/2
Average details	x 1
Many details	x 2
Extremely detailed	x 3

Subject

Known lands	x 1
Wilds	x 1.5
Unknown location	x 2
Legendary location	x 3



LIGHT SOURCES

When traveling in the Deeplands or creeping around in the night, it's a good idea to have a reliable light source at the ready. The following are typical light sources. In addition to the cost and weight, the Light Sources table also includes the radius of the light produced (full light/dim light) and how long the light source lasts.

- **Candles** Tallow candles give off black smoke and have a distinctive odor. Wax candles, normally made from bee's wax, burn much more cleanly with very little odor.
- **Coin Light** Coin lights are enchanted light sources that give off about as much light as a candle. Most Warreners carry a coin light in their purse or pocket. Some coin lights have a hole drilled through them so it may be worn on a string or chain around the neck.
- **Lamps** One can carry a lamp, but aggressive motion will spill the oil. The crudest of these have open reservoirs. They are better suited for sitting in one place once filled and lit. Most have 2 ounce reservoirs.
- **Lanterns** Lanterns are constructed from metal and glass. The common varieties have 10 ounce reservoirs. The glass isn't strictly necessary, but it does protect the wick against wind and water.
- **Orb of Aelos** Orbs of Aelos are enchanted crystal globes that give off a moonlight glow. The crystal they are

made from is quite resilient, and despite the glassy appearance, it is as strong as stone. Lesser orbs are 4 inches in diameter and fit easily in the palm of a human hand, common orbs are 6 inches in diameter, and greater orbs are 10 or more inches in diameter. The orb may be lit or extinguished by touching it and concentrating on the desired outcome. Attunement is not required.

- **Rushlight** Rushlights are 18" long and are made by dipping the pith of a rush plant into grease or fat. They are, effectively, miniature torches and are quite useful when a light is needed quickly but for a short period of time. Touching the tip to a hot coal in the fireplace will instantly set the rush alight.
- **Spiritguide's Staff** This six foot long staff is stained black and carved with symbols of Aelos. At the top of the staff is a curved hook that holds a black metal bullseye lantern. The lantern's hood allows the spiritguide to change the shape of the opening the light shines through to match the current phase of the moon.
- **Torch** Most torches are made from strips of green, dry material such as bark or reeds, bound around a core of combustible material. Most torches are long, more than three feet in length, in part to accommodate a length of core but also to serve as a handle. Shorter torches are available, but they have proportionately shorter burn times.

LIGHT SOURCES

Item	Cost	Weight	Radius	Duration
Candle, tallow	5 cp	4 oz	5 ft./5 ft.	4 hours
Candle, wax	2 sp	4 oz	5 ft./5 ft.	4 hours
Coin light	20 sp	—	5 ft./5 ft.	Permanent
Lamp, clay (2 oz.)	2 cp	1 lb.	10 ft./10 ft.	1 hour/oz.
Lantern, bullseye (10 oz.)	10 sp	2 lb.	60 ft./60 ft. cone	1 hour/oz.
Lantern, hooded (10 oz.)	5 sp	2 lb.	30 ft./30 ft.	1 hour/oz.
Lantern, sailor's (5 oz.)	10 sp	1 lb.	25 ft./25 ft.	1 hour/oz.
Oil (10 oz.)	2 cp	10 oz.	—	—
Oil (10 oz., clay flask)	12 cp	1.5 lb.	—	—
Orb of Aelos, lesser	100 sp	1 lb.	15 ft./15 ft.	Permanent
Orb of Aelos	250 sp	3 lb.	30 ft./30 ft.	Permanent
Orb of Aelos, greater	1000 sp	10 lb.	60 ft./60 ft.	Permanent
Rushlight (x10)	1 cp	—	5 ft./5 ft.	15 minutes
Spiritguide's staff (10 oz.)	25 sp	9 lb.	60 ft./60 ft. cone	1 hour/oz.
Torch (5)	1 cp	5 lb.	20 ft./20 ft.	2 hours

MUSICAL INSTRUMENTS

Elloriyan mystics believe music is a form of magic. Whether that is true or not is a point of some debate, but music is a vital part of life in the Amethyst Sea basin. The following are a selection of instruments found in Aetaltan markets.

INSTRUMENTS

Item	Cost	Weight
Bagpipes	30 sp	6 lb.
Drum	6 sp	3 lb.
Dulcimer	25 sp	10 lb.
Flute	2 sp	1 lb.
Horn	3 sp	2 lb.
Lute	35 sp	2 lb.
Lyre	30 sp	2 lb.
Pan flute	12 sp	2 lb.
Shawm	2 sp	1 lb.
Viol	30 sp	1 lb.

ANIMALS AND TRANSPORT

A wide selection of horses, mules, donkeys, and other animals are available in Aetaltis for adventurers to purchase. The most commonly available animals, as well as necessary accessories such as saddles, are listed here. Also included is a short list of ground transport vehicles such as wagons and carts.

- **Dogs** From guarding the camp at night to carrying gear, dogs are extremely useful to adventurers. Dogs know basic commands, such as come, stay, and fetch.



GAME RULES

ANIMALS IN COMBAT

Animals not specifically trained for war become frightened when faced with combat. Of the animals available for purchase in this chapter, only warhorses and dogs are combat trained. If combat breaks out within the range of an animal's perception or the animal is attacked, it must succeed at a DC 15 Wisdom saving throw. If it fails, it gains the frightened condition.

The condition lasts until the combat ends or until a character makes a successful DC 12 Animal Handling roll to get the animal under control. The attempt may only be made if the handler is in direct contact with the animal, either by touching, riding, or holding a lead.

War dogs are also trained to attack. Convincing a dog to perform a simple action they are not explicitly trained for or having the dog follow a known command in a high stress situation requires a successful Wisdom (Animal Handling) check with a DC determined by the gamemaster.

- **Falcon, Hunting** Hunting falcons are used to hunt small game such as rabbits, squirrels, and pheasant. You have advantage on Wisdom (Survival) checks to forage for food when using a hunting falcon.
- **Riding Horses** Riding horses are the typical means of mounted transport for people throughout the Amethyst Sea basin. A fine riding horse is specially bred for speed. With a successful DC 12 Animal Handling roll, a fine riding horse can temporarily increase its movement to 70 feet. It can maintain this speed for 1d4 rounds before returning to its normal movement of 60 feet. It will resist any additional attempts to push its speed until after a short rest.

ANIMALS AND VEHICLES

Item	Cost	Carrying Capacity
<i>Domestic Animals</i>		
Boar	30 sp	—
Bull	80 sp	—
Cow	60 sp	—
Chicken	1 sp	—
Dog, hunting	480 sp	25 lb.
Dog, fighting	600 sp	30 lb.
Donkey	100 sp	200 lb.
Duck	2 sp	—
Falcon, hunting	200 sp	—
Goat	26 sp	45 lb.
Goat, kid	13 sp	—
Goose	3 sp	—
Lamb	6 sp	—
Mule	120 sp	300 lb.
Oxen (pair)	200 sp	—
Pig	3 sp	—
Pigeon	1 cp	—
Pony	100 sp	150 lb.
Sheep	12 sp	—
<i>Horses</i>		
Draft horse, common	120 sp	450 lb.
Draft horse, fine	240 sp	600 lb.
Riding horse, common	150 sp	300 lb.

Item	Cost	Carrying Capacity
Horses		
Riding horse, fine	300 sp	250 lb.
Riding horse, knight's	1200 sp	450 lb.
Warhorse, common	5000 sp	630 lb.
Warhorse, knight's	15,000 sp	650 lb.
Saddles and Supplies		
Barding, gambeson	500 sp	40 lb.
Barding, leather and chain	1000 sp	75 lb.
Barding, plate	3000 sp	150 lb.
Bit and bridle, riding	5 sp	1 lb.
Bit and bridle, war	10 sp	1.5 lb.
Fodder (1 day)	1 sp	10 lb.
Horse blanket	2 sp	8 oz.
Horse collar	2 sp	45 lb.
Horseshoe	4 sp	2.5 lb.
Ox Bow	5 cp	66 lb.
Saddle, exotic	250 sp	30 lb.
Saddle, pack	70 sp	30 lb.
Saddle, riding	70 sp	30 lb.
Saddle, war	100 sp	40 lb.
Saddlebags	20 sp	6 lb.
Saddlebags, dog	10 sp	2 lb.
Saddlebags, goat	10 sp	2 lb.
Spurs	5 sp	5 oz.
Yoke, single	24 sp	15 lb.
Vehicles		
Cart	50 sp	
Cart, hand	20 sp	
Chariot	1900 sp	
Litter	8 sp	
Wagon	100 sp	
Wheelbarrow	6 sp	

ANIMALS

The following are ability scores and attributes for some of the more common animals listed in the Animals table:

DOG, HUNTING

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8+1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +4, Survival +4

Senses passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Keen Hearing and Smell The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite Melee Weapon Attack: +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6) piercing damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Hunting dogs are specially trained to track prey. They have acute senses and they have excellent self-discipline. They can take down prey if they must, but combat isn't their specialty.

DOG, WAR

Medium beast, unaligned

Armor Class 12

Hit Points 11 (2d8+1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +2

Senses passive Perception 12

Languages —

Challenge 1/8 (25 XP)

Keen Hearing and Smell The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite Melee Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

War dogs are bred and trained to fight. They are aggressive and dangerous, even under the best of circumstances. They are fiercely loyal to their masters, but demand a strong hand to manage safely.

WARHORSE

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Trampling Charge If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) bludgeoning damage.

Warhorses are massive, muscular beasts trained to withstand both the physical and mental rigors of battle. They are not spooked by the sounds, sights, and smells of combat, and will fight aggressively if ordered.

WARHORSE, KNIGHT'S

Large beast, unaligned

Armor Class 11

Hit Points 30 (4d10 + 8)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Multiaction The knight's warhorse makes two attacks: one with its bite and one with its hooves.

Trampling Charge If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Bite *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d4 + 4) bludgeoning damage.

Hooves *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) bludgeoning damage.

Knight's Warhorses are the finest specimens of their kind. They are larger, tougher, and steadier versions of the standard warhorse. They are aggressive combatants and will fight even without orders.

TOOLS

Fighting monsters is exciting, but sometimes you have to buckle down and engage in more mundane tasks. When that moment comes, it's important that you have the right tools.

TOOLS AND TOOL KITS

Item	Cost	Weight
Tools		
Anvil	58 sp	250 lb.
Axe, woodcutting	5 sp	7 lb.
Chisel	6 sp	8 oz.
Crowbar	7 sp	3 lb.
Falx (type of sickle)	10 sp	1 lb.
Grindstone, sharpening	3 sp	75 lb.
Hammer, small	3 sp	2 lb.
Hammer, sledge	5 sp	12 lb.
Hook, Reaping	3 sp	1 lb.
Hook, Weed	2 sp	1 lb.
Knife, small	1 sp	—
Knife, spice cutter's	2 sp	8 oz.
Net, hunting (partridge)	56 sp	3 lb.
Pickaxe	4 sp	10 lb.
Pincers, iron	4 sp	2 lb.
Pliers, iron	2 sp	1 lb.
Ploughshare	10 sp	10 lb.
Shovel, wood	8 cp	3 lb.
Shovel, metal	3 sp	4 lb.
Sickle, long handled	3 sp	5 lb.

Tool Kits

Alchemist's supplies	50 sp	8 lb.
Brewer's supplies	20 sp	9 lb.
Calligrapher's supplies	10 sp	5 lb.
Carpenter's tools	8 sp	6 lb.
Cartographer's tools	15 sp	6 lb.
Cobbler's tools	5 sp	5 lb.
Cook's utensils	10 sp	8 lb.
Disguise kit	25 sp	3 lb.
Fishing tackle	10 sp	5 lb.
Forgery kit	15 sp	5 lb.
Glassblower's tools	30 sp	5 lb.
Healer's kit	5 sp	3 lb.
Herbalism kit	4 sp	3 lb.
Jeweler's tools	25 sp	2 lb.

