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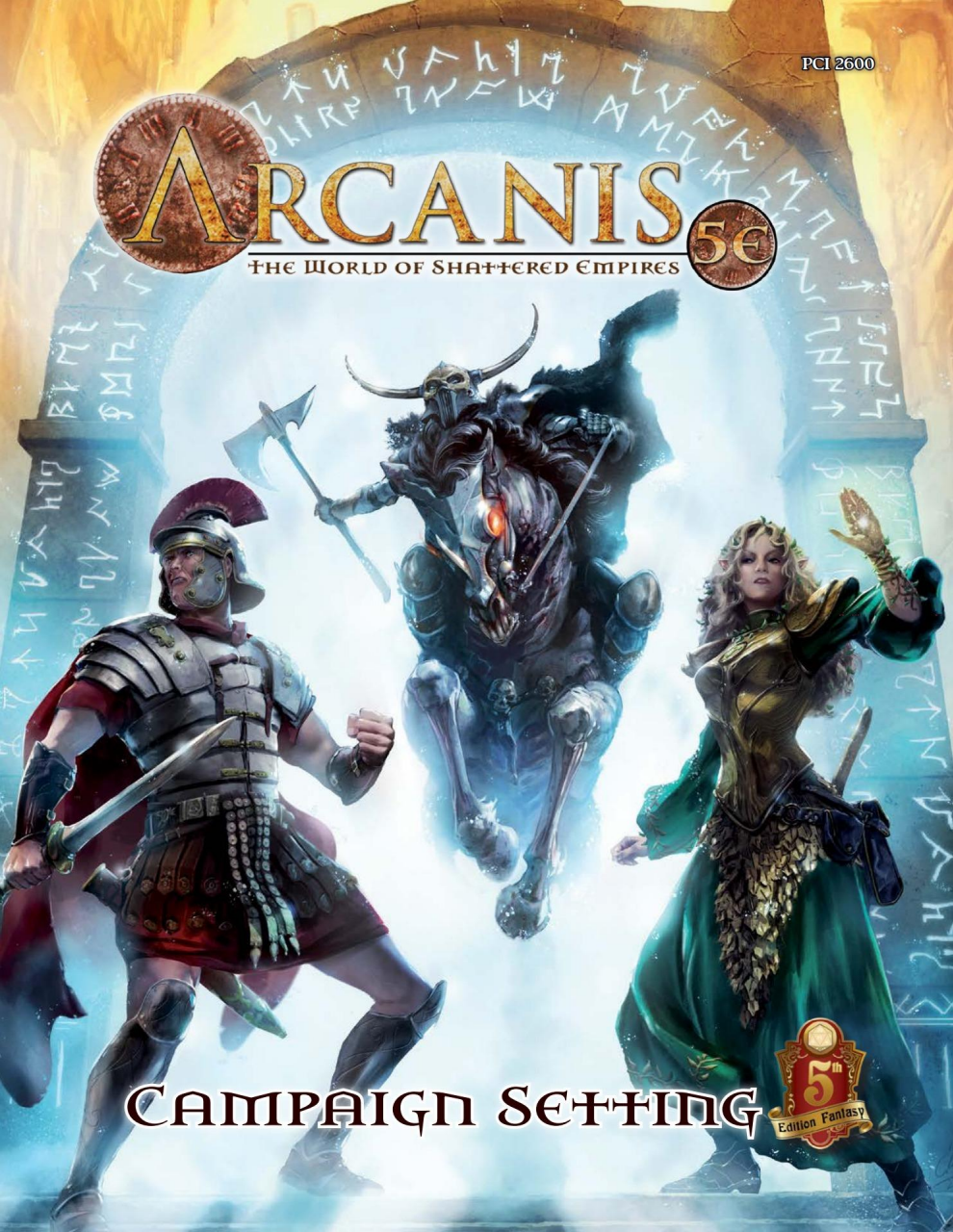
ARCANIS 5E

THE WORLD OF SHATTERED EMPIRES



CAMPAIGN SETTING

5th Edition Fantasy

ARCANIS 5E

THE WORLD OF SHATTERED EMPIRES

CAMPAIGN SETTING

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Introduction

Welcome to Arcanis: The World of the Shattered Empires campaign setting, an epic fantasy world with grim overtones, designed for experienced role-players who enjoy adding intrigue and a bit of moral ambiguity to their adventures. While the setting has enough opportunities for combat to satisfy those who enjoy the tactical challenges aspect of the game, where Arcanis truly shines is in creating an immersive environment where your characters are faced with hard choices, their loyalties are pulled in various directions, and their actions have consequences, not only for them, but for those around them.

This book is written with the notion that the players will be creating Heroes for this campaign, and you will see this term used in lieu of player character or PC. This is because the setting cries out for your characters to perform heroic acts of daring to inspire those who desperately need their help. Evil can be found in abundance throughout the world; the Heroes are juxtaposed against that darkness as a beacon, but that doesn't mean they're two-dimensional knights-in-shining-armor-goody-two-shoes characters.

Your Hero should have flaws to help flesh them out, either a physical ailment or impediment or some psychological trauma that they strive to overcome. Having some obstacle to rise above, on top of facing a deadly opponent, certainly adds to the character's heroic nature, more so than if they were perfect in every way.

And oh what villainy you'll face, from the predations of the bestial gar tribes to the insidious reptilian might of the Ssethregoran Empire, from the rapacious infernal horde in the north to the Singarthan troll followers of the Song of Pyrric, and countless abominations in the Endless Dark, followers of sanity breaking deities, the Harvesters of Ymandragore, the Cult of the Thousand-Eyed Man, fell creatures and beasts from across the Known Lands and the planar realms beyond, and the byzantine machinations of numerous secret societies manipulating all within their reach to further their goals. And, of course, the deadliest opponent any Hero will ever face – their fellow man (or elorii, dwarf, gnome, et al.).

A final note before we continue: It should go without saying (but I've been admonished that it must), that the rules and setting herein are written for the official Arcanis campaign setting. This book is now yours: use what you like, discard the rest, mix-and-match ideas from other great rules and campaign setting out there. Have your players create money-grubbing mercenaries, psychopathic slayers, or cold-hearted killers that would step over their own mothers to grab that one shiny gold coin. This type of campaign can be fun as well.

In these pages I've laid out my Arcanis campaign. Now go make it **YOURS**.

Creating your Hero

While a character is more than a collection of numbers on a page, that's where the framework for your Hero begins to take shape. Follow the steps below to forge the Hero you'll guide through your adventures on Arcanis.

Generate Attributes

Use whatever method your GM and the rest of your fellow players have agreed on to generate your six ability scores. There are numerous options and all of them will provide the foundation for forging a Hero.

Select your Race

Your choice of race will define many things about your Hero. Some races, like dark-kin and gnomes, face immense prejudice while others, like the val, are privileged by their very birth. Elorii Heroes pose an interesting roleplaying challenge, as they retain limited information on their background, while at the same time being able to recall select events that occurred hundreds, if not thousands, of years in the past.

The races of Arcanis include:

Dark-kin: Humans tainted with the blood of infernal ancestry, hated and feared by almost everyone they meet.

Dwarves: A people cursed by the Gods, who now strive to redeem themselves by protecting mankind and hope that they will prove worthy of lifting the curse.

Elorii: Elemental beings, created as a servitor race who went on to rule their own empire, but were replaced by the humans as masters of the Known Lands.

Gnomes: Twisted and deformed offspring of humans and dwarves, and reviled by both, they strive to overcome the obstacles arrayed against them from birth.

Human: Numerous, diverse and widespread, human beings rule most of the Known Lands.

Kio: Scions of beings that once ruled from floating Sky Kingdoms, the kio are a people now firmly on the ground, seeking to regain their lost glory.

Ss'ressen: Making up the bulk of the Ssethregoran Empire's military might, one egg clutch, the Black Talons, rebelled and seek a destiny other than living and dying under the oppressive coils of their serpentine masters.

Undir: Humans whose distant ancestors were spirits of the water, rivers, and seas, now facing a cultural schism between those adhering to the spiritual ways of their ancestors and those who choose to embrace the culture of the Coryani Empire.

Val: Humans with a touch of divine essence in their lineage, they are tasked by the Gods with shepherding humanity to a Golden Age.

Select your Class

What can your Hero do? How are they trained, what are their abilities, and where do their strengths lie? As well as class features, your class gives you proficiencies and equipment. Your choice of equipment is normally based on your home nation. You can either make that decision when you select your class, or you can mark down the general kind of equipment you receive and make your choice later.

Make sure to carefully check each class entry for any guidelines on race, background, nation, or religion. In Arcanis, cultural traditions, religious doctrine, and racial bias play a greater role in deciding which classes are available to your Hero. For example, elorii will not choose to become a shaman, because their ability to channel elder sorcery is viewed as superior and more sophisticated than supplicating a nature spirit for their aid in casting a spell.

The classes you can choose for your Hero include:

Cleric: Priests of the Gods, carrying out Their will.

Elder Sorcerer: A sorcerer from one of the older races that can master the more precise and elegant tradition of manipulating arcane magic.

Eldritch Sorcerer: A sorcerer from one of the younger races that has mastered the tradition of arcane magic, which is considered raw and inelegant by those

who practice the Elder tradition.

Fury: Fierce warriors that can call upon the spirit of the furies to fuel their rage, creating a nigh unstoppable killing machine.

Fighter: Warriors of every kind, from soldiers to gladiators.

Holy Champion: Warriors who embody the tenets and virtues (as well as flaws) of their Gods.