Item	Cost	Weight
Tool Kits		
Leatherworker's tools	5 sp	5 lb.
Mason's tools	9 sp	8 lb.
Mining tools	10 sp	8 lb.
Navigator's tools	25 sp	2 lb.
Painter's supplies	10 sp	5 lb.
Poisoner's kit	50 sp	2 lb.
Potter's tools	10 sp	3 lb.
Smith's tools	40 sp	8 lb.
Spiritguide's kit	25 sp	5 lb.
Surgeon's kit	25 sp	2 lb.
Thieves' tools	25 sp	1 lb.
Tinker's tools	50 sp	10 lb.
Weaver's tools	1 sp	5 lb.
Woodcarver's tools	15 sp	5 lb.

LODGING, DRINKS, AND MEALS

Whether traveling to the next town or mounting an expedition to the other side of the Amethyst Sea, you're going to need a place to sleep, food to eat, or at least somewhere to rest and regain your strength. The following are typical prices for food and lodging in the lands of the Amethyst Sea basin.

- **Blackleaf Tea** Made in the Dalelands, this rich, nutty flavored tea is made from the naturally black leaves of a small bush found only in the Dragon Tail Mountains. The Dalelanders consider this a "morning tea." For one hour after drinking a cup of Blackleaf Tea the character has advantage on initiative rolls and reflex saves, but disadvantage on any actions that require fine motor skills (such as disabling traps or picking locks). After that hour, the character loses the benefits, retains the disadvantage on fine motor skill checks, and also has disadvantage on initiative perception checks for an additional 2 hours. The character can drink another cup of the tea to regain the benefits and lose the perception check disadvantage, but the recovery period is doubled for each additional cup (1 cup = 2 hours, 2 cups = 4 hours, 3 cups = 8 hours, etc.). Drinking another cup at any point during the recovery period restarts the recovery time.
- **Dalelander Porter** Dalelander porter is a rich, full bodied, and robust ale. It has a slightly nutty taste with a hint of apple. Almost universally disliked by dwarves, it is a favorite with halflings everywhere.
- **Dalelander Hard Cider** The most popular drink among Dalelanders, Dalelander Hard Cider is pale gold in color, medium-bodied and dry. It is slightly

tangy and it has abundant apple flavor. Dalelanders consider it the beverage of choice to have with a meal.

- **Ellororian Wine** Ellororian wines are distinctive due to the tiny bubbles that race through them. They have a light flavor with hints of spice and honey. No one has been able to duplicate the process the Ellorians use to make their wines, making them expensive and difficult to come by. Most Ellororian wines are produced in the Dragon Tail Mountains and are usually named after the village where they are created.
- **Elwynberry Tea** A sweet red tea made from elwynberries. It is extremely popular among both Ellorians and Feylarians.
- **Forgewater** It's nearly impossible to describe the taste of this corn-based spirit, since the burn of drinking it overpowers any flavor sensation. This powerful spirit burns from the lips to the belly and sends shooting heat out to the extremities. It's popular among miners, northlanders, and mountaineers looking to chase the chill from their bones.
- **Gelendor Black** A bold tea with a hint of spice, Gelendor Black is the tea for any occasion in the Dalelands. Expect to be offered a cup of Gelendor Black anywhere you visit in the Dalelands.
- **Gelenwine** The Dalelanders are well-known for their winemaking abilities. The Hearttales claim that the halflings were the first of the enari to make wine and claim the practice began in the hills outside of Gelen-



ABOVE | The Golden Mug, by Russell Marks

dor. There are multiple varieties of each of class of Gelenwine. Typically these are named after the vineyard that produces them.

- **Councilor's Wine** is greatly sought after throughout the Amethyst Sea basin. It is a light-bodied, crisp, and well-balanced wine with a hint of apple and blackberry.
- **Merchant's Wine** is a full-bodied red wine with great depth that improves with aging
- **Plowman's Wine** is a powerful red wine made from a blend of grapes. It has a plain flavor that is neither unpleasant nor particularly pleasing. It is sometimes called Commoner's wine.
- **Maladoran Ales** The dwarves of Malador are known

for the many varieties of ale they brew. Most acknowledge Maladorans as the finest brewers in region. The best known varieties are Stone ale, Deepland ale, and Gold ale.

- **Deepland Ale** is a rich and creamy brown ale. Often called a meal unto itself, some Liberators swear you could live on Deepland ale alone if needed. In fact, Liberators consider production of Deepland ale their first priority when founding a settlement in a newly cleared Deepland hall. Deepland ale originated among brewers who attempted to promote the retaking of Deepland halls by housing breweries right inside the doors of cleared halls to lure in new recruits.

LODGING, DRINKS, AND MEALS

Lodging and Meals	Cost
Meal, modest	1 sp
Meal, comfortable	5 sp
Meal, wealthy	1 gp
Room, squalid (stables)	1 cp/night
Room, modest (common room)	3 cp/night
Room, comfortable (shared room)	1 sp/night
Room, wealthy (private room)	1 gp/night
Stabling for horse (fodder included)	2 sp/night
Candles for your room	1 cp/night
Fuel for the room's fire	3 cp/night

Ale, Mead, and Cider ¹	Mug	Jug	Rundlet ³
Ale, common	3 cp	2 sp	42 sp
Dalelander hard cider	4 cp	3 sp	54 sp
Dalelander porter	3 cp	2 sp	42 sp
Deepland ale	4 cp	3 sp	54 sp
Gold ale	1 sp	8 sp	146 sp
Stone ale	2 cp	15 cp	27 sp

Wine ¹	Mug	Bottle ²	Rundlet ³
Wine, common	6 cp	—	85 sp
Gelenwine, Plowman's	4 cp	—	54 sp
Gelenwine, Merchant's	6 cp	—	85 sp
Gelenwine, Councilor's	1 sp/glass	5 sp	—
Elloriyan Wine	3 sp/glass	15 sp	—

¹ It is expected that the container will be returned (except for rundlets)

² Add 8 sp to the cost to take the bottle; weighs 3 lb.

³ Includes the cost of the beverage + the 18 gallon rundlet; weighs 63 lb.

Spirits ¹	Shot	Flask	Bottle ²
Forgewater (Maladoran)	3 cp	2 sp	6 sp
Mule Kick (Maladoran)	2 cp	1 sp	3 sp
Red Coral (Calliosan)	6 cp	3 sp	9 sp

Tea and Hot Drinks ¹	Mug
Blackleaf tea	2 sp
Elwynberry tea	4 cp
Gelendor Black	2 cp

Rations	Cost	Weight
Rations, standard	3 sp/day	2 lb.
Rations, miner's	5 sp/day	1 lb.
Rations, Icewalker	5 cp/day	1 lb.

Market		
Sweetbread	2 cp	4 oz.
Bread	3 cp/loaf	1 lb.
Butter	5 cp	1 lb.
Cheese	5 cp	1 lb.
Chicken (dressed)	2 sp	4 lb.
Eggs	5 cp/dozen	1.5 lb.
Flour	2 cp	1 lb.
Fruit, dried	2 sp	1 lb.
Goose (dressed)	4 sp	7 lb.
Peacock tail	4 sp	8 oz.
Salt	1 cp	1 lb.
Spice (food), common	5 cp	1 oz.
Spice (food), uncommon	1 sp	1 oz.
Spice (food), rare	5 sp	1 oz.

- **Stone Ale** is extremely dark ale with an almost gray color. Its flavor and texture are very dense and rather bitter.
- **Gold Ale** has a thick consistency and a brown-gold color that sparkles in the light. It has almost no bitterness, but rather features a sweet nutty flavor and a smooth aftertaste. Often served warm, this ale is precious among Maladorans and is hardly ever sold to outsiders.
- **Mule Kick** Distilled from a common Deepland mushroom, this blue colored spirit with an earthy flavor is only enjoyable when taken in small quantities. Overindulging is known to cause splitting headaches.
- **Rations** Rations are compact meals designed for soldiers, travelers, and explorers. Each ration provides enough food to meet a person's nutritional needs for one day.
 - **Icewalker** Most people agree that Icewalker rations are one of the most offensive foods ever created. The ten-inch long strips have the texture of old shoe leather, the smell of swamp water, and the taste of rotting meat. Despite the horrors of this "food," it's the only sort of ration many Icewalkers are willing to eat. Apparently, Icewalkers believe the trial of choking these down is a blessing from Droth. Icewalker rations are significantly cheaper than standard rations, but each time a character eats them (including Icewalkers), they must make a Constitution saving throw against DC 10 + the number of days in a row they have eaten Icewalker rations. If they fail, they immediately vomit. This ruins the ration and counts as having not eaten for that day. The character may not eat anything else for the rest of that day. There are tales of adventurers that starved to death with an entire bag of Icewalker rations in their pack.
 - **Miner's** Miner's rations are the ration of choice for Liberators. They are lighter and take up less space than standard rations, but they're hard, dry, and tasteless. Normally they're stored in a crumbled form earning them the nickname of "gravel."
 - **Red Coral** Red coral is sweet red, grassy flavored spirit with just a hint of brine. Popular among sailors it is distilled in Callios and has many imitators. Genuine Red Coral is sold in a bottle containing a piece of red coral too large for the bottle's opening that the distillers spend years growing in the bottle before filling it.
 - **Sweetbread** It's an impolite Dalelander who serves you a cup of Gelendor Black without also offering a slice

of sweetbread to dip in it. It is a dense, light-colored bread heavily sweetened with honey. Some Dalelanders add berries or other fruit to it, but whether doing so is genius or culinary heresy is a point of deep division among Dalelanders.

FEES AND SERVICES

Anything the adventurer can't do on their own, they'll need to pay someone to do for them. The following are examples of the typical amounts paid for a variety of fees, services, and fines.

- **Book Rental** There are no public lending libraries in the Amethyst Sea basin. If you want to take a book home you must either buy it or rent it. Rental fees are dependent on the rarity of the title—assuming the owner is willing to rent it at all.
- **Freedom of the Town** Adventures that spend more than a month in one place may be expected to contribute to public life. This could include serving time in the town guard, performing civic work such as cleaning or repairs, or even conscription into the military. Paying this fee exempts the character from any such feudal duties and responsibilities. Some backgrounds, such as those of nobles, make it impossible to buy one's way out of feudal duties.
- **Guild Fees** In most communities, one must be a member of an appropriate guild to practice a trade. Attempts to operate outside of the guild system may result in fines, imprisonment, or "unfortunate accidents." On the other hand, membership has its perks, including the right to stay in the guild's hall at no cost when traveling. The amount of guild fees vary depending on how many amenities the guild offers members and its social standing.
- **Library Access** If a library allows outsiders access to its stacks at all, it will typically charge an hourly fee. This fee gives access to the library's general collection. The cost will vary depending on the size of the collection. Special collections and rare books may require the payment of additional fees.



ABOVE | Grim Trophies, by Russell Marks

FEES, SERVICES, AND FINES

Fee, Service, or Fine	Cost
Fees	
Enrollment fee to begin apprenticeship	18 sp
Freedom of the Town (Freedom from feudal duties)	120 sp/year
Guild Fees (modest)	40 sp/year
Guild Fees (comfortable)	120 sp/year
Guild Fees (wealthy)	240 sp/year
Guild Fees (aristocratic)	720 sp/year
Library access	5 cp–2 sp/hour
Toll	2 cp
Transportation	
Carriage in city	1 sp/trip
Carriage, between towns	1 sp/mile
Ferry ride	
Per person	3 cp
Per horse	7 cp
Per cart wheel	5 cp
Horse and carriage, local (with driver)	3 sp/day
Ship's passage	3 sp/mile
Fines	
Leaving excrement in the street (1st offense)	40 sp
Leaving excrement in the street (2nd offense)	80 sp
Throwing waste into ditch/pond/lake/river	4800 sp ²
Rents	
Book, folio	5 cp/week
Book, common subject	10 sp/week
Book, uncommon subject	20 sp/week
Book, rare subject	50 sp/week
Book, unique subject	100 sp/week
Horse, riding	1 sp/day
House, merchant's	600 sp/year
Shop, City	240 sp/year
Tavern, City	10,840 sp/year
Warehouse space, large	80 sp/month
Expenses	
Wedding expenses, food not included (modest)	480 sp
Wedding Feast (modest)	240 sp

Fee, Service, or Fine	Cost
Hirelings¹	
Unskilled or inexperienced worker (porter, digger, apprentice, assistant, acolyte)	2 sp/day
Skilled worker (carpenter, mason, blacksmith, scholar, priest)	4 sp/day
Master worker (master carpenter, master mason, head priest, manager)	6 sp/day
Mercenaries¹	
Archer	2 sp/day
Cavalry, light	6 sp/day
Crossbowman	6 sp/day
Engineer, siege	4 sp/day
Engineer, master siege	18 sp/day
Footman	3 sp/day
Infantry, light	6 sp/day
Knight	24 sp/day
Knight bannaret	48 sp/day
Man-at-Arms	12 sp/day
Vintenar (leads up to 20 infantry)	6 sp/day
Services (Examples)¹	
Advocate (lawyer)	6 sp/ 240 sp value of case
Bake meat	2 sp
Cart	2 sp/day
Contract Preparation, simple	6 sp
Contract Preparation, average	24 sp
Contract Preparation, detailed	60 sp
Contract Preparation, complex	120 sp
Contract Preparation, insanely complex	240 sp
Delivery (one horseload)	4 cp/mile
Delivery (one wagonload)	7 cp/mile
Funeral, common	5 sp/guest
Funeral, fine	1 gp/guest
Funeral, very fine	2 gp/guest
Groom (cares for one horse)	2 sp/day
Guide for the night	1 sp
Messenger	3 sp/day
Painting a crest on a war helmet	60 sp
Reaping	7 sp/acre
Shave and wash	6 sp
Shoeing, donkey	2 sp/hoof
Shoeing, horse	4 sp/hoof
Threshing	3 cp/bushel
Valet	6 sp/day
Winnowing	1 cp/bushel

1. It is expected that employers will provide meals for workers hired by the day, as well as appropriate sleeping arrangements if the work is expected to take multiple days.
 2. No, this is not a typo. We all have to drink from that river. Don't throw your waste in there! (It's also the actual 13th century fine for dumping waste!)



CHAPTER NINE

MAGIC AND SPELLS

AS AN ARCANE SPELCASTER IN AN AETALTIS adventure, your spells give you access to incredible power. There are also a variety of natural phenomena in the world you can take advantage of to increase your power, such as essence crystals, essence wells, and ley lines. You'll have fantastic flexibility in what spells are available to you and gain new options in how you use that magic.

Of course, there's a catch. Casting arcane spells on Aetaltis requires both skill and talent. Cast a spell improperly and you waste your limited pool of arcane energy, a power called essence. Make a catastrophic mistake, and you could lose control of the spell, causing untold damage to yourself, your surroundings, and the people around you. This is why arcane casters on Aetaltis are both respected and feared.

OVERVIEW OF AETALTAN MAGIC

Magic on Aetaltis, especially arcane magic, works in a slightly different fashion than in other Fifth Edition settings. The fundamentals are the same, and the spells found in your Fifth Edition sourcebooks are fully compatible, but we've made some additions to the magic system to better reflect the nature of Aetaltan magic. It's a system you can easily layer on top of the basic Fifth Edition magic rules.

Arcane magic in Aetaltis uses a spell point system. Every character has a store of personal essence, and those characters with the talent and skill to manipulate that essence can use it to cast spells. Once a spellcaster's personal essence is expended, they must wait for the ambient essence around



DIVINE MAGIC

METAPHYSICAL MECHANICS

In the World of Aetaltis campaign setting, divine magic and arcane magic are very similar from a metaphysical perspective. They utilize the same basic metaphysical techniques for drawing and shaping essence into spells. You can find a detailed description of the metaphysical differences and similarities between the two in the *World of Aetaltis: Adventurer's Guide*.

DIVINE VS. ARCANE

Arcane magic on Aetaltis is powerful and flexible, but also dangerous and at times, unreliable. For those gifted with the power to cast divine spells, spellcasting is extremely reliable, though less flexible. After all, it wouldn't do for the chosen of the Enaros to suffer catastrophic spell failures while performing the work of the gods.

DIVINE SPELLCASTING RULES

To represent this dichotomy between the dangerous but flexible methods of spellcasting used by arcane spellcasters and the safe and sure methods used by divine spellcasters, divine spellcasters use the standard Fifth Edition spellcasting rules in Aetaltis games.

them to restore their supply of personal essence before they can cast more spells.

To cast a spell, an arcane spellcaster spends the appropriate number of essence points and then makes a spellcasting roll. On a success, the spell goes off. On a failure, it doesn't. On a critical failure, however, a catastrophic spell failure occurs leading to a variety of potentially dangerous outcomes. Divine magic, on the other hand, works as written in the basic Fifth Edition rules. It's safe, straightforward, and reliable, if a bit restrictive.

We won't go into a lot of detail about the setting aspects of magic, such as the metaphysics of how spells work or the origins of magic. Rather, in this book we'll stay focused on the Fifth Edition game rules you need to know to play the game. For a complete description of how magic works within the context of the setting, see the *World of Aetaltis: Adventurer's Guide, Chapter 2: Magic, Spells, and Essence*.

BREAKING THE RULES

DARK MAGIC

The limitations on magic only limit normal spellcasting. It doesn't mean these effects are impossible. With dark magic, it is possible to cast any type of spell. This means that your foes may have access to magic you do not (or at least should not). Rules for using dark magic are provided in the *World of Aetaltis: Gamemaster's Guide*.

IMPACT OF THE RITUAL OF LIMITATION

The Ritual of Limitation, an event described in the *World of Aetaltis: Adventurer's Guide*, fundamentally changed the way magic worked on Aetaltis. The following guidelines will help you to determine how (or if) a particular spell, magic item, or power from another Fifth Edition book will work in Aetaltis. The gamemaster makes the final determination about whether a magical effect still works in their campaign, and the *World of Aetaltis: Gamemaster's Guide* includes additional information about how to adjudicate magic in an Aetaltis campaign.

NO TELEPORTATION

Spells that move people, objects, or creatures from place to place without passing through physical space do not work on Aetaltis. This includes moving yourself, moving others, or bringing objects to you. Examples include the *teleport* and *dimension door* spells. People on Aetaltis still know how to cast these spells, but the spells just don't work.

NO SUMMONING

You cannot summon creatures or objects from other planes to Aetaltis. Similarly, spells that banish creatures do not work since it is impossible to send a creature away from the Physical Plane. A notable fantasy gaming exception are elementals. Elementals exist in the World of Aetaltis and you can summon them, but they are not extra-dimensional beings. (See the *World of Aetaltis: Adventurer's Guide* for more information on the nature of Aetaltan elementals.)

NO GATES OR DIMENSION TRAVEL

Spells that open gates to other dimensions or transport you to other planes do not work. This applies to even minor spells like *dimension door*. The exception is travel to the Essential Plane, since it is not actually a different plane but is rather an unseen aspect of the Physical Plane.

NO LONG-DISTANCE COMMUNICATION

Spells that allow person-to-person communication or remote perception still work but are limited to line of sight or the spell's range, whichever is shorter. If the target of a communications spell is hidden or beyond line of sight, it doesn't work.

LIMITED DETECTION

If the maximum range for a detection spell is greater than 60 feet, treat the spell as if it has a 60 foot range. When detecting a target within range and line of sight, the spell works as written. When detecting a target within range but not visible (such as using *detect magic* when a magic item is in a chest), the spell reveals that a target exists somewhere within 60 feet, but no additional information is provided. Normal rules for material that blocks these types of spells still apply.

NEW ATTRIBUTE: ESSENCE POINTS

Every living thing on Aetaltis, sentient or not, spellcaster or otherwise, has an essence point (EP) score. This score represents the living thing's store of personal essence. If you are an arcane spellcaster, you may expend these points to cast spells using the glyph magic rules. The table below shows your maximum essence points, your rate of essence point recovery, and the maximum spell level you can safely cast if you are an arcane spellcaster.

- **Level/Hit Dice** An individual's or character's level or hit dice.
- **Maximum Essence Points** The maximum number of essence points the subject can have at any time.
- **Rate of Recovery** The rate at which the subject's expended essence points return.
- **Maximum Safe Spell Level** The maximum level of spell an arcane spellcaster can safely cast at this level.

RECOVERING ESSENCE POINTS

You recover a number of essence points each hour (in game time, not real-world play hours) based on your level as shown in the Essence Points, Recovery, and Safe Spell Level table. This recovery is automatic, ongoing, and does not require a rest.

ESSENCE POINTS, RECOVERY, AND SAFE SPELL LEVEL

Level/Hit Dice	Maximum Essence Points	Rate of Recovery	Maximum Safe Spell Level
1	4	1 per 2 hours	1st
2	6	1/hour	1st
3	14	2/hour	2nd
4	17	2/hour	2nd
5	27	3/hour	3rd
6	32	4/hour	3rd
7	38	5/hour	4th
8	44	6/hour	4th
9	57	7/hour	5th
10	64	8/hour	5th
11	73	9/hour	6th
12	73	9/hour	6th
13	83	10/hour	7th
14	83	11/hour	7th
15	94	12/hour	8th
16	94	12/hour	8th
17	107	13/hour	9th
18	114	14/hour	9th
19	123	15/hour	9th
20	133	16/hour	9th

ARCANE SPELLCASTING: GLYPH MAGIC

Glyph magic is a point based magic system for Fifth Edition designed for the World of Aetaltis. It replaces some of the standard Fifth Edition arcane spellcasting rules. If a rule here contradicts the Fifth Edition core rules, these rules take precedence. If something isn't covered here, use the standard Fifth Edition rules.

SPELLCASTING CHECKS

Casting a spell with glyph magic requires you to build an essence form called a glyph. When additional essence is directed through this glyph, the glyph's form shapes the essence, thereby creating a magical effect. Learning to successfully create glyphs and direct essence through them requires a natural affinity for sensing essence and years of intense training.

Each time you use glyph magic to cast a spell, you must make a spellcasting check.

Spellcasting DC = 10 + Unmodified Essence Point
Cost of the Spell

Make the check at the end of the spell's casting time. On



GLYPH MAGIC VS. STANDARD 5E SPELLCASTING

The differences between standard Fifth Edition spellcasting and glyph magic are described in detail in this chapter, but here's a short summary.

- ♦ **Spell Point System** Glyph magic is a spell point system. It limits the number of spells you can cast by giving you a pool of points to spend rather than a number of spell slots. Each spell has a spell point cost to cast, and when you are out of spell points casting additional spells becomes extremely difficult or impossible. Spell points in these rules are called essence points, because they are used for more than just spells.
- ♦ **No Memorization** An arcane spellcaster does not need to memorize spells in advance. As long as a spell has been transcribed into their spellbook, and they have enough essence points, they can try to cast it.
- ♦ **Skill Roll** To reflect the complexity of casting arcane spells in Aetaltis, casting a spell with glyph magic requires a spell-casting check. This roll doubles as the attack roll when one is necessary. The DC to resist spell effects is calculated as described in the standard Fifth Edition spellcasting rules.
- ♦ **Recovery is Constant** Arcane spellcasters recover a set number of essence points each hour. Rest is not required to recover essence points.
- ♦ **No Spell Level Limit** There is no limit on the level of spell you may try to cast. There is only a limit on what level spell you can safely cast. A 1st level character could, in theory, try to cast a ninth-level spell. Even so, succeeding at the spellcasting check is unlikely, and the essence point cost of casting such a spell might prove deadly. (See *Overcasting* for more details.)
- ♦ **The Fey** In the Aetaltis setting, the fey are part of the civilized people of the Amethyst Sea basin. They are not affected by standard Fifth Edition spells that call out fey as a type of creature they affect, such as *dispel evil and good*.

a success, the spell is cast and takes effect normally. On a failure, the spell fizzles and the attempt is wasted. Either way, reduce your essence points by the essence point cost of the spell.

SPELLCASTING CHECK MODIFIERS

Your bonus when making a spellcasting check equals your spellcasting ability modifier + your proficiency bonus if applicable for your class. Wizards gain the proficiency bonus, but not all classes that cast arcane spells gain their proficiency bonus on spellcasting checks. The Aetaltis rules for spellcasting classes will describe which ability to use and which classes may add their proficiency modifier to spellcasting checks.

ADVANTAGE AND DISADVANTAGE ON SPELLCASTING CHECKS

With the GM's permission, positive circumstances might provide advantage when casting a spell. Examples include:

1. Referencing your spellbook while casting the spell.
2. Using particularly rare or especially high-quality material components.