Psion: Val Heroes whose minds have become 'awakened', allowing them to channel the unbridled power of their minds.

Ranger: These skilled Heroes of the wilderness do more than just hunt, they defend communities from the predations of beasts, creatures, and inhuman beings that see the Heroes people as food, rather than sentient beings.

Rogue: Commonly seen as thieves and assassins, rogue Heroes are also explorers and seekers of the unknown.

Shaman: Forging strong links to spirits of the world, shamans deal with these ethereal entities for power.

Select your Starting Nation

The Known Lands are divided between a variety of nation-states, empires and wild regions, and somewhere in that area, your Hero was born. Your choice of race, class, and background all inform your selection of home nation. If you choose to play a legionnaire, then your Hero was most likely born in the Coryani Empire. Selecting a dwarf indicates that you hail from one of the dwarven enclaves.

While the nation section in the World of Arcanis chapter covers many different nations and regions, not all are suitable for a Hero's starting nation. If you would like to create a Hero from the Theocracy of Canceri, for example, your GM may only allow you to choose the exile/expatriate background to reflect your status as an escaped slave or someone who has fallen out of favor with the powers that be in Canceri.

The following nations are those recommended for starting Heroes. Most GM's should be able to include people from these nations in any kind of campaign. Your home nation has suggestions for personality traits, bonds, ideals and flaws that you can use to shape your Hero.

Coryani Empire: Currently, the dominant military and political power in the Known Lands, it is a human dominated society ruled by val. Most of its citizens belong to the Mother Church of Coryan and worship the deities that make up the Pantheon of Man.

Dwarven Enclaves: The ancient homes of the dwarves, these great halls are carved into mountains, some are filled with the sound of sorrowful hymns, while others with merely the clanging of hammers and tongs as they strive to break their curse.

Elorii Nations: Hidden cities, deep in the hoary forests, steeped in mystery and the unknown.

Free City-States of Almeric: Born of misery and strife, the lives of those from Almeric is one of deprivation and war.

Hinterlands: Homeland of the nomadic Yhing hir and powerful shamans.

Kingdom of Milandir: A former province of the Coryani Empire, now a proud, strong, and bold nation, always ready to defend the good and the just.

League of Princes: A loose coalition of nations and city-states dominated by the kio and the undir people.

Republic of Altheria: Altherians boast to being the most intellectual and technologically advanced people in the Known Lands, but are under constant threat from their neighbors the Ssethregoran Empire.

Select your Background

Backgrounds describe how your Hero spent their early life. Consider what might have shaped your Hero's past; were they an initiate of one of the many temples of Arcanis, learning the doctrines of their god? Or was your Hero a legionnaire, fighting for the glory of the Empire? Each background has suggestions on the traits, bonds, ideals and flaws that make up your Hero's personality.

Apprentice: You started life training your hands and mind to craft beautiful and useful things.

Bodyguard: Your early training was devoted to protecting a charge.

Diplomat: You spent your days before becoming a Hero making deals and forging alliances.

Exile/Expatriate: You were forcibly removed from your nation of birth, or you chose to leave for other reasons.

Former Slave: Your early life was spent in chattel slavery, the property of another.

High Born: You enjoyed all the benefits and privileges that comes from status, wealth and power.

Initiate of the Gods: You grew up in a temple, devoted to your religion and patron deity.

Laerestri: You are an elorii, sent from the Elonbé, located in the Vastwood to investigate the Known Lands and report what has transpired during their centuries of isolation.

Peasant/Plebian:You grew up a commoner, living an honest, and sometimes hard, life.

Reborn: You have a patchwork soul and growing up with that shaped your earliest memories.

Sanctorum Trainee: You spent your youth training on how to master your 'Gift', while keeping a watchful eye out for the Harvesters of Ymandragore.

Vagabond: Aimless, shiftless, wandering, maybe even a criminal; that's how you got started.

Veteran: Your younger days were spent training with weapons and armor, in the service of one of the many military forces of the Known Lands.

Select a Religion

Religion is a key part of Arcanis and most Heroes at least pay lip service to one of the major religious factions. Your Hero may not have a patron deity, but they probably grew up learning the lessons and teachings of your parents' faith. A Hero that professes no beliefs, no faith at all, will face many questions and a not insignificant amount of prejudice and thinly-veiled insults.

The faiths of Arcanis include:

Animism: The tribal peoples of the Hinterlands worship nature spirits, while the undir of the Western Lands venerate a group of spirits called the *Ulumai*.

Belisarda and the Four Elemental Lords: The primary religion of the elorii, some of whom retain memories of walking side by side with their creators.

The Matriarchy of the Fire Dragon: The religion of the Black Talon ss'ressen, who followed visions of their scaled lord to their new home.

The Milandric Orthodox Church: A large sect worshiping the Pantheon of Man, that split from the Mother Church of Coryan in protest of the 'outrageous' changes to holy texts.

The Mother Church of Coryan: The primary religion of those who worship the Pantheon of Man, striving to mold itself into a truly unified whole.

Define Your Personality, Bonds, Ideals and Flaws

Based on everything you have chosen thus far, take some time to settle on at least two personality traits and a bond, ideal, and flaw for your Hero. You can use the suggestions provided with your Hero's background as well as those for your Hero's nation of origin.

Modify Proficiencies

You can also tweak the skill and tool proficiencies your Hero has gained from their nation and background. You can swap out any of the proficiencies gained from your background for any others, on a one for one basis. You can use your nation, race, and religion as a guide for what skills or tools your Hero could be proficient with and modify your background accordingly.

Select Your Starting Equipment

Based on your class and background, you should have some options for your initial equipment. If you haven't selected the equipment you gained from your class, do so now by looking at the equipment generally available in your home nation. If you have any coins left over from your starting funds, you can select some additional items to complete your Hero's belongings.

Select a Secret Society (Optional)

The world of Arcanis is filled with secrets, mysteries, and the machinations of the powerful and those that would thwart them. Your Hero can join one of these secret societies as an agent, furthering their secret goals and advancing their plots. Some of these societies have a public face, as well as agenda, as does the Champions of the Silver Chalice, the Emerald Society and the Followers of the Azure Way. Others, while no less noble, pursue goals that are hidden from the prying eyes of the public, such as the Orthodoxy and the Sanctorum of the Arcane. Lastly, there are those whose agendas are so unpopular that they cloak themselves in utter secrecy for fear of repercussions, such as the Mourners in Silence, or completely inscrutable that not even their own members know what plans they are advancing, such as the agents of the Feather Men.

Membership in one of these secret societies is not mandatory, though they do add additional depth to the Hero. If your GM allows their inclusion in their campaign, select one whose public goals seem most aligned to your Hero's own beliefs. By becoming a member of a secret society, your Hero can receive unique boons and rewards in return for completing missions and achieving the goals of the society.

The secret societies of Arcanis include:

Champions of the Silver Chalice: Founded to promote the ideals of Milandir, they are the dedicated defenders of those who cannot defend themselves, protectors of the innocent and pursuers of the greater good.

Emerald Society: Seekers of lost knowledge and hidden things, explorers and antiquarians.

Feather Men: A true mystery, a society whose members only know what they must to complete their seemingly inconsequential and random missions.

Followers of the Azure Way: Overtly known as master masons and architects, these archaeologists and scholars strive to see the Imperium of Man restored and humanity enter a new Golden Age.

Mourners in Silence: Zealots who believe that the deities of the Pantheon of Man are absent or dead and that the Church exists to control the masses.

Orthodoxy: Righteous clerics seeking to restore the worship of the Pantheon of Man as a single unified whole as well as stamp out any forms of heresy.

Sanctorum of the Arcane: Protectors of all those who can use arcane magic, devoted to stopping the Harvesters of Ymandragore from taking the 'Gifted' to the Isle of Tears.

Finishing Touches

Now that you have the basics down, it's time to put some finishing touches on your Hero. This is best done in concert with your GM in the form of a brief question and answer session, so that they can incorporate these story points into the campaign. While some of these questions can be answered quickly, such as: Are you an only child or do you have siblings? Are your parents still alive? If not, how did they die? Did you have any slight phobias? What is your favorite food? What is your idea of a 'perfect death'? Do you have any children of your own?

What will take some thought is your Hero's motivation adventuring. Why do they leave the comfort of their home, and risk their lives? Were you hunted by the Harvesters of Ymandragore when you first discovered you had the 'Gift' to channel arcane power? Perhaps a dear relative was harvested and is enslaved upon the Isle of Tears. Is what gets you to draw your weapon as simple as a monetary reward? If so, do you need this coin for basic survival or are you saving every copper coin for some other goal, like buying the freedom of a slave who you fell in love with or is a relative? What made your cleric leave the relative safety of your temple to adventure? Do your deity's tenets require you to go off questing or is there a more personal reason, such as following in your parent's footsteps, who also adventured and never returned? Every Hero should have a motivation as to why they put their lives on the line. Give it some thought, and you'll be richly rewarded by the additional depth and dimension it can provide your role-playing experience.

With that, you're ready to gird yourself with your weapon of choice, and embark on your first adventure into the world of Arcanis. Go forth, noble Hero and Leave Your Mark Upon the Shattered Empires!

RACES

Racial Traits

Dark-kin

Dwarf

Elorii

Ardakene
Berokene
Kelekene
Mârokene
Osalikene

Gnome

Human

Kio

Ss'ressen

Undir

Val

val'Abebi
val'Assanté
val'Borda
val'Dellenov
val'Emman
val'Holryn
val'Inares
val'Ishi
val'Mehan
val'Mordane
val'Ossan
val'Sheem
val'Tensen
val'Virdan

Races

Arcanis is a world of fantastic beings, born with the blood of Valinor or the souls of elementals. It is inhabited by the descendants of Celestial Giants who once roamed the stars as freely as a fish swims the sea. It has nations ruled by the immortal servants of the Gods and undying travelers from other worlds. Yet many of its greatest heroes are simple mortals of mundane blood with lofty ideals.

Racial Traits

The description of each race includes racial traits that are common to members of that race. The following entries appear among the traits of most races.

Unless otherwise noted, if a racial trait gives you the ability to cast a spell without expending a spell slot, the spell is cast at its minimum level. Any spells marked with an asterisk (*) are new spells that are detailed in **Chapter VI: Magic of Arcanis**.

Ability Score Increase

Every race increases one or more of a Hero's ability scores.

Age

The age entry notes the age when a member of the race is considered an adult, as well as the race's expected lifespan. This information can help you decide how old your Hero is at the start of the game. You can choose any age for your Hero, which could provide an explanation for some of your ability scores. For example, if you play a young or very old Hero, your age could explain a particularly low Strength or Constitution score, while advanced age could account for a high Intelligence or Wisdom.

Size

Heroes of most races are Medium, a size category that includes creatures roughly 4 to 8 feet tall. Members of a few races are Small (between 2 and 4 feet tall), which means that certain rules of the game affect them differently. The most important of these rules is that Small Heroes have trouble wielding heavy weapons, as explained in **Chapter IV: Equipment.**

Speed

Your speed determines how far you can move when traveling and fighting.

Languages and Literacy

By virtue of your race, your character can speak certain languages. However, you may or may not be able to read and write the languages you know. It is not uncommon for someone to be able to speak many languages and yet be unable to read or write in any of them. As such, literacy has become a soft social meter.

There are three ways to gain literacy; through your race, your background, or by giving up a known language. Both dwarves and elorii have strong traditions of education and gain literacy through their racial heritage. Gaining literacy makes you literate in all your known languages.

Subraces

Some races have subraces. Members of a subrace have the traits of the parent race in addition to the traits specified for their subrace.

Dark-kin

Born of human parents, these damned souls have the misfortune of bearing a recessive taint of corruption that appears every few generations. Some type of infernal creature founded this bloodline during the Time of Terror many centuries ago. Once born with the taint, the infernal taint is nearly impossible to remove. Scorned by most people, most dark-kin simply try their best to make their way in the world. Some fight against their infernal heritage, while others embrace the darkness within.

Physical Appearance

Dark-kin appear human with some extreme variations. Male dark-kin vary in height from 5 to 7 feet and weigh anywhere between 180 and 350 pounds. As with most races, female dark-kin are usually shorter and weigh less. Dark-kin eye and hair color varies across the same spectrum as human hair and eye color. All dark-kin have some overt physical manifestation of their infernal taint. Some common manifestations of this taint include reddish hued skin, small horns on the forehead, pronounced incisors, a forked tail, or eyes that constantly glow with a malignant light.

Personality

Dark-kin personalities are usually tied to how they choose to deal with their infernal heritage. The dark-kin who embrace the evil taint in their blood are usually duplicitous, angry, greedy, cruel, and bitter. Those who choose to fight the blood boiling within them actively seek to quell such emotions and are forthright, serene, charming, generous, and optimistic. For dark-kin, there is no middle ground.

Relations

Throughout the Known Lands, dark-kin are scorned by the common man for their heritage. Not only are they usually seen as ugly and brutish, but many believe them to be as evil as their infernal ancestors. For their part, dark-kin usually judge others on their merits, and in most cases, they simply want to get by without being bothered or lynched.

Lands

Dark-kin have no lands of their own. They are born to humans in any nation or region with equanimity.

Religion

Usually, dark-kin are members of one of the churches that extol the virtues of the Human Pantheon. However, their infernal taint and the obvious prejudice with which they are treated sometimes leads dark-kin to pursue darker paths of heresy. Dark-kin who embrace their heritage often form, or become the focal point for, infernal cults.

Dark-kin Traits

Your dark-kin Hero has the following traits, some of which come from your human heritage and some of which come from your infernal ancestor.

Ability Score Increase: Your Strength score increases by 1, and your Constitution score increases by 2.

Age: Dark-kin mature at the same rate as humans, with similar life spans. Most dark-kin become Heroes around age 18 and can live until they reach roughly 80 years old.

Size: Dark-kin are about the same size and build as humans. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Unnatural Aura: You gain proficiency in the Intimidation skill, but all Wisdom (Animal Handling) checks to control or calm beasts are made with disadvantage.

Languages and Literacy: You can speak Low Coryani as well as your national language (see pg. 169). You also speak a number of additional languages equal to your Intelligence modifier. You are not literate, though literacy, as well as additional languages, can be acquired though your chosen background.

Infernal Resistance: Choose one of the following damage types: acid, fire, cold, or lightning. You gain resistance to that damage type.

Infernal Heritage: Choose two special abilities from the list below to reflect the specific effects of your tainted blood. Unless otherwise specified, none may be taken more than once.

Barbed Flesh: Your skin is studded with sharp barbs. At the start of each of your turns, you deal 1d10 piercing damage to any creature grappling you. You also have advantage on all ability checks to escape from a grapple. However, any armor you wear must be specially made and costs twice the normal price.

Bestial Hide: You have scaly, metallic, rubbery, or otherwise tough hide. When you aren't wearing armor, your AC equals 12 + your Dexterity modifier. You can wield a shield and still benefit from this feature.

Blood of My Brother: You can sense others of your kind. As an action, you can open your awareness to detect the infernal taint. Until the end of your next turn, you know the location of any infernal, dark-kin, or other creature tainted with infernal blood or power (such as a creature possessed by an infernal) within 30 feet of you that isn't behind total cover and that isn't protected from divination magic. You know the type (infernal, dark-kin, or other tainted) of any being whose presence you sense, but not its identity (the dark-kin Zorax, for instance).

Within the same radius, you also detect the presence of any place or object that has significant infernal taint. You have unlimited uses of this ability.

Cloven Hooves: You have goat's hooves instead of human feet. Your base walking speed becomes 40 feet, and you gain advantage on all ability checks or saving throws to stay on your feet or to resist being shoved.

Infernal Anatomy: Your internal organs are in different places than those of normal humans. When you suffer a critical hit, make a DC 15 Constitution saving throw. If you succeed, the critical hit is treated as a normal hit.

Unfortunately, your strange internal physiology also makes it more difficult to treat your wounds. Anyone attempting a Wisdom (Medicine) check on you suffers disadvantage to their check.

Infernal Biology: Like your fiendish ancestor, you have little to fear from poisons. You have advantage on all saving throws against poison, and have resistance to poison damage.

Infernal Mind: Your mind is more like your infernal ancestor than your human ones. You gain advantage on all saving throws against being charmed and spells that attempt to put you to sleep.

Massive Horns: You have a set of infernal horns growing from your skull. You may use these horns to make unarmed strikes, dealing 1d6 + your Strength modifier in piercing damage. In addition, when you take the Dash action you may, as a bonus action, make an unarmed strike with your horns or attempt to shove a creature at the end of your movement.

Vision of Darkness: Your ability to see in darkness is equal to that of your infernal ancestor. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. Additionally, magical darkness, like that created by the *darkness* spell, doesn't impede your darkvision.

Dwarf

Dwarves were once celestial giants, great beings who swore an oath to protect humanity, the children of Illiir. They violated this oath, deposing the Pantheon of Man and commanding the humans to worship them as gods instead. As punishment for their transgressions, Illiir cursed these giants. Forever would they stand shorter than humans, forever would they be barred from the afterlife and the cycle of rebirth, and forever would their souls be tied to the Heartstone that rests in the statue of each enclave's founder. However, Sarish took pity on the fallen giants and offered them a way to lift the curse. If an enclave manages to craft the "perfect item", that one enclave's curse will be lifted.

Personality

Dwarves are a tragic race struggling to rectify the mistakes of their past by paying penance in one of many ways. Some dwarves are prone to extended bouts of melancholy and are very humble. This leads some to believe they are stoic in nature, when in fact they are a truly passionate people. They are passionate about furthering their crafts, gaining the redemption of their enclaves, protecting their friends or loved ones, and following the will of the Gods. Dwarves are nearly fanatical in their religious devotion, and a dwarf's religious beliefs largely define their actions. All dwarves suffer from a mild form of agoraphobia, finding comfort in having solid earth above them. When traveling above ground, they wear hooded cloaks to give them that sense of security. The uncharitable say that they do this to hide their shame from All-Seeing Illiir. Since the Battle of Solanos Mor, the Solani dwarves no longer suffer from this phobia.

Physical Description

Dwarves range from between 4 to 5 feet in height and have the same proportions of a normal sized human, merely smaller. Dwarves are unusually compact and some weigh nearly 300 pounds. Most have full beards that they maintain per the traditions of their home enclave. Dwarven females are usually a bit smaller and weigh less than their male counterparts and contrary to legend, have no facial hair.

Relations

Besides their own people, dwarves are concerned with another race, the humans. Some dwarves remain in their enclaves, working feverishly to craft the perfect item to lift the curse of Illiir. However, many others, especially those from Solanos Mor and Tir Betoq, feel that their curse may only be lifted by following Illiir's original mandate to protect the humans. Thus, Solani and Tir Betoqi dwarves have become renowned as mighty defenders of humanity. Dwarven relations between enclaves are usually cordial with some noted exceptions. The Solani mistrust the Encali, and the Reavers of Bealak Gempor are universally hated by all.