3. Doubling the time required to cast the spell.

Negative circumstances that might cause you to have disadvantage when casting a spell include:

1. Casting without your arcane focus.
2. Casting a spell while adjacent to an enemy.
3. Casting a spell while mounted or on a moving platform.
4. Using substandard, damaged, or inappropriate substances as material components.
5. Casting a spell when you don't have enough essence points to cover the cost.
6. Casting a spell that is higher level than your maximum safe spell level.

OTHER SPELLCASTING CHECKS

Other circumstances beyond casting spells might cause the gamemaster to ask for a spellcasting check. Unless the gamemaster says otherwise, the same conditions described above can modify those checks.

CRITICAL SUCCESS AND CRITICAL FAILURE

If you roll a 20 on your spellcasting check, it is a critical success. If you roll a 1, it is a critical failure. When you roll a critical success to cast a spell, the essence point cost for the spell is halved (round down). If you roll a critical failure when casting a spell, you pay the standard essence point cost, then roll on the Spell Mishaps table.

When a spell mishap occurs, roll 1d100 and add the modified essence point cost of the spell to the roll. This means that if you had cast a spell in a way that cost twice

the normal number of essence points, add the doubled value to your roll. Check the table to determine the effect of your mishap.

If no duration is listed for a mishap, the effect is permanent. A *remove curse* or *dispel magic* spell might remove the effect with the gamemaster's permission. Be warned that many permanent spell mishap effects are not curses or ongoing magical effects, but rather represent changes the fundamental nature of reality. In that case, the effect is well and truly permanent.

SPELL MISHAPS

% Roll	Outcome
1–2	An insignificant, pitiful dusting of sparks pops from your fingertips and instantly disappear.
3–4	Your eyelashes increase in length by 50%. The effect lasts 1d6 days.
5–6	One random object on your person emits an odor like rotting flesh. The effect continues until you spend an hour cleaning it.
7–8	All the food you are carrying rots and becomes inedible.
9–10	Everything under 5 lb. sitting on a solid surface within a 10 ft. radius is pushed five inches away from you.
11–12	You suffer from the blinded condition for a number of rounds equal to the modified essence point cost of the spell.
13–14	Your eyes glow green for 1d6 hours. This does not affect your vision and provides no light to see by, but it does make you easy to spot in the dark.
15–16	An illusion of the last thing you ate appears in the air before you. It persists for 1d10 rounds.
17–18	You extinguish every non-magical light source in a 30 ft. radius.
19–20	You and everything you are carrying are now soaking wet.
21–22	Insects and arachnids of all kinds are drawn to you. All insects and arachnids within 50 ft. rush toward you. If they are biting or aggressive, they attack you over other targets. The effect continues for 1d6 hours.
23–24	The air fills with the smell of burnt hair.
25–26	Four multi-colored lights appear in the air above your head. Behaves as the <i>dancing lights</i> spell, but you have no control over the effect.
27–28	A tiny, sweet-smelling puff of purple smoke shoots from your fingertips.
29–30	You create a thunderous boom that can be heard for miles. All creatures in a 20 ft. radius must succeed at a DC 10 Constitution saving throw or be deafened for 1d4 rounds.
31–32	Any non-magical clothing you are wearing instantly rots away. Armor is not affected.
33–34	Over the next 24 hours, you lose all of your body hair. It grows back at a normal rate.
35–36	The seams on any backpacks, pouches, or sacks you are carrying suddenly burst, scattering their contents on the ground around you.
37–38	A short burst of light pops followed by a tinkling sound. Everything within a 20 ft. radius is coated with glittery dust. The dust is especially difficult to remove, requiring a DC 15 Wisdom (Perception) check to clean each exposed item. The dust adheres to invisible creatures and objects, rendering them visible.
39–40	A rude noise erupts followed by the unmistakable and overpowering stench of flatulence.
41–42	A streak of white appears in your hair. If you have no hair, a giant white blotch appears on your face.
43–44	Your hand bursts into flame causing 1d4 damage.
45–46	You drop into a deep, magical sleep for 2d10 minutes. Nothing will wake you before that time.
47–48	The spell goes off as normal, but it saps your energy. You suffer one level of exhaustion.
49–50	You become invisible (as the <i>greater invisibility</i> spell) for 1d4 rounds.
51–52	You suffer from the paralyzed condition for the next 1d6 rounds.
53–54	The backlash of magical energy stuns you. You suffer from the stunned condition for 1d6 rounds.

% Roll	Outcome
55–56	The nearest flammable object not on your person catches fire. The object and, if applicable, the individual holding it, take 1d4 fire damage.
57–58	The spell goes off as normal, but you suffer 1 point of corruption.
59–60	You grow thick, coarse, black hair over your entire body. It slowly falls out over the course of 1d4 days.
61–62	The floor becomes greasy and slick. Treat the area as if affected by a <i>grease</i> spell centered on you.
63–64	Your hair changes to an unnatural color. Roll 1d6 to determine what color: 1 = White, 2 = Green, 3 = Blue, 4 = Red, 5 = Purple, 6 = Silver
65–66	You are unable to speak for a number of hours equal to the modified essence point cost of the spell.
67–68	You suffer from the deafened condition for a number of hours equal to the modified essence point cost of the spell.
69–70	You suffer from the paralyzed condition for a number of hours equal to the modified essence point cost of the spell.
71–72	The spell goes off as normal, but it targets a random person within range.
73–74	The spell goes off as normal, but it targets you instead of its intended target. If originally cast on yourself, it affects the nearest sentient being.
75–76	You hear creaking, groaning, and the sound of rustling leaves. In a matter of seconds, every plant in a 40 ft. radius doubles in size. The growth is permanent.
77–78	The spell goes off as normal, but the essence point cost is doubled for this casting.
79–80	Something about your essential nature changes. Animals avoid you, and all future Animal Handling checks are made at disadvantage.
81–82	Magical energies twist around you and when the power fades you are petrified. You suffer from the petrified condition until cured.
83–84	Flames surround you. It has no impact on you or any items you are carrying, but anything you touch takes 1d6 fire damage on a failed Dexterity saving throw or half damage on a success.
85–86	The spell costs no essence points, but the cost is drained as hit points from the nearest sentient living creature. If the creature is drained to 0 hp and all essence points are not accounted for, the drain hops to the next-nearest sentient creature to drain the remaining points. This continues until all points are accounted for.
87–88	The spell goes off as normal, but you suffer 1d4 points of corruption.
89–90	A pair of six-inch goat horns erupts from your skull. The pain is exquisite and you take 1d6 points of damage. The horns are permanent.
91–92	You lose a percentage of your body weight equal to the modified essence point cost of the spell.
93–94	You lose a percentage of your height equal to the modified essence point cost of the spell.
95–96	Reduce your age by 2d20% of your current age. Game effects from age apply.
97–98	Increase your age by 2d20% of your current age. Game effects from age apply.
99–100	The spell goes off, but triple the spell's effect and essence point cost.
101–102	A body part drops harmlessly off your body. There is no blood or pain. Roll 1d10 to determine which part: 1 = Arm, 2 = Hand, 3 = Finger, 4 = Leg, 5 = Foot, 6 = Toe, 7 = Nose, 8 = Lips, 9 = Eye, 10 = Ear
103–104	The spell goes off as normal, but you suffer 1d8 points of corruption.
105–106	You transform into a different lineage as if you'd been brought back to life with the <i>reincarnate</i> spell.
107–108	One living sentient being, chosen at random, within a 50 ft. radius of your position suffers as if struck by a <i>disintegrate</i> spell. The target may attempt a saving throw.
109–110	You blink your eyes and discover that you've switched bodies with the nearest sentient creature. Both you and your victim retain your original INT, CHA, and WIS scores. You retain any abilities unrelated to your physical form. You also retain any spellcasting ability, skills, and feats (although depending on who you switched bodies with you may or may not be able to effectively use these abilities—for instance, a bear can't replicate the verbal components of spells learned as a human).
111–112	You explode and immediately die. The splinters of tooth and bone cause 4d6 damage to everyone in a 20 ft. radius. Victims that make a successful Dexterity saving throw take half-damage.
113–114	Your spirit is torn from your body and thrust onto the Essential Plane. Your body dies.
115–116	You feel your bones crack and your flesh twist. Your arms and legs switch positions. The excruciating pain causes 5d6 damage.
117–118	An essence well forms with a power level of 1d4 and a radius of 2d6 yards, centered on the place you are currently standing.
119–120	An essence void forms with a power level of 1d4 and a radius of 2d6 yards. It lasts 1d4 years and is centered on the place you are currently standing.



RULES CLARIFICATION

SPELL MISHAP TABLE: A STARTING POINT

The table of spell mishaps represents the types of disasters a spellcaster might experience when a spell fails catastrophically. It is designed to get you started. These are not the only ways spells go wrong or even necessarily the most common results. If these were the only possible effects, statistics dictate that every spellcaster would eventually end up with mis-colored hair and elongated eyelashes. The gamemaster is encouraged to add their own mishaps, alter the mishaps described here, or come up with an entirely new list.

ATTACK ROLLS

Some spells require you to make a successful attack roll to hit the target. When using glyph magic, your spellcasting roll doubles as your attack roll. Therefore, to hit a target with a spell that requires an attack roll, your spellcasting check must meet or exceed both the spellcasting DC and your target's AC.



ESSENCE POINT COST OF SPELLS

A glyph is formed from a bit of your core essence, but to create a spell effect, you must harness a far greater amount of essence. The more powerful the spell, the more essence required. This is reflected in the essence point cost of the spell. The unmodified essence point cost to cast a spell is based on its level, as shown in the table below.

SPELL ESSENCE POINT COST

Spell Level	Unmodified Essence Point Cost
Cantrip	0
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

ESSENCE POINT COST MODIFIERS

Certain conditions may modify the actual cost of the spell. The cost listed in the Spell Essence Point Cost table is called the unmodified cost. This is the base cost to cast a spell of that level.

VARIABLE LEVEL SPELLS

Some Fifth Edition spells allow you to choose the level at which you are casting a spell. *Magic missile* is one such spell. When casting a spell of this type, use the essence point cost for the level at which you are casting the spell.

FORCED CASTING: CASTING WHEN YOU'RE OUT OF ESSENCE POINTS

If the essence point cost of the spell will reduce your essence points below zero, you can still cast the spell, but you must force it. When you force a spell, you reduce your essence points to zero and then take hit points of damage equal to the number of points you are short. You are, in effect, siphoning off the core essence that makes up your living spirit.

The following are the rules for forcing a spell:

1. You have disadvantage on your spellcasting check.
2. You take a number of hit points of damage equal to the number of points you are short.
3. All normal game effects from taking damage apply, including the rules for dropping to 0 hit points.

ABOVE | Glyph Caster's Spellbook, by Russell Marks

INVOLUNTARY FORCED CASTING

If circumstances (such as a spell mishap result) increase the essence point cost of a spell to where the essence point cost is greater than your available essence points, pay the cost as if you had forced the spell.

OVERCASTING: CASTING SPELLS BEYOND YOUR SAFE LEVEL

You may attempt to cast spells that are higher than your maximum safe spell level. Your safe level is based on your spellcasting class level as shown on the Essence Points, Recovery, and Safe Spell Level table. When casting a spell of a level higher than your safe spell level the following rules apply:

1. You must have learned the spell and have it copied into your spellbook.
2. You must have your spellbook out for reference. This is a requirement, and it does not provide advantage as it normally does.
3. You have disadvantage on the spellcasting check.
4. The essence point cost of the spell is doubled, although you still use the unmodified cost to determine the spellcasting DC.
5. If a spell mishap doubles or triples the essence point cost, multiply the modified essence point cost.
6. For each level of difference between the level of spell you can safely cast and the level of the spell you are casting, increase the critical failure range by 1.

EXAMPLE OF CASTING A SPELL BEYOND YOUR SAFE LEVEL

Wisik the wizard and his friends are racing to escape a mob of pursuing orc hunters. Dashing through a doorway and down a side corridor, they turn to lock the door behind them, only to realize there is no way to secure it.

Although Wisik is only a 1st level wizard, he learned the 2nd level arcane lock spell on their last adventure. He can cast only 1st level spells safely, but this seems like enough of an emergency to accept the risk of trying something more difficult.

The DC for the spellcasting check is determined normally ($10 + 3$ Essence Point Cost = DC 13), but he has disadvantage on his check. He also needs to get his spellbook out for reference.