Lands

All dwarves call one of the massive underground enclaves home. Though dwarves often travel into human lands and live there temporarily, all are required to return to the sacred Heartstone of their home enclave to survive. Therefore, a dwarf's only permanent home is their enclave. Though more enclaves are rumored to exist, the known enclaves are Bealak Gempor, Deneki, Encali, Nol Dappa, Solanos Mor, Tultipet and Tir Betoq. Dwarves from Bealak Gempor or Deneki may not be chosen as heroes.

The dwarves of Tultipet were decimated when an ancient dragon was released from millenia of imprisonment. Once freed, the dragon took its vengeance on the descendants of its ancient enemy and captor, and destroyed the Tultipetan enclave.

Religion

All the enclaves worship the Pantheon of Man, as represented by the Mother Church of Coryan. Each enclave has a patron deity that is venerated above the others in the pantheon, but all dwarves respect the superiority of Illiir. They know that it is He whom they must please to lift their curse. The exception to this practice are the dwarves of Bealak Gempor who spurn the Gods. Some go so far as to seal themselves within armor as a show of faith that the Curse will never be lifted.

Dwarves from Solanos Mor take Illiir as their patron and focus on penitence while dwarves from Encali bitterly spurn Illiir and elevate Sarish as the true friend of the dwarves. The Nol Dappans place their faith in Nier and the Tir Betoqi dwarves pray to Hurrian for the strength to defend the Known Lands from the infernal hordes. Though their faith has been shaken, the few remaining dwarves of Tultipet follow the path that Larissa has laid out for them.

Dwarf Traits

Your dwarf Hero has an assortment of inborn abilities, part of their dwarven nature.

Ability Score Increase: Your Constitution score increases by 2.

Age: Dwarves mature at the same rate as humans, but are not considered adults until the age of 60. On average, dwarves live about 350 years.

Size: Dwarves stand between 4 and 5 feet tall and average 200 to 300 pounds. Your size is Medium.

Speed: Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Dwarven Resilience: You have advantage on all saving throws against poison, and have resistance against poison damage.

Mystical Limitations: As part of their curse, dwarves (with the exception of the Encali) lack the gift for wielding arcane magic. You can only gain the spellcasting feature through classes or archetypes that use the divine arcanum, such as cleric or holy champion.

Stonecunning: Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Weight of the Curse: Dwarven souls are barred from the afterlife and may not be brought back from it. Instead, when dwarves die, their souls are transferred to an artifact they carry on them called a soul shard.

For you to be returned to life with spells such as *revivify* or *raise dead*, your soul shard must remain intact and in contact with your body. If your soul shard is in contact with your dead body, spells that restore hit points, such as *cure wounds* can restore your hit points. Until you are healed to your hit point maximum, you do not regain consciousness

Dwarven Soul Shards

Some non-dwarven philosophers and scientists (specifically several prominent Altherian Metaminds) point to the resemblance between the psi-crystal and the dwarven soul shard as proof of the dwarf's latent psionic energy; or at least a subconscious or intuitive understanding of psionic crystal construction.

These soul shards seem to resonate a weak psionic aura when detected and become harder to crack as the dwarf who is bonded to it advances in age.

All dwarves are given a soul shard in a solemn ceremony at birth. These soul shards have hit points equal to one-half the dwarf's hit points and have resistance to slashing, piercing, and bludgeoning damage. They are also immune to all cold, disease, fire, poison damage.

If a dwarf loses his soul shard or has his soul shard shattered, the dwarf becomes vulnerable to necrotic damage until he acquires a new soul shard. The dwarf may obtain another soul shard by traveling to their enclave and simply requesting one. They must then spend a week in seclusion attuning themselves to the new soul shard. Should a dwarf die when he is not in possession of a soul shard, or if a soul shard containing their soul is destroyed, they are either lost to oblivion or, in rare cases, become a very dangerous shade. The corpse then becomes susceptible to necromantic energies, a unique situation which delights nefarious necromancers to no end.

and are effectively dead. When you reach your hit point maximum, you return to life.

This effect also neutralizes any poisons and cures nonmagical diseases that affected you at the time you died. This effect doesn't, however, remove magical diseases, curses, or similar effects. If these aren't first removed, they take effect when you return to life.

This effect can't return you to life if you were undead.

Coming back from the dead is an ordeal. You take a –4 penalty to all attack rolls, saving throws, and ability checks. Every time you finish a long rest, the penalty is reduced by 1 until it disappears.

If your soul is not returned to your body within 24 hours of your death, your soul is trapped in your soul shard forever. If your soul shard is destroyed and you die, you may not be returned to life by any means.

Languages and Literacy: You know Low Coryani and Udor and are literate. You also know a number of additional languages equal to your Intelligence modifier. The Udor language is shared with the giants, a fact obvious to dwarves due to their ancient heritage, but unknown by most humans.

Enclaves: There are five major dwarven enclaves: Encali, Nol Dappa, Solanos Mor, Tir Betoq, and Tultipet. Choose one of these enclaves as your subrace.

Encali Dwarf

Encali dwarves have a reputation for being unscrupulous and untrustworthy, like most other worshipers of Sarish. These dwarves travel through the lands of man preying on the short-sighted and striking bargains that sometimes come back to haunt the shorter-lived races generations later. Encali dwarves are normally a bit shorter in stature than other dwarves, and they are easily recognized by their unique style of beard. These are usually dyed pitch black, the beard is braided into two forks, and are often capped on each end with a sinister-looking ornate crown.

Ability Score Increase: Your Intelligence increases by 1.

Eldrich Spellcaster: Unlike other dwarves, you may gain the spellcasting feature from a class or archetype that uses the eldritch arcane tradition.

Enclave Specialization: You gain proficiency with jeweler's tools. You also have advantage on ability checks you make with jeweler's tools.

Innate Distrust: Encali dwarves have a general distrust of anyone who is not from Encali. You gain advantage on all Wisdom (Insight) checks.

Nol Dappan Dwarf

Nol Dappan dwarves are the most savage and barbaric of the dwarves. Their fiery tempers are said to rival the volcano they live in. These dwarves are famous for crafting and wielding barbaric looking arms and armor. This equipment is easily identifiable by its spiked and cruel appearance, as well as the reddish hue of the metal composing it. Nol Dappan dwarves are most often encountered when traveling to sell their wares; they are easily recognizable by their heat-baked, reddish-hued skin and their unkempt, flame-singed beards.

Ability Score Increase: Your Strength score increases by 1.

Enclave Specialization: You gain proficiency with smith's tools. You also have advantage on any ability checks you make with smith's tools.

Forged in Flames: You have resistance to fire damage.

Intimidating Presence: You gain advantage on all Charisma (Intimidation) checks unless you are trying to intimidate a fellow Nol Dappan dwarf.

Solani Dwarf

The dwarves of Solanos Mor have a reputation as some of the most noble and self-sacrificing among the dwarves. These noble beings travel throughout the lands of man, protecting, advising, and—if need be—sacrificing their lives for humanity. They are easily identified from other dwarves by their immaculately groomed beards.

Ability Score Increase: Your Wisdom score increases by 1.

Enclave Specialization: You gain proficiency with smith's tools. You also have advantage on all ability checks you make with smith's tools.

Noble Heart: You gain advantage on all Wisdom (Insight) checks. You also have advantage on all saving throws when you are directly acting in the honest protection of defenseless humans, gnomes, val, or dark-kin.

Religious Training: Every Solani dwarf is taught both the Canticle of the Pantheon and the newer Revelations of Illiir. You gain proficiency in the Religion skill.

Tir Betoqi Dwarf

Although the dwarves of Tir Betoq seek to avoid recognition for their many good deeds, they have still gained a reputation as noble, honorable, and self-sacrificing as the Solani. They travel all the Known Lands in their quest to destroy the infernal. However, they are most often encountered traveling between their enclave and the Bulwark of Hurrian, where they try to hold back the infernal hordes. Male dwarves have elaborately braided beards intertwined with strands of pure gold. But their most distinguishing feature is their sunken, haunted eyes; eyes that have seen beyond the Bulwark and know what horrors lie there.

Ability Score Increase: Your Charisma increases by 1.

Enclave Specialization: You gain proficiency with glassblower's tools. You also have advantage on any ability checks you make with glassblower's tools

Heart of Iron: The horrors you have seen have strengthened your soul against the darkness. You gain advantage on any saving throws to resist being frightened. Starting at 10th level you can't be frightened.

Infernal Killer: Tir Betoqi dwarves have significant experience studying, tracking, hunting, and even talking to infernals. You have advantage on Wisdom (Survival) checks to track infernals, as well as on Intelligence checks to recall information about them. You can also speak and read Hells Speak.

Tultipetan Dwarf

Tultipetan dwarves are some of the most honest and open of all their kin, yet they are often viewed with fear or suspicion due to their habit of covering their bodies in mystical tattoos. These superstitious dwarves usually do not venture forth from their enclave, and when they do, it is in relation to some type of vision received from Larissa.

The dwarves of Tultipet were decimated when an ancient dragon was released from millenia of imprisonment. Once freed, the dragon took its vengeance on the descendants of its ancient enemy and captor, and destroyed the Tultipetan enclave.

Tultipetan dwarves are usually only encountered by visiting their settlement in the ruins of their enclave or the giant observatory they have built on a nearby mountain. These dwarves are less stocky than their brethren and are easily identifiable by their tattooed bodies. They once had closely cropped and neat beards, but since the fall of Tultipet, many leave their beards wild and unkempt.

Ability Score Increase: Your Wisdom increases by 1.

Enclave Specialization: You gain proficiency with mason's tools. You also have advantage on any ability checks you make with mason's tools.

The Lady's Luck: When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Gift of the Lady: You can cast *precognition** once and regain the ability to do so after completing a long rest. Wisdom is your spellcasting ability for this spell.

Elorii

Ancient elorii tales say that the Life-Goddess Belisarda joined with four great Elemental Lords to create a servitor-race for the ancient Yahssremoran Empire. This race would not die of natural causes, would not need to sleep, and would serve their reptilian masters. They named this race the elorii and they served their ssanu masters for untold years, enforcing their cruel will upon the Known Lands and slaughtering entire races at their behest. Over time, the elorii began to chafe under their cruel and evil lords rule.

Finally, they overthrew the ssethrics in a bloody rebellion. An eloran empire rose from the ashes and reigned for nearly two thousand years. Then came man and his Gods, devouring the sacred Elemental Lords and forcing the elorii to retreat to the far corners of the Known Lands. Since that time, the elorii have been waiting, fueled by the prophecies of Belisarda, secure in the knowledge that their time has not yet passed. While some feel that they can peacefully coexist with humanity, others believe that their time for vengeance will come.

Personality

Elorii are an enigma. While they may appear aloof, secretive, or reserved to outsiders, they are, in fact, a race of extreme passions. Since they are so long lived, elorii tend to take a more long-term approach to any given situation, but when they do focus on any one pursuit, they settle for nothing less than perfection. Elorii do not make friends easily, but when they do, the bond is stronger than steel. No one other than an elorii truly understands why they do the things they do, but one thing is certain, the elorii never forget.

Physical Description

On average, elorii stand approximately 6 feet tall but undergo a growth spurt every thousand years that adds a few inches to their existing height, making some of the oldest elorii well over 10 feet tall! Most elorii weigh between 150 and 185 pounds, though each growth spurt usually adds about 50 pounds.

There is no meaningful difference in height or weight between males and females. All elorii are slender, graceful creatures of surpassing beauty. They have wide, bright eyes and their features are smooth, angular, and flawless. Elorii possess elongated, pointed ears, and pearly white teeth with sharp fangs. The color of an elorii's hair or eyes, along with other minor physical characteristics, varies per the elorii's bloodline. Elorii grow quickly, reaching adulthood in about ten human years, and are effectively immortal, immune to death by natural causes.

Relations

The elorii have strained relations with everyone. With few exceptions, they are unwilling to open their homelands to any non-elorii. The Malfelan elorii hate the val and their human charges for the death of their gods and constantly war with the human nations. Most elorii simply watch the humans, biding their time, fueled by Belisarda's prophecies. Dark-kin, dwarves and gnomes are often the same in the eyes of the elorii, while the ss'ressen remind them too much of their servitude under the ssethric talon and are shunned by most.

Lands

The elorii have three distinct nations in the Known Lands: Elonbé, Entaris, and Malfela. Elonbé is the largest of the elorii nations, located somewhere deep in the Vastwood. Most elorii Heroes are from this nation as they are sent out as as Laerestri to gather information on the humans and their culture.

The smallest nation is Entaris, located to the southeast of the League of Princes. While the Entarens do not send out Laerestri, they created a Foreigner's Quarter in the port city of Seremas, and opened it to all other races. While non-elorii are forbidden from entering the city proper, the bustling trade city has become a huge trading outpost for everyone wishing to acquire high-quality, eloran goods. By keeping the non-elorii in a contained area, they are able to study and interact with them.

The final elorii nation is Malfela. The Malfelan have rejected the passive stance taken by the other two elorii nations and have no wish for peaceful contact with humans. In fact, the elorii of Malfela actively hunt humans and their kin. Malfela once extended from its current location in the Fellglade to the Golden Boughs of Saluwé, where the ruins of Forgotten Arkoshia lie.

Religion

More than any other race, elorii are united by their religion. This unity is brought about by several factors, and at a horrible cost. First, some elorii have memories of living alongside their gods before the coming of Man.

Second, the elorii have only one remaining living deity, Belisarda. Their unity behind Belisarda was paid for with the very existence of their Elemental Lords. Although the elorii are almost uniformly united in worship of Belisarda, there are some exceptions. A few elorii still venerate their dead Elemental Lords, hoping against hope that they are not truly gone. These worshipers are generally pitied by the rest of their populace and left to practice their beliefs in peace.

Then, there are a tiny number of elorii who have abandoned their religion entirely to worship others, including the Pantheon of Man. These elorii heretics are ruthlessly hunted and killed, hopefully before their betrayal taints their soul to the point where it cannot be cleansed once it reaches the Orumar to be reborn.

Elorii Traits

Your elorii Hero has a variety of natural abilities, the result of thousands of years of refinement and reincarnation.

Age: Elorii reach maturity after approximately a decade, and do not visually age after that point. Every thousand years of life they grow a couple of inches, with the eldest elorii reaching a height of 10 feet. Elorii cannot die from natural aging.

Size: Elorii stand between 5 and a half to 6 feet tall, and average 165 pounds. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Elemental Ancestry: Elorii do not need to sleep, but they do need to enter a meditative trance for 6 hours every day. Due to your elemental nature, you are immune to non-magical diseases, and magic can't put you to sleep.

Elorii Bloodline: You gain an additional ability score, your Blood Rank, which represents the effects of the elemental power coursing through your veins. Your Blood Rank modifier is always equal to your Blood Rank. Starting at 1st level, your Blood Rank becomes 1 and you may select a bloodline power based on your bloodline. Whenever you increase your Blood Rank, you also gain the bloodline power of the same rank.

If you would receive the Ability Score Improvement feature from your class at 4th level, or at 8th, 12th, 16th, and 19th level, you may increase your Blood Rank by 1 instead of increasing your ability scores. Your Blood Rank maximum is 5.

For example, when you reach 4th level in the cleric class you can either choose the Ability Score Improvement feature or a feat. Instead of either option, you could choose to increase your Blood Rank.

If a bloodline power grants the use of a spell, your Blood Rank acts as your spellcasting ability.

Spell save DC = 8 + your proficiency bonus + your Blood Rank

Spell attack modifier = your proficiency bonus + your Blood Rank

Elorii bloodline powers are activated with pure thought and willpower and may be used as long as you are not incapacitated.

Spells you cast with your bloodline powers are cast at their minimum spell level or at a spell level equal to your Blood Rank, whichever is higher. You do not need to provide components for spells you cast with your bloodline powers nor can you use your spell slots to cast spells from your bloodline powers.

Elorii Weapon Training: All elorii train in their people's chosen weapons. You have proficiency with the longbow, longsword, and shortsword.

Strong Minds: Once slaves themselves, the elorii despise slavery or enforced servitude in any form. You have advantage on all saving throws against being charmed or any other effect which would make you act against your will.

Elder Spellcasters: Elorii are one of the few races capable of understanding the intricacies of the Elder Tradition of arcane magic. If you want to gain the spellcasting feature as a member of the arcane arcanum, you must do so by choosing classes or archetypes that are part of the Elder Tradition.

Languages and Literacy: You know Eloran and Low Coryani and you are literate. You know a number of additional languages equal to your Intelligence modifier.

Eloran is an ancient tongue based on Ssethric, however the elorii have adapted it to match their culture so that it flows from their lips like poetry.

Bloodline: There are five known elorii bloodlines: Mârokene, Osalikene, Kelekene, Berokene, and Ardakene. Choose one of these bloodlines as your subrace.

Ardakene (Life) Elorii

Most rare of all elorii are the Ardakene, who were created solely from the essence of the Goddess of Life, Belisarda. Ardakene lack the physical prowess of most elorii, but they make up for this shortcoming with their insight and force of personality. Their hair is usually one of many shades of blonde, and they have green or hazel colored eyes. Ardakene tend to be thoughtful and cautious, their actions calculated and methodical. These elorii have fierce convictions, a healthy respect for life, and a strong connection with nature. Ardakene are frequently found among the leaders and Lifewardens of the elorii nations, but many others busy themselves with less visible occupations such as scholars, farmers, hunters, or architects. Due to their connection to nature, Ardakene have designed and built some of the most beautiful architectural wonders on the face of Onara, structures that exist in harmony with their natural surroundings instead of obstructing them.

Ability Score Increase: Your Wisdom score increases by 1, and your Charisma score increases by 2.

Arcanum Focus: You are considered to be holding a spellcasting focus when casting spells that heal hit points or remove conditions.

Healer's Hands: You gain proficiency in the Medicine skill. You also have advantage on any ability checks you make with it.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you gain the bloodline power for that level of Blood Rank.

The Goddess's Voice (Rank 1): You may speak the soothing words of your goddess. This refreshes your allies, allowing them to fight on.

- You learn the cantrip *spare the dying.*
- You can cast *healing word* once and regain the ability to do so after completing a short or long rest.

Healing Word of the Goddess (Rank 2): The power of life flows though you, and with a touch you can heal grievous wounds.

- Your Charisma or Wisdom increases by 1, to a maximum of 20.
- You can cast *cure wounds* once and regain the ability to do so after completing a short or long rest.

The Blessed Kiss of Our Goddess (Rank 3): With a whisper and a touch, you can restore your allies.

- Your Charisma or Wisdom increases by 1, to a maximum of 20.
- You can cast *lesser restoration* once and regain the ability to do so after completing a short or long rest.