Since arcane lock is one level higher than Wisik can safely cast, the critical failure range is increased by the difference between the level he can safely cast (1st) and the level of arcane lock (2nd). Since the difference is 1,

that is added to the range for critical failure, meaning a roll of 1 or 2 is a critical failure.

Normally the essence point cost to cast a 2nd level spell is 3 essence points, but since arcane lock is beyond what Wisik can safely cast, the spell costs 6 essence points (double the normal cost).

Wisik is currently at his maximum number of essence points, but at 1st level he only has 4 essence points. This means he's also forcing the spell and will take 2 points of damage to make up for the shortfall. Fortunately, he still has 3 hit points, so this wouldn't drop him to 0 hit points.

With orcs bearing down, Wisik pulls out his spellbook, takes a deep breath, and begins casting.

ESSENCE SENSE AND ESSENCE SIGHT

This section describes the rules used to interact with the Essential Plane and to discover things about magic that are hidden when on the Physical Plane.

ESSENCE SENSE

Not everyone on Aetaltis has the ability to use essence sense. All fairies have it, and characters that select a spellcaster class at 1st level are assumed to have been born with it. Other characters may acquire it by taking the Essence Sense feat.

Essence sense is the most common way to detect things on the Essential Plane. It allows you to sense essence forms such as spell glyphs, magic item patterns, and the essence patterns of living creatures. You can also use essence sense to detect essence anomalies, like essence wells, essence voids, and ley lines.

When using essence sense, you don't truly see the essence forms of objects. Rather, you get an intuitive sense of their presence, an instinctual assessment of their nature, and a gut feeling about the attributes or power of the thing. Using essence sense is as much about natural talent as it is a learned skill, and can be performed either intuitively or actively.

Intuitive use of essence sense involves the instinctive use of the ability as part of an action (such as glyph magic) or passively perceiving magical phenomena (as when a spellcaster gets a chance to notice they've entered an essence well).

Active use of essence sense involves reaching out to discover and analyze essence forms within range. Once an essence form is sensed, concentrating on the essence form

(see *Detecting, Identifying, and Analyzing Magic* below) may reveal additional information about the subject—for instance, the arcane school of a glyph or the power level of an essence well. Detection spells, like *detect magic* may enhance or emulate essence sense.

ESSENCE SIGHT

Essence sight is a rare gift, and few people are born with it. You may gain essence sight by taking the Essence Sight feat. The Aetaltis spell *essence sight* also emulates the ability.

Essence sight lets you shift your perception to see the Essential Plane, the source of essence, instead of the Physical Plane, the plane in which you and I exist. Where essence sense typically requires effort, essence sight allows you to



DISCOVER AETALTIS

THE ESSENTIAL PLANE

The Essential Plane is the source of the essence you use to cast spells. Although treated as a separate plane, in reality, the Physical Plane and Essential Plane are one and the same. They are, in effect, different facets of a single plane of existence. This is why access to the Essential Plane is not prevented by the Ritual of Limitation.

The Essential Plane is a shadow realm, and in an Aetaltis adventure it plays the role that the Astral Plane often plays in other traditional fantasy settings. Its appearance mirrors the Physical Plane, except that all non-living objects have colorless, wispy forms lacking both definition and substance. These objects obscure sight on the Essential Plane as they would on the Physical Plane, but people and objects existing primarily on the Essential Plane can, if they choose, pass through them as if they were shadows.

Living and magical things, however, are colorful and complex on the Essential Plane. Their shapes are roughly equivalent to their Physical Plane counterparts, but they are made up of complex patterns of interlinked threads of essence. We call these wondrous constructs essence forms. Essence forms glow, and the brightness, color, and intensity of the light they emit shifts and changes.

For a more detailed description of the Essential Plane from the point of view of a person living on Aetaltis and an exploration of its nature, see the *World of Aetaltis: Adventurer's Guide*.

immediately see all the essence forms around you. When using essence sight, you remain on the Physical Plane. Only your perception shifts to the Essential Plane.

Skill and experience are still required to identify and analyze what you're seeing, but unless an essence form is masked or blocked from sight by another living or magical essence form, spotting it is usually automatic. This means that a person hiding behind a curtain is easy to spot on the Essential Plane, spellcasting in your presence is detected as soon as the spellcaster begins, and you immediately detect the presence of magic items since they glow like lit lanterns on the Essential Plane.

BLOCKING ESSENCE SENSE AND ESSENCE SIGHT

Non-magical and non-living objects have only shadow forms on the Essential Plane. They appear as dark, blurry shapes but they can block your ability to see or sense other essence forms. Essence sense and essence sight penetrate most non-living and non-magical barriers, but the shadow forms from 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of dirt or non-living wood will hide any essence forms behind them. Other materials obscure essence forms behind them, but cannot completely block them from view.

The essence forms of living creatures, enchanted items, and magical phenomena block line of sight when using essence sight. The exception is the heightened ambient essence of essence wells, which brightens the Essential Plane but does not block essence sight.

DETECTING, IDENTIFYING, AND ANALYZING MAGIC

Detecting, identifying, and analyzing essence forms applies specifically to arcane casters using glyph magic. Divine spellcasters use the spells and methods described in the standard Fifth Edition rules.

SENSING MAGIC

Sometimes it's easy to spot the effects of magic. For instance, if a person is floating in the middle of the room, there is a good chance there's magic at work. However, not all magic is so obvious. Furthermore, even if you are aware magic is in use, you still must detect the essence forms that make the magic possible if you wish to analyze it.

The following rules describe how you might sense the presence of a spell, magical effect, magic item, or other magical phenomenon.

PASSIVE PERCEPTION

If you have the essence sense ability, the gamemaster may allow you a chance to automatically notice an ongoing enchantment, magic item, magical effect, or magical phenomenon within range of your senses. The gamemaster secretly checks your passive Wisdom (Perception). A successful check reveals the presence, but not the positions, of essence forms you have a chance to intuitively sense. To determine where the essence form is, you must use active perception.

ACTIVE PERCEPTION

If you have the essence sense ability and you passively detected an essence form, or you simply think an ongoing enchantment, magic item, magical effect, or magical phenomenon is within the range of your senses but haven't detected it, you may make a Wisdom (Perception) check to try to sense it. You have advantage on this check if you focus on a single person or item while also touching the subject.

A successful check reveals the presence and position of any essence forms in the area whose DC you met. If you focus on a specific person or item, it only reveals the presence of essence forms related to the target.

In either case, after perceiving, you must analyze an essence form to learn more about it.

DIFFICULTY CLASS

Unless the description of a spell, item, or magical phenomenon includes a DC for sensing its presence, the DC to sense magic depends on how powerful it is. The more powerful the magical effect, the more likely you are to sense it.

The base difficulty is DC 20. This DC is reduced by the unmodified essence point cost of the spell. If the effect isn't created by a spell and the description of the item, creature, or effect doesn't provide a DC for sensing it, the gamemaster should assign the DC using a spell with a similar effect.

SENSE MAGIC DC

Spell Level	DC
Cantrip	20
1st	18
2nd	17
3rd	15
4th	14
5th	13
6th	11
7th	10
8th	9
9th	7

SENSING ILLUSIONS

Essence forms that create illusory effects are designed to avoid easy detection. Attempts to passively detect the essence forms for illusions are made at disadvantage. This increases the DC by 5 for passive Wisdom (Perception) checks.

The DC to sense the essence form related to an illusory effect is the spellcasting result from when the spell was cast or the caster's standard spell DC, whichever is greater. The better the result, the more difficult it is to notice the spell's essence form.

SENSING WITH ESSENCE SIGHT

When using essence sight, you automatically see essence forms within range.

Detect Magic Spell

The standard Fifth Edition *detect magic* spell works as written except there is no faint aura or glow. You simply sense that an essence form is related to the target. A successful casting of *detect magic* automatically reveals the presence and position of any essence forms within range. No roll is needed beyond the spellcasting roll. The spell also reveals the school of magic without additional analysis.

ANALYZING ESSENCE FORMS

Sensing the presence of an essence form doesn't mean that you know what the magic is or what it is doing. To learn this, you must make a successful analysis check to analyze an essence form you've discovered. The following rules apply to this check:

- **Awareness** You must successfully detect, sense, or see the essence form before you can analyze it. (See *Sensing Magic* above.)
- **Time** The time it takes to analyze an essence form is dependent on its complexity. The more powerful it is, the longer it takes to analyze. Analysis time is a number of minutes equal to $10 \times$ the unmodified essence point cost of the spell that created the effect. If the effect is unrelated to a particular spell and the effect's description doesn't provide a time for analysis, the GM determines time using a spell with a similar effect.
- **Difficulty Class** The DC of the analysis check is based on the level of the spell used to create the effect. The more powerful the magic, the more difficult it is to understand. The DC to analyze an essence form is equal to $10 +$ the unmodified essence point cost of the spell that created it. If the effect isn't created by a spell and the description of the item, creature, or effect doesn't

provide a DC for sensing, the gamemaster assigns the DC using a spell with a similar effect.

- **Arcana Check** The check itself is an Intelligence (Arcana) check. If you've learned the spell, have experience with the type of magic involved, or otherwise have knowledge that may help in the analysis, the gamemaster may give you advantage on the roll. Likewise, if the magic is particularly unusual, alien, or ancient, the gamemaster may give you disadvantage on the roll.

OUTCOME OF ANALYSIS

What you learn from your analysis depends on how well you rolled.

- **Success** You learn the name of the spell or effect. This reveals the level of the spell, school of magic, and other pertinent details provided in the rules for that spell. If the subject isn't a spell, you learn the general details of the effect and how it impacts its subject and/or your character. The gamemaster may also share any additional relevant information.
- **Critical Success** In addition to information learned on a success, the gamemaster might provide less obvious information. Examples include a command word to activate or deactivate the item, a hint about the effect's creator, or advantage on efforts to dispel it.
- **Failure** You fail to learn anything about the essence form, but you may try again after a long rest.
- **Critical Failure** Something about this essence form is out of sync with your understanding of magic. You fail to learn anything about it and may not try again.

IDENTIFY SPELL AND ANALYSIS

Successfully casting the *identify* spell reveals the same results as a successful analysis check. You must still succeed at the spellcasting check to cast the *identify* spell. Treat a critical success on the spellcasting roll to cast *identify* like a critical success on an analysis check.

IDENTIFYING MAGIC ITEMS

Identifying a magic item in Aetaltis games is handled using the rules provided above. Under the Aetaltis rules, only characters with the essence sense or essence sight feature can determine if an item is magical and what sort of powers it has, and only if they succeed at the necessary checks.

ANALYZING MAGIC ITEMS

On a successful analysis of a magic item, the character learns what powers the item has, how many charges it has, if any, and how to use the item. If the item has an activation word, the character must either achieve a critical success on

their analysis or research the word the old-fashioned way: visiting libraries, asking the person who made the item, seeking out hidden lore, trying out different words, and the like.

IDENTIFY SPELL

The *identify* spell automatically reveals what powers a magic item has and how to use it (with the exception of activation words) without any additional analysis. You must, however, still succeed at the spellcasting roll to cast the spell. A critical success on the spellcasting roll to cast *identify* also reveals any activation words needed to use the item.

COUNTERSPELLING

If a spellcaster using glyph magic recognizes that another arcane spellcaster is casting a spell using glyph magic, they may have a chance to counter it.

DISRUPTION

The most common way to counter an enemy spell is to disrupt it. Disruption involves channeling essence into the other caster's glyph to shatter it. The following are the rules for disrupting a spell:

- **Aware** You must know the enemy is there and know they are casting a spell. Using verbal, somatic, or material components are enough to indicate that a spell is being cast. Alternatively, the GM may allow a passive Wisdom (Perception) check to notice the casting.
- **Ready** You must have a readied action to disrupt the spell. If you don't have a readied action, you can't react fast enough to stop the casting.
- **Announce** You must announce that you are counterspelling before the enemy spellcaster makes their spellcasting check. You cannot announce an attempt to counterspell after the roll.
- **Opposed Spellcasting Check** Make an opposed spellcasting check against the result of the enemy caster's spellcasting check to cast their spell.

OUTCOME OF DISRUPTION CHECK

The following are the possible outcomes of the disruption spellcasting check:

- **Critical Success** If you win with a critical success (by rolling a 20 on the die), the caster's spellcasting check is treated as a critical failure, no matter what they rolled. Their critical failure is resolved normally and you spend essence points equal to half (rounded down) the number of essence points the enemy caster's spell required (minimum of 1). The exception to this

rule is when the target also rolled a critical success to cast the spell, in which case treat the outcome as a success as described below.