The Life Well (Rank 4): You channel the very essence of life through your body, becoming a bane for the walking dead.

- You gain resistance to necrotic damage.
- You can cast *death ward* once and regain the ability to do so after completing a long rest.

Presence of the Goddess (Rank 5): She lives though you, and you live though her.

- You can cast *aura of life** once and regain the ability to do so after completing a short or long rest.
- Anyone you heal with a spell regains an additional amount of hit points equal to your Blood Rank.

Berokene (Water) Elorii

The Berokene were created from the essences of Belisarda and the Water Goddess, Beröe. Viewed as the most graceful elorii, they move with a fluidity that clearly mirrors the waters from whence they were born. They are usually raven-haired, with eyes ranging from the lightest to the deepest blue. While usually patient and accommodating, these elorii have been known to lash out violently if angered or threatened, and few make the mistake of crossing them twice.

Berokene are typically attracted to careers and activities involving water. Some of these include fishing, shipbuilding, and sailing, though it has been rumored that they have also learned the secrets of hydroponics and spend hours tending their lush water-gardens.

Ability Score Increase: Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Arcanum Focus: You are considered to be holding a spellcasting focus when casting spells that manipulate water or deal cold damage.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you gain the bloodline power for that level of Blood Rank.

The Sea and I are One (Rank 1): You are a creature of the sea as much as creature of the land

- You can breathe underwater through gills on your neck.
- You gain a swim speed of 30 feet, and you have advantage on Athletics checks made while swimming.
- After a minute of meditation, you can determine the shortest, most direct physical route to the largest body of natural water within one mile. Until you use this power again or until you complete a short or long rest, you know how far away the body of water is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the body of water. You get a clear sense of failure if there is no body of natural water within one mile. You may use this power again after completing a short or long rest.
- You gain resistance to cold damage.

Water is My Domain (Rank 2): You can manipulate water, forcing it to shift and twist, even in existing creatures.

- You can cast *riptide** once and regain the ability to do so after completing a short or long rest.
- You can temporarily harden and shift the water in any living creature, causing it great pain. Choose a water elemental or living creature not made of inorganic material, such as stone, within 30 feet that you can see. That creature must make a Constitution saving throw. If they fail, they become stunned until the end of your next turn. Once you use this feature, you cannot use it again until you complete a long rest.

Ebb and Flow (Rank 3): You move aside as the sea, changing a crushing blow to a glancing blow.

- Your Dexterity or Wisdom increases by 1, to a maximum of 20.
- When attacked, you may take on the very nature of water. As a reaction, taken when you are hit with an attack, you can gain resistance to all damage from the triggering attack. You must then finish a short or long rest to use this feature again.

The Flowing Sea (Rank 4): Water flows with both unrelenting power and unfettered ease.

- Your Dexterity or Wisdom increases by 1, to a maximum of 20.
- You can cast *freedom of movement* once and regain the ability to do so after completing a long rest.

Brothers of My Lady (Rank 5): Calling upon the echo deep within your blood you summon an elemental ally.

- Your Dexterity or Wisdom increases by 1, to a maximum of 20.
- You can cast *conjure elemental* once and regain the ability to do so after completing a long rest. You can only call forth water elementals when you cast *conjure elementals* with this power.

Kelekene (Fire) Elorii

The Kelekene were created from the essences of Belisarda and from Keleos, the Fire God. These elorii are slightly more compact than their brethren, though not as stout as the Mârokene. Their hair tends to be golden or red-brown and their eyes range from dark violet to a reddish orange. Passionate and vengeful, they are perfectionists who rarely hide their feelings and always prefer to speak their minds. Kelekene have a keen intellect which, when combined with their straightforward style, makes for some of the finest orators among the elorii.

They usually prefer professions that allow them to work with their hands, often becoming smiths, artisans, sculptors, or carpenters. These elorii are also uniquely qualified to become excellent elder sorcerers, more than any other type of elorii.

Ability Score Increase: Your Dexterity score increases by 1, and your Intelligence score increases by 2.

Arcanum Focus: You are considered to be holding a spellcasting focus when casting spells that manipulate fire or deal fire damage.

Intensity of the Bonfire: You gain proficiency in the Intimidation skill. You also have advantage on ability checks you make with it.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you gain the bloodline power for that level of Blood Rank.

I Am the Flame (Rank 1): You have a metaphysical fire in your heart.

- You learn the *fire bolt* cantrip.
- You gain resistance to fire damage.

To Dance Within the Flames (Rank 2): You move with the surprising speed of a wildfire.

- Your Dexterity or Intelligence increases by 1, to a maximum of 20.
- As a bonus action, you may Dash, perform a single weapon attack, or cast *fire bolt*. You can use this bloodline power a number of times equal to your Blood Rank, recovering all uses after completing a long rest.

Fiery Conflagration (Rank 3): You can reach into your own elemental nature and unleash fury.

- Your Dexterity or Intelligence increases by 1, to a maximum of 20.
- You can cast *fireball* once and regain the ability to do so after completing a long rest.

The Living Flame of Keleos (Rank 4): You wrap yourself in living flames, which reach out and attack your enemies.

- As a reaction, taken when you are hit by an attack, you can cast *fire shield*. Once you use this power you cannot use it again until you complete a long rest.

Brothers of The Flame (Rank 5): Calling upon the echo deep within your blood, you summon an elemental ally.

- Your Dexterity or Intelligence increases by 1, to a maximum of 20.
- You can cast *conjure elemental* once and regain the ability to do so after completing a long rest. You can only call forth fire elementals when you cast *conjure elementals* with this power.

Mârokene (Earth) Elorii

The Mârokene were created from the essences of Belisarda and from the Earth God, Mârok, and are typically the stoutest of the elorii. Their hair is usually brown or gray and their eyes tend to be brown or hazel. Mârokene are rarely subtle, preferring to be direct with their dealings, and they prefer the company of folk who share the same outlook. Laerestri of Mârok's blood find that they get along well with the stout and honorable Milandisians. Mârokene tend to favor roles that involve the earth in some direct fashion. These pursuits include hunting, farming, and construction.

Ability Score Increase: Your Strength score increases by 2, and your Constitution score increases by 1.

Arcanum Focus: You are considered to be holding a spellcasting focus when casting spells that manipulate earth or deal acid damage.

Martial Training: Mârokene have a strong tradition of military training, beyond the basic training of most elorii. You gain proficiency with light armor, medium armor, and shields.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you gain the bloodline power for that level of Blood Rank.

The Earth Shall Protect Me (Rank 1): With a whisper, the earth rises to defend you.

You gain resistance to acid.

You can cast *earth shield** once regaining the ability to do so after completing a short or long rest. You must be standing on earth or stone to use this feature.

I Am Stone (Rank 2): You are of the earth, and you share its strength.

- Your Constitution or Strength increases by 1, to a maximum of 20.
- You reduce bludgeoning, piercing, and slashing damage you suffer from non-magical weapons by 3. This feature does not stack with similar features granted by feats, spells, or other class features.

Stone's Undeniable Strength (Rank 3): You tap into the might of the mountain.

- While you are standing on earth or stone you have advantage on all Strength and Constitution ability checks and saving throws.
- While standing on earth or stone, as an action you may gain temporary hit points equal to 1d10 + your Blood Rank. Once you use this feature, you must finish a short or long rest before you can use it again.

Stone is My Flesh (Rank 4): You can call upon your elemental nature to encase your skin in stone.

You can cast *stoneskin* once and regain the ability to do so after completing a long rest.

Brothers of My Lord (Rank 5): Calling upon the echo deep within your blood you summon an elemental ally.

- Your Constitution or Strength increases by 1, to a maximum of 20.
- You can cast *conjure elemental* once and regain the ability to do so after completing a long rest. You can only call forth earth elementals when you cast *conjure elementals* with this power.

Osalikene (Air) Elorii

The Osalikene were created from the essences of Belisarda and from the Wind God, Osalían. They tend to be lithe and slightly taller than other elorii. Their hair is most often white or silvery and their eyes blue or blue-green. Osalikene are free spirits that revel in beauty in all its forms. They are inquisitive and creative, but bore quickly. Osalikene gravitate toward roles that allow them to remain under the open sky for most the time. These include traveling, hunting, falconry, and crafting. Often, these elorii combine their creative nature with their love of beauty and become excellent minstrels, specializing in some type of wind instrument.

Ability Score Increase: Your Dexterity score increases by 2, and your Charisma score increases by 1.

Arcanum Focus: You are considered to be holding a spellcasting focus when casting spells that manipulate air or deal lightning or thunder damage.

Elegant and Graceful: You gain proficiency in the Acrobatics skill. You also have advantage on any ability check you make that benefits from your proficiency with the Acrobatics skill some other way.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you gain the bloodline power for that level of Blood Rank.

A Leaf Upon the Wind (Rank 1): You are unnaturally light on your feet, able to perform rolls and flips with unparalleled ease.

- You have advantage on all Acrobatics and Athletics checks when balancing, jumping, or tumbling.
- Your jumping distance is doubled.

Winds Protect Me (Rank 2): The winds seem to whip up and protect you.

- Your Charisma or Dexterity increases by 1, to a maximum of 20.
- You gain resistance to lightning damage.
- Whenever you fall, the wind wraps around you and slows you down. You never suffer falling damage.

Winds Heed My Call (Rank 3): The winds seem to follow your very command.

- You can cast *wind wall* once and regain the ability to do so after completing a short or long rest.

Winds Shall Carry Me (Rank 4): Your mastery over the winds is undisputable.

- Your Charisma or Dexterity increases by 1, to a maximum of 20.
- You can cast *fly* once and regain the ability to do so after completing a long rest.

Brothers of My Lord (Rank 5): Calling upon the echo deep within your blood you summon an elemental ally.

- Your Charisma or Dexterity increases by 1, to a maximum of 20.
- You can cast *conjure elemental* once and regain the ability to do so after completing a long rest. You can only call forth air elementals when you cast *conjure elementals* with this power.

Gnome

Gnomes are the most tragic and reviled race in the Known Lands. While the dwarves were cursed for their transgressions, gnomes are cursed simply for being born. A gnome is the result of a mating between a human and a dwarf. The curse of the dwarves is cruelly transformed when passed to them, causing severe deformities. Physically inferior in almost every way to either parent, gnomes are sad, twisted, pitiable creatures. However, what they lack in looks or stamina, gnomes make up in tenacity. They have become tough through abuse, clever through necessity, and survivors by choice.

Physical Description

Gnomes are a deformed combination between human and dwarven physiology. They are usually between 4 to 5 feet tall, though their posture is so bad they can never extend to their full height. Gnomes usually weigh between 140 and 180 pounds. Females are usually shorter and weigh less than their male counterparts. Hair and eye color

Personality

Gnome personalities are usually molded by how much abuse they are subjected to. Some gnomes find pity or acceptance within their human or dwarven home, so they develop traits and family values like any other sentient creature. However, most gnomes are shunned and ridiculed wherever they go. These gnomes learn very quickly to only look out for themselves and to get by any way they can.

vary widely depending on the origins of both parents, but one thing remains constant, gnomes are horribly deformed. Common deformities include a swelled head, a hunched back or twisted spine, a clubfoot, a hand with extra or missing fingers, bulging eyes, and snarled teeth. Gnomes usually reach adulthood by the age of 16 and rarely live beyond the age of 50.

Relations

Gnomes are the lowest of the low on every social ladder. Nearly everyone pities or shuns them. In response, some gnomes become bitter, vengeful little buggers who constantly try to inflict pain on others so they too can learn the meaning of suffering. However, most gnomes simply want to survive or improve their meager lot in life. These gnomes strive to treat everyone as a friend and forgive those who trespass against them. Then there are the few that wish to rise above their allotted station in life and prove to their detractors that they are worthy of the title: Hero.

Lands

There are no gnome lands. Gnomes tend to reside in human or dwarven controlled lands. In either case, they are usually treated poorly, more so by the dwarves than humans.

Religion

Most gnomes worship the Pantheon of Man. A large number follow the outcast aspect of Anthar and an equally large number revere Cadic. Since most gnomes do what they must to survive, this is a logical choice. However, a small number of gnomes resent the way they have been treated and the lot they have been dealt in life through no fault of their own. These angry few provide a fertile ground for heretical cults to flourish.

Gnome Traits

Your gnome Hero has the following traits, some of which are from their dwarven heritage, some from their human side, and some that are unique to gnomes.

Ability Score Increase: Your Constitution score increases by 2, and your Intelligence score increases by 1.

Age: Gnomes mature at the same rate as humans, with similar (potential) life spans. Alas, due to their hard lives, gnomes have a habit of dying prematurely.

Size: Gnomes stand between 4 and 5 feet tall with generally twisted forms. Your size is Medium.

Speed: Your base walking speed is 25 feet.

Acquired Trade: You gain proficiency in two skills or tools of your choice.

Mental Toughness: You gain advantage on any check requiring you to concentrate on a task, such as retaining concentration on a spell after taking damage.

Misbegotten: You are hampered in performing strenuous activity for extended periods of time due to your physical deformities. After every continuous half-hour of brisk activity (e.g. hiking, riding, jogging, etc.), or after ten consecutive rounds of strenuous physical activity (e.g. combat, sprinting, swimming, etc.), you must rest for one minute or attempt a DC 10 Constitution saving throw. If you fail, you suffer 1 level of exhaustion.

Resilient: Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. You also add 1 to the result any time you spend Hit Dice to regain hit points.

Social Outcast: Gnomes are reviled by many and even those willing to give the individual a fair shake must unconsciously overcome deep-seated prejudice. You have disadvantage on Charisma (Persuasion) and Charisma (Perform) checks.

Languages and Literacy: You speak Low Coryani as well as your national language (see pg. 369). You also speak a number of additional languages equal to your Intelligence modifier. You are not literate, though literacy as well as additional languages can be acquired though your chosen background.

Human

Humans came to the Known Lands in ancient times, supplanting the elorii and quickly proving themselves tenacious and adaptable. With the exceptions of the Elorii Nations, the Dwarven Enclaves, and the Ssethregoran Empire, humans are the majority in every other region of the Known Lands. Since the human population is so widespread, they have a near infinite variation in their motivations and personalities.

Personality

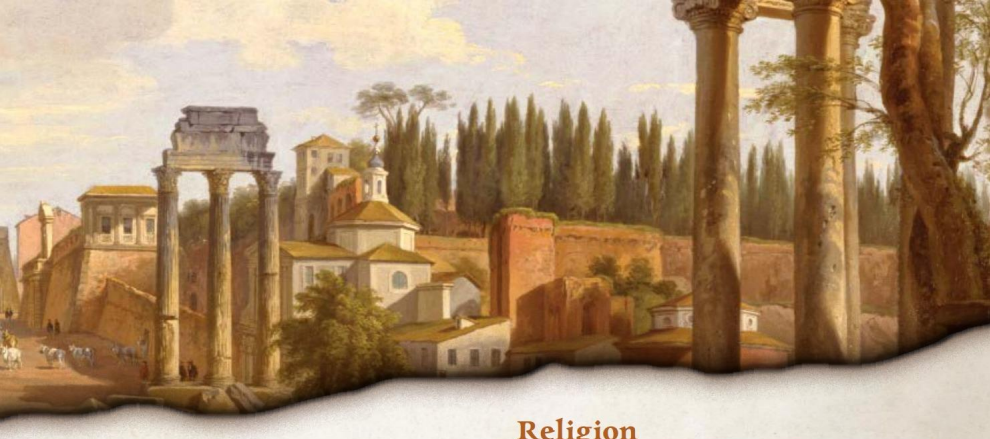
Humans are one of the most adaptable and tenacious races of Arcanis. Since they are shorter-lived than elorii or dwarves, they tend to attack each problem with a zeal often envied by others. Most humans have a capacity for living "in the moment, for the moment," because a moment may be all they have. But, the most dominant trait of all human cultures is diversity. While most races tend to define themselves by commonalities, humans define themselves by their differences. There is no such thing as a typical human.

Physical Description

Most humans grow to a height between 5 and 6 feet tall, though there are humans shorter than any gnome, and taller that even some elorii. Weight usually varies from 120 to 300 pounds, but again the diversity of humans is boundless. As with most races, females will usually be shorter and weigh less. Human appearance is very diverse, from the dark-skinned Altherians to the pale-skinned Skohir, with countless variations in between. Humans mature to adulthood by the age of 16 and rarely reach 80 years of life, though extreme examples of humans 120 years or older have been known.

Relations

Humans do not have as many difficulties with other races as they do with each other. Though most humans outside of Milandir distrust the rebel ss'ressen clutches, the ss'ressen seem to be happy just to be left alone. While some dwarves actively seek to protect humanity, others have taken a more militant view, but they are too few to be truly troublesome. While the elorii have not forgotten the Gods' War or the human and val treachery, the prophecies of Belisarda have



led most of them to at least tolerate humans. Those elorii who do not tolerate humans (notably the Malfelan) are actively avoided by humans on pain of death. So, while the other major races commonly encountered by humans are either peaceful or simply want to be left alone, the humans seem to war continuously with each other. The three most powerful human nations, the Coryani Empire, the Kingdom of Milandir, and the Theocracy of Canceri are in a perpetual state of tension with each other, tension that often explodes into open warfare.

Lands

With few exceptions, humans dominate most of the Known Lands. While the val normally rule over these lands (and are in fact considered to be humans chosen by the Gods), humans form most of the population. For the most part, human lands tend to be open to guests and tolerant of other races. While uncommon, it is not unheard of to find ss'ressen, dwarves, elorii, dark-kin and gnomes wandering freely in human controlled areas. Most human Heroes come from the Coryani Empire, the Free City-States of Almeric, the Hinterlands, the Kingdom of Milandir, the League of Princes, and the Republic of Altheria.

Optional Rule: No Feats

While feats are technically an optional rule, Arcanis is designed with the assumption that you and your friends have agreed to use them in your game. If you decide not to use feats, you should limit elorii and val to Blood Rank 2. This helps to balance those races against the others in a game that doesn't use feasts.

Also, if you aren't using feats, they should gain a +1 to all ability scores instead of +1 to two scores of their choice.

Religion

Almost without exception, humans pay at least lip service to the Pantheon of Man. The Mother Church, operating out of Grand Coryan, is the focal point of this worship, although the newly formed Milandric Church and the Theocracy of Canceri do not acknowledge its leadership. While various cults of infernals and other deities exist, they avoid attracting the attention of the Inquisition of the Mother Church. Heretics are hunted and killed whenever they are found.

Human Traits

Your human Hero has the following traits.

Ability Score Increase: Select two different ability scores to increase by 1.

Age: Humans reach adulthood in their late teens and live less than a century. Most humans, and Heroes from human stock such as dark-kin and val, become Heroes around age 20 and retire from adventuring when they reach 50 or 60.

Size: Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed: Your base walking speed is 30 feet.