- ♦ **Success** If you win, the caster's spellcasting check is treated as a failure. Their failure is resolved normally and you spend essence points equal to half (rounded down) the number of essence points the enemy caster's spell required (minimum of 1).
- ♦ **Failure** If you lose the opposed check, their spellcasting is resolved normally and you spend essence points equal to half (rounded down) the number the enemy caster's spell required (minimum of 1).
- ♦ **Critical Failure** If you critically fail on your attempt to disrupt the spell (by rolling a 1 on the die), you suffer a magical backlash. The enemy spellcasting check is resolved normally, you spend essence points equal to the number of essence points the enemy caster's spell required (minimum of 1), and you suffer a spell mishap modified by the essence points you spent.

DISPELLING

You may use glyph magic to end an ongoing, non-permanent arcane spell by deconstructing the magic's essence form. In this way, the glyph caster can dispel a magical effect created by another arcane caster. With the gamemaster's permission, this technique may also be used to temporarily disrupt a natural or permanent magical effect.

The following rules apply when attempting to dispel a magical effect:

- ♦ **Time** It takes twice as long to dispel a magical effect as it took to cast it originally.
- ♦ **Sense** You must be able to see or sense the spell's essence form. Seeing the spell's effect in the Physical Plane is not enough. (See the *Essence Sense and Essence Sight* rules above.)
- ♦ **Knowledge** You must know what spell you are dispelling (see *Detecting, Identifying, and Analyzing Magic* above). If the spell is not one you've learned or is not based on a particular spell, the check to dispel it is made at disadvantage.
- ♦ **Spellcasting Check** To deconstruct the essence form, make a spellcasting check with a DC equal to the result of the original caster's check to cast the spell.

OUTCOME OF DISPEL CHECK

The following are the possible outcomes of the dispel spellcasting check:

- ♦ **Critical Success** If the target was a spell, you deconstruct the essence form, ending the spell. It does not

cost you any essence points. If the target was a natural or permanent effect, the effect is dispelled as long as you maintain concentration and there is no essence point cost to you.

- ♦ **Success** You deconstruct the essence form, but must expend a number of essence points equal to half (round down) the original unmodified cost of the spell. This ends the spell effect. If the target was a natural or permanent effect, the essence point cost is the same as described, but the effect is only dispelled as long as you maintain concentration.
- ♦ **Failure** You fail to deconstruct the essence form, and you must expend a number of essence points equal to half (round down) the original unmodified cost of the spell.
- ♦ **Critical Failure** You fail to deconstruct the essence form, must expend a number of essence points equal to half (round down) the original unmodified cost of the spell, and suffer a spell mishap modified by the number of essence points you spent.



SPELLBOOKS AND LEARNING SPELLS

Under the glyph magic rules, spellbooks aren't required to cast spells at or below your safe spellcasting level. Once you've learned a spell, you always know it. That said, most arcane spellcasters find spellbooks useful, and in some cases, such as casting spells of a level above your safe spellcasting level, they are required.

WHAT IS A SPELLBOOK?

A spellbook is a collection of notes, diagrams, guidelines, instructions, and tricks for casting spells. Spellbooks are a mix of specific spell instructions, general theory, and personal research. Most spellcasters, when learning a new spell, copy information about the spell into their spellbook as part of the learning process.

LEARNING A NEW SPELL

The following rules and requirements apply when learning a new spell.

- **Copy of the New Spell** To learn a new spell you either need a complete copy of the spell, a spellbook with the spell inscribed in it, a magical library, or the time of another person who already learned the spell.
- **Gold Piece Cost** Learning a new spell requires repeated trials, the creation of magical inscriptions, and a supply of magical materials. To learn a new spell, the caster must have magical materials with a value of 50 sp/level of the spell you are learning. If the spell requires material components, you must also have and use enough of that component to cast the spell once.
- **Spellbook Pages** If you are copying the spell into your spellbook, the spell takes up a number of pages in your spellbook equal to the unmodified essence point cost of the spell with a minimum of 1.
- **Time** It takes a full day of study per level of the spell to learn a spell. Any interruption in this process requires you to start over and wastes an amount of materials in proportion to the amount of study time you already completed.
- **Spellcasting Check** At the end of the period of study, make a spellcasting check with the same DC as if you were casting the spell.

OUTCOME OF A SPELL LEARNING CHECK

The following are the possible outcomes of the spellcasting check to learn a new spell.

- **Critical Success** On a critical success, you learn the spell. You may cast the spell at will using the glyph magic rules. If you have a spellbook, the spell is copied into it. You also recover 50 sp of materials that you can use when learning spells in the future.
- **Success** On a success you learn the spell. You may now cast the spell at will using the glyph magic rules. If you have a spellbook, the spell is copied into it.
- **Failure** On a failed check, you fail to learn the spell. The materials are wasted and if you wish to learn the spell, you must repeat the process (including the costs) and make another attempt.
- **Critical Failure** A critical failure means that something about the spell just doesn't make sense to you. Treat this as a failure, but any repeated effort to learn the spell requires twice as much time as normal.

COPYING A SPELL WITHOUT LEARNING IT

It's possible to copy a spell into your spellbook without learning it as long as you have a spellbook, ink, and writing instruments. Doing so takes half the time required to learn the spell and does not require a spellcasting check or magical materials. If you later decide to learn the spell, having it copied does not reduce the amount of time needed to learn it, but you can use the copy you made as the source for learning the spell.

CASTING UNLEARNED SPELLS

Glyph magic allows you to cast spells you have not learned, as long as you have a spellbook with the spell in it. The spell is cast as per the normal glyph magic spellcasting rules with the following changes:

- **Study** You must spend one hour studying the spell in the spellbook per level of the spell before you may attempt to cast it.
- **Spellbook In Hand** You must have the spellbook in front of you when you attempt to cast the spell. This does not provide advantage on the spellcasting check.
- **Time** It takes twice as long as normal to cast a spell in this fashion.
- **Disadvantage** You have disadvantage on your spellcasting check.
- **Double Essence Point Cost** The essence point cost for the spell is doubled.
- **Critical Failure** If you critically fail at the spellcasting check, not only do you suffer a spell mishap, but the spellbook pages that contain the spell are destroyed by the essence you summoned to cast the spell.



CLARIFICATIONS AND DIFFERENCES FROM 5E

The following are additional clarifications of and differences between glyph magic and normal Fifth Edition arcane spellcasting rules.

- ♦ **Arcane Focus** You must use an arcane focus when casting spells using glyph magic. Spellcasting checks made without the use of your arcane focus have disadvantage.
- ♦ **Arcane Recovery** When using glyph magic, the Arcane Recovery feature allows you to double your normal rate of essence point recovery once per day during a short rest.
- ♦ **Cantrips** You must still make a spellcasting check to cast a cantrip, and you can critically fail a check to cast a cantrip.
- ♦ **Components** When casting a spell using glyph magic, all the normal components described for spells in the standard Fifth Edition rules are required. The one difference is that it is possible, with the gamemaster's permission, to substitute components of higher or lower quality.
- ♦ **Counterspell and Dispel Magic Spells** The arcane versions of these spells are not used when playing with glyph magic rules. Use the rules for counterspelling and dispelling magic described in this chapter.
- ♦ **Memorization and Preparation** It is not necessary to prepare or memorize spells when using glyph magic.
- ♦ **Multiclassing** Determine your maximum essence points using the total of all class levels and referring to the Essence Points, Recovery, and Safe Spell Level table. To determine the level of spells you can cast safely and your essence point recovery, use only your highest arcane spellcaster level.
- ♦ **Ritual Casting** Standard Fifth Edition rules for ritual casting apply to glyph magic. The only difference is

that casting a spell as a ritual reduces the unmodified essence point cost by half (round down) before applying any other essence point cost modifications. This does not change the difficulty of the spell.

- ♦ **Signature Spells** When casting a signature spell, make the spellcasting check at advantage and reduce the unmodified essence point cost of the spell by half (round down) before applying any other essence point cost modifications. This reduction does not change the difficulty of the spell.
- ♦ **Spellbooks** With glyph magic, once you learn a spell that is at or below your safe spell level, you never need to reference the spellbook again. A spellbook is required, however, if you wish to make a scroll of a spell you learned.
- ♦ **Spell Mastery** When casting mastered spells, make the spellcasting check at advantage and reduce the unmodified essence point cost of the spell by half (round down) before applying any other essence point cost modifications. This reduction does not change the difficulty of the spell.
- ♦ **Spell Slots** Glyph magic does not use spell slots. You can cast any spell you've learned.

MIXING SYSTEMS

The rules presented here are balanced with the standard Fifth Edition magic rules. You could use the standard Fifth Edition magic rules for arcane spellcasters instead of these and it won't unbalance a Fifth Edition Aetaltis game. You could even use a mix of rules, with one character using Aetaltis glyph magic and another using standard Fifth Edition spellcasting rules. Naturally, we hope you use the rules offered here, since they capture the essence of the world, but they aren't required for a fun, balanced Aetaltis game.



ESSENCE WELLS, ESSENCE VOIDS, AND LEY LINES

Ambient essence is the raw magical energy that permeates Aetaltis. The density of ambient essence is relatively uniform, but there are exceptions. Two well-known phenomena are essence wells and essence voids. Ley lines also crisscross the world, providing yet another means to access additional essence. You can locate and analyze these power sources using essence sense or essence sight.

SIZE AND SHAPE

Most essence wells and essence voids have a spherical area of effect with a diameter of ten to one-hundred yards. In game terms, treat this as a hard edge, but for story purposes the change in essence is a gradual shift with the power rising toward the center of the well. A few essence wells have greater areas of effect (as much as a few miles) while others have much smaller areas of effect (just a few feet across.) There are also reports of wells and voids that change in size over time.

Ley lines are different. They run like rivers of essence through the Essential Plane. Ley lines are roughly cylindrical with a diameter of one to ten yards. For game purposes, treat this area as having a hard edge, but for story purposes the change in essence is typically a gradual shift. Ley lines run for many miles, often twisting and sometimes branching off into lower-powered lines.

DETECTING ESSENCE WELLS AND VOIDS

A character with the essence sense ability may notice an essence well or void when they enter its area of effect with a successful passive Wisdom (Perception) check. A character may also choose to make an active Wisdom (Perception) check to sense an essence well or essence void if they believe they are within its area of effect. The DC for the check is 15 minus the power level of the essence well or void. The more powerful the void or well, the easier it is to detect.

On a success, you sense the presence of the well or void and its type. On a critical success, you also identify its power level. A successful analysis will also reveal its power level. The *detect magic* spell reveals the presence and power level of essence wells and voids within the spell's range.

DETECTING ESSENCE WELLS AND VOIDS WITH ESSENCE SIGHT

Essence wells and voids are easily visible with essence sight. Using essence sight, you can see and identify the



type and power level of any essence well or essence void you can see without a check. On the Essential Plane, the essence well's area of effect is bathed in golden light, while essence voids appear as areas of utter darkness. When using essence sight inside an essence void, you suffer from the blinded condition.

DETECTING LEY LINES

A character with essence sense may notice a ley line if they pass within 60 feet of it with a successful passive Wisdom (Perception) check. A character with essence sense may also choose to make an active Wisdom (Perception) check to detect a ley line. In either case, add the power level of the ley line to the result. The DC for the check is 15 minus the power level of the ley line. The more powerful the line, the easier it is to detect.

On a success, you sense the presence of the ley line and its type. On a critical success, you also identify its power level. A successful analysis of a detected ley line also reveals its power level. The *detect magic* spell also reveals the presence of ley lines within the spell's range and identifies their power levels.

DETECTING LEY LINES WITH ESSENCE SIGHT

Ley lines are immediately visible on the Essential Plane. If you travel to the Essential Plane or use essence sight, you can see and identify the type and power level of ley lines within line of sight without a check. To those that can see them, ley lines appear as glowing, patterned tunnels of multi-colored light flowing like magical rivers. The more powerful the line, the brighter its glow and more intricate the patterns.

ESSENCE WELLS

Essence wells are places where the ambient essence levels are higher than normal. Most essence wells are natural features of the world's magical topography. Each essence well has a power level ranked from 1 to 10. Essence wells are indicated by listing the essence well type followed by the power level in parentheses, like this: Lesser Essence Well (2).

TYPES

When a spellcaster on Aetaltis talks about an essence well, they refer to it by type rather than a power level number. The power level is a game mechanic.

ESSENCE WELL GAME EFFECTS

Essence wells have the following game effects on characters and objects inside the well's area of effect:

- **Increased Essence Recovery** You receive a bonus to essence recovery each hour equal to the essence well's power level.
- **Spell Cost Reduction** The essence point cost of spells is reduced by the power level of the essence well with a minimum of zero. You still use the spell's unmodified essence point cost to determine the DC for spellcasting checks.
- **Essence Stone Recovery** Essence stones left in an essence well's area of effect recover a number of essence points per day equal to the well's power level.
- **Increased Spell Mishap Effect** Add the essence well's power level to any rolls on the spell mishap table.
- **Concentration Spells** Any checks to maintain a spell with a duration based off of concentration are made at advantage.
- **Continuous Duration** For spells with a duration greater than instant, if the unmodified cost of the spell is less than or equal to the power level of the essence well, the spell continues until ended by the caster or dispelled. This includes spells with a duration of concentration, eliminating the need to concentrate to maintain the spell. You must still concentrate, however, when making changes to the spell's effect.

ESSENCE WELL POWER LEVELS AND TYPES

Power Level	Type	Description
1	Minor Essence Well	Wizards seek out these sites to build their towers or laboratories. Magical creatures are drawn to minor essence wells and often lair near them. Minor essence wells often go unnoticed due to the subtlety of their power.
2-4	Lesser Essence Well	Lesser essence wells are relatively uncommon. Powerful magical creatures, such as young dragons, try to lair near them, and if a wizard discovers one, they fiercely guard the secret of its location.
5-7	Greater Essence Well	Greater essence wells are rare. Mature dragons viciously defend their right to lair on a greater essence well. Wizarding colleges covet these locations for their laboratories. Rulers desire these sites to power their magical defenses.
8-9	Epic Essence Well	Only a handful of epic essence wells exist. Nations go to war to control these sites. Ancient dragons fight their own kin to the death to own one. It is rumored that the Silver Tower of Selenthea is on an epic essence well.
10	Legendary Essence Well	Scholars disagree whether legendary essence wells actually exist. Myth suggests that a legendary essence well sits at the center of the Ellien Wilds. Explorers also claim that a churning essence vortex exists among the Isles of the Lost Coast, and this vortex is actually a legendary essence well.

ESSENCE VOIDS

Essence voids are places with lower than normal levels of ambient essence. Usually this is the result of a magical catastrophe, although some occur naturally. Each essence void has a power level ranked from 1 to 10. Essence voids are indicated in Aetaltis books by listing the essence void type followed by the power level in parentheses, like this: Lesser Essence Void (2).

TYPES

When a spellcaster on Aetaltis talks about an essence void, they refer to it by type rather than a power level number.

ESSENCE VOID GAME EFFECTS

Essence voids have the following game effects on characters and objects inside the void's area of effect:

- **Decreased Essence Recovery** Characters do not recover essence naturally while they are in an essence void of any power level.
- **Essence Drain** For every hour that you spend in an essence void you lose a number of points of personal essence equal to the void's power level. Essence stones are drained in the same fashion.
- **Spell Difficulty** All spellcasting checks rolled while in an essence void have disadvantage.
- **Life Drain** For each full hour a living creature spends in a Legendary Essence Void (10), their current and maximum hit points are temporarily reduced by 1 point. This is a cumulative effect and the damage cannot be healed until it leaves the essence void. If the

living creature's maximum hit points are reduced to 0 they die. In addition, their spirit is obliterated and they cannot be brought back from the dead. Ghosts, constructs, or other magically animated beings are similarly destroyed by the drain.

- **Reduced Spell Mishap Effect** Subtract the essence void's power level from any rolls on the spell mishap table.
- **Magic Item, Scroll, Spell, Potion, and Magical Ability Failure** Magic items, scrolls, potions, spells, and magical abilities that replicate spell effects might not function in an essence void. If a spell or the spell a magical effect is based on has an unmodified essence point cost less than or equal to the void's power level, it will not function inside the void's area of effect.
- **Difficult Concentration** Any checks to maintain spells with a duration of concentration are made at disadvantage.

ESSENCE VOID EXAMPLE

You foolishly enter a Lesser Essence Void (3) in pursuit of a band of goblins. When you confront the goblins, you pull out your acid arrow scroll and try to cast, but nothing happens. This is because acid arrow is a 2nd level spell which normally costs 3 EP to cast. Since the void's power level is 3, the scroll has become a mundane sheet of parchment with a bit of ink splattered on it. Once you leave the void, the scroll's magical power will return.

ESSENCE VOID POWER LEVELS AND TYPES

Power Level	Type	Description
1	Minor Essence Void	Most minor essence voids are naturally occurring, although a few are the result of a spell mishap.
2-4	Lesser Essence Void	Many lesser essence voids are the result of an abomonae that drained the area of essence during the Age of Darkness. Scholars theorize that these regions will recover, but it will take centuries.
5-7	Greater Essence Void	Greater essence voids are uncommon, but many adventurers encounter one during their careers. In a void of this power level, some magic items fail and many arcane spells are uncastable. A void of this magnitude may form after powerful dark magic rituals or the catastrophic failure of a high-level spell.
8-9	Epic Essence Void	Epic essence voids are rare. Most are the result of a magical mishap using levels of power uncommon in the current age. Examples of a catastrophe with this level of power include destruction of an Alliance city gate (a gate to teleport between cities), the catastrophic failure of a world-shifting ritual spell from the Age of Magic, or magic of the sort wielded by avatars of the gods and elder dragons.
10	Legendary Essence Void	Only one essence void of this magnitude is believed to exist, at the center of the ruins of Old Erinor. An essence void of this power has the potential to drain the very life from one's spirit.

LEY LINES

Ley lines are similar to essence wells in that they represent a place where more essence is available than normal. Where essence wells are a stationary area of increased ambient essence, ley lines are like rivers of essence flowing through the Essential Plane. This instability makes ley lines more difficult to find, and it requires extra effort to tap their power. Making the spellcaster's task even more challenging, ley lines may change their course.

Each ley line has a power level from 1 to 10 that indicates its strength. Ley lines are indicated in Aetaltis products by giving the ley line type followed by the power level in parentheses, like this: Lesser Ley Line (2).

TYPES

As with essence wells and voids, spellcasters on Aetaltis refer to ley lines by their type, not a power level value.

SHIFTING COURSES

Some ley lines have reliable courses, but many change their paths over time. The speed of shift depends on the potential power of the line. The more powerful the line, the slower it changes course. For instance, a greater ley line might change its course almost imperceptibly over the course of a year, while a minor ley line might suddenly shift to a position miles away with little or no warning.

INACCESSIBLE PATHS

Not all ley lines run conveniently along the ground where spellcasters can easily access them. The line may follow paths high in the sky, dive beneath the earth, tunnel through a mountain, or plunge beneath the sea.

LEY LINE POWER LEVELS AND TYPES

Power Level	Type	Description
1	Minor Ley Line	Minor ley lines are most common. They are fickle, often changing position, but useful. Finding a minor ley line is like catching a good breeze while sailing. There is as much luck involved in finding one as there is skill.
2-4	Lesser Ley Line	Lesser ley lines are far less common than minor ley lines. Their courses are equally unstable, but they move more slowly. Wizards sometimes build their towers along the paths of lesser ley lines. Minor ley lines often branch off from lesser ley lines.
5+	Greater Ley Line	Very few ley lines of this power are known to exist. Most only reach this power level at particular times of year or during a specific celestial event. The rest of the year they function as lesser or minor ley lines, or even disappear completely. Greater ley lines run through the land like arteries of power, with lesser lines branching off from them. Greater ley lines are slow to move, and wizards often build towers in their paths.

VARYING LEVELS OF POWER

The power of ley lines wax and wane based on a variety of triggers. The most common triggers are the phases of Numos, the moon. Planetary alignment, comets, meteor showers, and other celestial phenomena are also known to cause changes in the power levels of ley lines. If the power level drops enough, the line may disappear completely for a period of time.

LEY LINE CONJUNCTIONS

Ley lines branch but seldom cross. When they do, the power of the ley lines intensifies at the conjunction. The power level where two ley lines cross is equal to half the weakest line's current power level (rounded up) added to the current power level of the strongest line. If more than two lines cross, add half the power level of any weaker lines (rounded up) to the strongest line's level.

On the first full moon of the year, a Lesser Ley Line (2) and a Minor Ley Line (1) cross above a waterfall in the deep woods outside of Thornwall. During the conjunction, both lines are at their maximum power level. Adding 2 (the more powerful line's power) to 1 (half of the weaker line's power level of 1, rounded up) we know that the conjunction has a power level of 3.

Ley line conjunctions are locations of great significance to Aetaltans. This is especially true if the conjunction is persistent rather than migrating or when one can reliably predict the time and place of the conjunction. It is said that the tower of Winterkeep is built on a particularly powerful stationary conjunction, where two greater ley lines and a lesser ley line cross.

USING LEY LINES

To use a ley line, you must attune to it. To do so, you must sense the ley line and then place yourself directly in its path. If both these requirements are met, make a spellcasting check against DC $15 +$ the ley line's power level.

On a success, you attune to the line and gain the game effects for ley lines described below. You can also see the ley line, even on the Physical Plane, for as long as you remain attuned to it.

Attuning to a ley line conjunction is handled the same way, but the full power of the conjunction modifies the DC. Only a single check is necessary to attune to the conjunction. Once attuned, you can see on the Physical Plane all the ley lines in the conjunction for as long as you remain attuned to it.

BREAKING THE CONNECTION

You may only attune to one ley line or ley line conjunction at a time. Attuning to a different line or conjunction immediately breaks the earlier attunement. If you move out of the path of the ley line or conjunction, you lose your attunement.

If you take damage while attuned to a ley line, you must succeed at a Constitution saving throw to maintain your connection. The DC is 10 or a number equal to half the damage you took, whichever is higher. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate saving throw for each source of damage.

If your attunement is broken, all game effects from the ley line end immediately.

LEY LINE GAME EFFECTS

Ley lines have the following game effects for attuned characters:

- **Essence Recovery** Apply a bonus to essence recovery equal to the ley line's power level.
- **Spell Cost Reduction** The essence point cost for spells is reduced by the power level of the ley line, to a minimum of zero.
- **Automatic Concentration Spells** You do not need to maintain concentration on spells that require concentration to maintain. As long as you are attuned, the spell effect continues. You may cast multiple concentration spells in this fashion and have them all active simultaneously. As soon as you end your attunement, spells maintained in this fashion end.

ATTUNING SPELLS TO A LEY LINE

Arcane spellcasters can attune a spell with a duration longer than instantaneous to a ley line. Once the attunement is

complete, the ley line powers the spell. The spell continues to operate for as long as the attunement continues with no action on the part of the spellcaster. A spell attuned in this way remains attuned, even if the spellcaster is no longer attuned to the ley line.

To attune a spell to a ley line, the caster must:

1. Find a ley line with a power level equal to or greater than the unmodified essence point cost of the spell.
2. Successfully attune to the ley line.
3. Successfully cast the spell using the normal rules for casting that spell.
4. Succeed at an additional spellcasting check with a DC equal to $15 +$ the modified essence point cost of the spell. On a success, the spell is attuned to the ley line. A critical failure triggers a spell mishap, adding the unmodified essence point cost of the spell and the power level of the ley line to the mishap roll.

After the attunement is complete, the spellcaster can leave the area and the spell will remain in effect. The spellcaster has no direct agency over the spell attuned in this fashion and cannot change, alter, or control it.

The spell effect continues until one of the following occurs:

- A spellcaster dispels the spell.
- The ley line's power level drops below the unmodified essence point cost of the spell.
- The ley line moves, or in the case of a conjunction, if any of the ley lines in the conjunction move.

If any of these things happen, the spell immediately ends.

DIVINE MAGIC

ESSENCE WELLS, ESSENCE VOIDS, LEY LINES AND DIVINE SPELLCASTERS

Divine spellcasters with the essence sense ability may sense essence voids and essence wells, but they suffer neither the advantageous nor the disadvantageous game effects when casting spells. Divine magic items, scrolls, potions, and magical abilities that replicate spell effects, however, are affected by the negative effects of an essence void. To determine whether an item with a divine magical effect is affected by a void, check the cost for an arcane spell of that level on the Spell Essence Point Cost table in the glyph magic rules. If the spell cost is equal to or less than the power level of the essence void, the divine effect does not operate.

ESSENCE STONES

Essence stones are enchanted crystals that store essence. Arcane spellcasters can draw essence from the stones to power their spells instead of using their personal essence.

TYPES

Each stone has a maximum capacity. This represents the maximum number of essence points the stone can hold. Spellcasters refer to essence stones by their type, not the capacity value.

ESSENCE STONE TYPES

Capacity	Type
1	Minor Essence Stone
3	Lesser Essence Stone
5	Common Essence Stone
8	Greater Essence Stone
13	Legendary Essence Stone

USING ESSENCE STONES

To use the points stored in an essence stone, a spellcaster must commit to how many points they'll draw out before they make their spellcasting roll. If they draw points from more than one source (for example, a pair of essence stones or an essence stone and personal essence) the spellcasting roll is made at disadvantage. If a condition such as a spell mishap increased the cost of the spell, the additional essence points are drawn first from the stone or stones, then from the spellcaster's personal essence, and finally from their hit points (as described in the rules for forced casting).

CHARGING ESSENCE STONES

Since essence stones aren't alive, they do not recover essence points naturally the way a spellcaster does. They must be charged. There are three ways to charge an essence stone:



ABOVE | Ruins Near Selenthea, by Russell Marks

METHOD 1: MANUAL CHARGING

As their sole activity during a short rest, a spellcaster can transfer a number of points of their personal essence into an essence stone, up to the bonus of their spellcasting ability (minimum of 1). The spellcaster may not transfer more points than the stone's maximum or more points than they have available in their personal essence. They may only transfer points they already have, not points they recover during the short rest.

METHOD 2: LEY LINE ATTUNEMENT

A spellcaster may attune an essence stone to a ley line as an action by making a spellcasting check against DC 15 + power level of the ley line. Each hour that a stone remains attuned to the ley line, it recovers a number of essence points equal to the ley line's power level up to the stone's maximum capacity. The stone must remain in the ley line's area of effect for the entire period. If the stone is moved out of the area of effect the attunement is broken.

METHOD 3: ESSENCE WELLS

When an essence stone is inside the area of effect of an essence well, it automatically recovers a number of points per hour equal to the essence well's power level, up to its maximum capacity.

SPECIAL CONDITION: ESSENCE VOIDS

When inside the area of effect of an essence void, essence stones lose a number of points per hour equal to the essence void's power level.

WANDS, STAFFS, RODS, AND SPELL SCROLLS

The rules for arcane wands, staffs, and scrolls in Aetaltis are slightly different from standard Fifth Edition rules. Note that these rules do not apply to magic items created by divine spellcasters and emulating divine magical effects. Those items follow standard Fifth Edition rules with some minor modifications as described in the sidebar below.

WANDS

In an Aetaltis game, wands act as a permanent glyph that allows a spellcaster to cast a spell they may or may not know without making a spellcasting check. The following rules apply to wands in an Aetaltis game.

- **Essence Sense** Only characters with the essence sense ability may activate a wand.
- **Readied** The wand must be in hand and readied for use.
- **Action** Activating a wand is an action.
- **Essence Cost** The character using the wand must spend a number of essence points equal to the unmodified essence point cost of the spell to activate it.
- **Integrity Check** Each time you use a wand, make an integrity check. Roll d20 against a DC equal to the level of the spell the wand casts. On a success, the wand is fine. On a failure, the wand loses integrity, crumbles to ash, and is destroyed. A roll of 1 always results in a loss of integrity.

WANDS WITH ESSENCE STONES

Some wands have essence stones mounted on them. These wands draw essence from the stone first, and then from the person using the wand. The wand's stone can be recharged

5E COMPATIBILITY

5E WANDS IN AETALTIS

In your Aetaltis adventure, you can use the wands found in your favorite Fifth Edition product. The only difference is that instead of having charges, the wand uses the rules described here. If a wand is described as allowing the user to activate it with a variable number of charges, multiply the essence point cost to activate it by the number of charges you'd normally expend.

like any other essence stone, only no attunement to it is required.

The essence stone is permanently bonded to the wand. The essence it contains can only be used when activating the wand. If the wand loses integrity, the stone is destroyed as well.

UNIDENTIFIED WANDS

One way to identify a wand is to activate it and see what happens. When activating a wand that you have not identified, use all the rules described here for using wands. The difference is that you won't know what spell you're casting and you won't know how much essence the wand is going to drain. In this case, if the spell costs more essence points than you have personal essence, pay the essence point cost as for a forced casting.

Once you've used a wand in this way, you will only know what you can observe: the essence point cost to activate it and the magic effect you saw. It is possible, depending on the spell effect, to activate a wand, pay the essence points, and still not know what it did if the effect didn't apply in that situation or wasn't visible.

STAFFS AND RODS

In Aetaltis, magic staffs and rods work almost exactly as described in the standard Fifth Edition rules. Charges are handled as per the standard rules. Staffs and rods do not require an expenditure of essence points to activate. The only difference is that in an Aetaltis game, only a character with essence sense can activate the powers of a staff or rod.

DIVINE MAGIC

DIVINE MAGIC ITEMS

Divine magic items in an Aetaltis game, from scrolls to artifacts, follow the Fifth Edition rules as written with one exception. To attune to, activate, or gain the advantages provided by divine magic items, one must have points of grace with the Enaros whose clerics created the item. Furthermore, if a character has disfavor with that Enaros, they may actually suffer damage when trying to use an item of divine origins. Potions are exempted from this requirement, and will work regardless of a person's grace or disfavor with the Enaros.

Complete rules for grace and disfavor are included in the *World of Aetaltis: Gamemaster's Guide*.

ARCANE SPELL SCROLLS

The rules for arcane spell scrolls in an Aetaltis adventure are similar to those described in the standard Fifth Edition rules, with the following exceptions.

- **Essence Sense** Only a character with the essence sense ability can activate an arcane spell scroll.
- **Essence Point Cost** The character using the spell scroll must pay the unmodified essence point cost of the spell based on the spell level. If the character does not have enough essence points to cover the cost, they cannot use the scroll.
- **Not a Copy of the Spell** You cannot learn a spell from a consumable arcane spell scroll. The glyph that causes the magical effect is embedded in the scroll, and the writing on the scroll are a set of instructions that activate the glyph. The instructions do not explain how to create the glyph.

NEW SPELLS

ANIMATE PLANTS

5th-level transmutation

Casting Time 1 action

Range 120 feet

Components V, S

Duration Concentration, up to 1 minute

Plants come to life at your command. Choose up to ten nonsentient plants or fungi within range. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any target larger than huge. Each target animates and becomes a plant creature under your control until the spell ends or until reduced to 0 hit points.

As a bonus action, you can mentally command any plant creature you made with this spell if they are within 500 feet of you (if you control multiple plant creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the plant creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the plant creature only defends itself against hostile creatures. Once given an order, the plant creature continues to follow it until its task is complete.

An animated plant is a plant type creature with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated plant drops to

0 hit points, it reverts to its normal plant form, and any remaining damage carries over to its original plant form.

ANIMATED PLANT STATISTICS

Size	HP	AC	Attack	Str	Dex
Tiny	20	18	+8 to hit, 1d4 + 4 damage	4	18
Small	25	16	+6 to hit, 1d8 + 2 damage	6	14
Medium	40	13	+5 to hit, 2d6 + 1 damage	10	12
Large	50	10	+6 to hit, 2d10 + 2 damage	14	10
Huge	80	10	+8 to hit, 2d12 + 4 damage	18	6

If you command a plant to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The GM might rule that a specific plant inflicts slashing or piercing damage based on its form.

At Higher Levels If you cast this spell as 6th level spell or higher, you can animate two additional targets for each spell level above 5th.

ESSENCE SIGHT

3rd-level divination

Casting Time 1 action

Range Self

Components V, S, M (an ounce of essence crystal oil)

Duration 10 minutes

For the duration you gain the essence sight ability, shifting your vision from seeing the Physical Plane to seeing the Essential Plane. The spell lasts 10 minutes or until you choose to end it.



ABOVE | The Druid's Revenge, by Russell Marks

PURIFICATION, GREATER

5th-level abjuration (ritual only)

Casting Time 1 week

Range 30 feet

Components V, S, M (see below)

Duration Instantaneous

This spell functions exactly like the *lesser purification* spell with the following differences:

- ♦ **Wisdom Ability Check** The DC for the Wisdom ability check is $8 + \text{target's Corruption score}$.
- ♦ **Critical Success** A critical success on the Wisdom ability check reduces the target's corruption score by $2d6 + \text{caster's spellcasting ability score bonus}$.
- ♦ **Success** A success on the Wisdom ability check reduces the target's Corruption score by $1d6 + \text{caster's spellcasting ability score bonus}$.

PURIFICATION, LESSER

3rd-level abjuration (ritual only)

Casting Time 1 week

Range 30 feet

Components V, S, M (see below)

Duration Instantaneous

This complex and powerful ritual is used by clerics to remove corruption from those who have come into contact with the power of darkness. It may only be cast as a ritual, and it requires a week of focused effort by both the caster and the target. During that period, the caster and target must remain in the temple or shrine, and may only participate in the ritual process or attend to personal needs, such as eating or sleeping. Any other activity by either party disrupts the ritual, wastes the material components, and causes the spell to fail.

The spell must be cast in a temple or shrine, and the caster must have access to a written copy of the ritual instructions (250 sp to purchase a copy, although most temples have a copy on hand). In addition, the spell requires 50 sp worth of rare incense, 50 sp worth of purified wax candles, and 50 sp worth of holy unguents and oils. The incense, candles, unguents, and oils are all consumed during the ritual. The ritual itself consists of a series of specialized prayers, guided meditations, and both physical and spiritual cleansings.

At the end of the ritual period the caster makes a Wisdom ability check against DC $10 + \text{Target's Corruption score}$.

- ♦ **Critical Success** Reduce the target's Corruption score by $2d4 + \text{caster's spellcasting ability score bonus}$.
- ♦ **Success** Reduce the target's Corruption score by $1d4 + \text{caster's spellcasting ability score bonus}$.

spellcasting ability score bonus.

- ♦ **Failure** The materials are consumed, but there is no effect.
- ♦ **Critical Failure** The materials are consumed, there is no effect on the target, and the caster gains a point of corruption.

The ritual may also be performed for an inanimate object. The requirements for the caster remain the same, and the target of the spell must remain within 30 feet of the caster at all times.

WARD OF ALANTRA

5th-level abjuration (ritual only)

Casting Time 1 hour

Range Touch

Components V, S, M (see below)

Duration Instantaneous

This spell allows the caster to raise, lower, create, or restore a *Ward of Alantra*. The spell must be cast on an appropriate physical barrier. The barrier must be 10-feet high, 10-feet wide, and 1-foot thick. The entire barrier must be formed from a single, unbroken piece of naturally occurring material. A massive slab of stone, for instance, would work, but a massive slab of hardened plaster would not. The material may be carved, decorated, or otherwise worked as long as it remains in a single, unbroken piece.

The caster must have access to a written copy of the ritual instructions (300 sp to purchase a copy if the caster's lyceum does not provide one). To raise or lower an intact, existing ward, no material components are necessary. At the end of the casting period the ward is either raised or lowered as per the caster's wishes.

To create a new ward, the spell requires 50 sp worth of silver paint with which to mark the barrier with the appropriate sigils and a diamond worth at least 200 sp. All material components are consumed upon completion of the spell. Restoring a weakened or failing ward only requires the silver paint.

Detailed rules for the effects of a *Ward of Alantra* in gameplay are provided in the *World of Aetaltis: Gamemaster's Guide*.

WATER JET

Evocation cantrip

Casting Time 1 action

Range 60 feet

Components V, S, M (a pint of water each time you cast the spell)

Duration Instantaneous

You send a thin, powerful jet of water streaking toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes $1d8$ bludgeoning damage.

The spell's damage increases by $1d8$ when you're at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

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