Bonus Feat: You gain one feat of your choice. You must meet any of the requirements of your chosen feat.

Versatility: You gain proficiency in two skills of your choice.

Languages and Literacy: You speak Low Coryani as well as your national language (see Nations pg. 169). You also speak a number of additional languages equal to your Intelligence modifier. You are not literate, though literacy as well as additional languages can be acquired though your chosen background.

Kio

The kio are an ancient and mysterious race whose origins are clouded in mystery. Like humans in many ways (in fact some scholars claim that they are merely one of the race's myriad variations), the kio are amazingly uniform in characteristics. Every kio is tall, every kio is graceful, and every kio has a fair complexion.

Personality

The kio are introspective and philosophical. Every task and challenge is merely another step in the race's never-ending quest for personal perfection. kio tend to be patient, almost torpid in their deliberations, but once a decision is made, they move decisively, leaving no room for doubt. An ancient kio proverb says, "one's ears may be cowards, one's eyes never so" – meaning one must consider any action carefully before the fact, but once an action is begun it should be seen through to the end.

Physical Appearance

Kio are tall, fair humanoids, usually 5 feet 10 inches to 6 feet in height, and they are slim and graceful. They reach maturity around 16 and live for 100 years, remaining vigorous and active well into their 80's. Nearly any human hair color is possible, and their eye color tends to be dark.

Relations

Though there is little open hostility, Kios' haughty attitude tends to annoy the other residents of the League of Princes. Though once the kio and elorii warred, the animus from that time has passed and the two races tend to treat each other amicably, if with a certain wariness.

Lands

Kio are from the League of Princes and many of the rulers of that region are the kio/val mixed blood known as the val'Sungha.

Religion

The Kio do not worship the Gods of Man or any other deity. Instead they revere their progenitors, the "True Blood kio" that live in high mountain aeries. To keep the peace with the Coryani, they allow temples to be built in their lands, but few kio attend services held there.

Kio Following the Coryani Way

Those openly worshiping deities of any pantheon or taking levels in any divine spell casting class or archetype, (such as cleric or holy champion), will find that their fellow kio will treat them with contempt, seeing their actions disrespectful to their pure blood progenitors and an indelible stain upon their and their family's honor. These kio will not begin play with a unique kio sword (as stated below) and suffer disadvantage on all Charisma based skill checks.

Kio Traits

Your kio Hero has the following traits.

Ability Score Increase: Your Dexterity score increases by 2, and two other ability scores of your choice increase by 1.

Age: kio mature by 16 years old and typically live for 100 years, remaining vital and vigorous will into their 8th decade of life. Most kio become Heroes around age 20 and retire from adventuring when they reach their 60's.

Size: Kio appear as tall fair humans. The women are at least 5 feet 10 inches tall and the men more than 6 feet, but both are slim and active – there is no such thing as a fat Kio. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Versatility: You gain proficiency in two skills of your choice.

Kio Sword: You are proficient with kio swords and you begin play with a unique kio sword. This sword is a treasured family heirloom with its own history and bearing it brings you honor and respect.

People who recognize your sword's significance treat you in accordance to their cultural and political leanings. A Coryani senator who has had good relations with the kio will treat you quite differently than one whose wife was once seduced by a charming kio duelist.

Among the kio you are considered a "person of note" and kio that you meet have a chance to recognize the blade and its history with a successful DC 15 Intelligence (History) skill check.

Languages and Literacy: You speak Kion and Low Coryani and are literate. Kion is a distinct and difficult language that non-native speakers can never truly master. You also learn a number of additional languages equal to your Intelligence modifier.

Ss'ressen

Ss'ressen are a ssethric race of bipedal lizard-like humanoids bioengineered by the ssanu. The egg clutch known as the *Thulluss*, or Black Talons, were bred for war; they fought and died for their serpent masters of the Yahssremoran Empire and its successor state, the Ssethregoran Empire, for millennia. Due to a religious enlightenment precipitated by the ssethric deity known as the Fire Dragon, the Black Talons developed a conscience and a sense of morality that rankled under the decadent evils of the empire. They fled their lands, eventually settling in the swamps of Milandir.

Theirs is a matriarchal society, where the females hold the positions of political and spiritual leadership, while the males are the hunters and warriors of the Clutch.

Personality

The Black Talon ss'ressen are conscientious and honorable. They are fiercely loyal to their clutch, their chosen religion, and their friends. These ss'ressen take great satisfaction from personal achievements in war or single combat, and display their scars proudly. Though the ss'ressen were originally bred for only battle, they have learned to overcome their natural instincts and now seek their place in the world, determined to chart their own destiny. Overall, the Black Talon are a very disciplined people who have become the very antithesis of their serpent masters.

Physical Appearance

All Black Talons have the same hide coloring, a stippled green and grey with a gradual darkening to black scales upon their extremities. The males and females have a non-webbed sagittal crest along their spines which runs from their tails up to their foreheads. The Black Talons have a longer snout than most other ss'ressen, though its end is blunted. Their hands and feet are adorned with reinforced talons, and are pitch black, a trait which led to the naming of their clutch. These claws are able to rend and tear through the thickest armor. Thick scales cover their backs and chest, giving way to small, finer scales on their abdomen and along the underside of their tails.

The average Black Talon reaches maturity at age 8, and lives approximately 70 years. Male ss'ressen can be identified by a bright red throat sac that is extended and retracted alternately to indicate either an agitated state, to warn others off or as part of a mating ritual.

Females stand between 5 feet 5 inches and 5 feet 9 inches in height and weigh between 150 to 180 lbs. On average, the males stand between 5 feet 10 inches and 6 feet 2 inches and weigh between 250 and 300 lbs. although there are instances of even larger males.

Relations

The Black Talon ss'ressen only have political ties to the Kingdom of Milandir. They have sworn an oath of fealty to the val'Holryn Dukes of Tralia in exchange for the lands they settled on, and have never failed to answer when called. Indeed, the Milandisians have long outgrown their initial mistrust towards the ss'ressen and have come to rely on them as skilled warriors, scouts, trading partners and allies.

Lands

The Black Talon lands are known as the Sulfur Marsh, located in the Duchy of Tralia, in the Kingdom of Milandir. The natural hot springs help mitigate the chill of Milandir's winters.

Religion

Black Talon ss'ressen worship the Fire Dragon, which The Mother Church of Coryan claims is an aspect of Nier. The Black Talon refuse to believe this and adhere to their own faith. After the schism that created the Milandic Orthodox Church, the Fire Dragon was included as one of the Gods venerated by the Milandisians, though the humans and ss'ressen continue to worship their respective gods without any crossover. Ss'ressen females are the priestesses of the clutch and zealously enforce worship of the Fire Dragon. They will even hunt down any ss'ressen that worships another deity or follows another path. The only exception are the ss'ressen shaman, males all, who worship Jeggal Sag.

Black Talon Traits

Your ss'ressen Hero has a variety of traits, gained from their ssethric heritage.

Ability Score Increase: If you are male, your Strength score increases by 2 and your Dexterity score increases by 1. If female, your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age: Ss'ressen mature much faster than humans. Though ss'ressen reach maturity at age 8, their duties and obligations to the clutch extend for 16 years. Ss'ressen heroes start their careers at age 24, and do not retire from the adventuring life until well into their 60's, though few live to reach such an age.

Size: Females stand between 5 feet 5 inches and 5 feet 9 inches in height and weigh between 150 to 180 lbs. On average, the males stand between 5 feet 10 inches and 6 feet 2 inches and weigh between 250 and 300 lbs. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Your race has a wider range of vision than humans. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Cold Susceptibility: When exposed to temperatures below 40 degrees Fahrenheit for more than 1 minute, you suffer disadvantage on all Strength, Dexterity, and Constitution ability checks and saving throws until you spend 1 minute in warmer temperatures.

Controlled Breeding: The matriarchs in charge of the hatcheries closely monitor and control the development of the eggs, both before, during and after hatching. Heat plays a crucial role in determining the sex of a ss'ressen hatchling, so by adjusting the position of eggs, matriarchs can control the ratio of females to males in their society.

Heat affects the developing ss'ressen in other ways, and female hatchlings tend to mature into ss'ressen that are more intelligent and insightful. Female ss'ressen are the only ss'ressen who have ever been born with the gift for arcane magic.

More as a factor of their matriarchal society rather than any biological factor, only female ss'ressen are taught the rituals and doctrines of the Fire Dragon. No male ss'ressen can become a cleric.

Male ss'ressen may become shamans, but must honor Jeggal Sag.

Natural Weapon: Ss'ressen possess sharp claws which they can use as natural weapons. Your claws deal 1d4 slashing damage and are considered both finesse and light weapons. Upon reaching 6th level your claws deal 1d6 damage.

Natural Armor: When you aren't wearing armor, your AC equals 12 + your Dexterity modifier. You can wield a shield and still gain this benefit.

Saurian Tail: Whenever you make an Acrobatics or Athletics check related to balancing, jumping, or swimming, you are considered proficient in the applicable skill. If you are already proficient in Acrobatics or Athletics your proficiency bonus is doubled when making such checks, due to the balance and support provided by your tail.

Ss'ressen Frenzy: Any time you come within 30 feet of another ss'ressen from a different and unrelated egg clutch you must make a successful DC 10 Wisdom saving throw or fly into an uncontrollable Frenzy.

While in a frenzy you will do everything in your power to destroy the members of the egg clutch that triggered your frenzy. You gain advantage on melee weapon attack rolls using Strength, while suffering disadvantage on any attack roll or ability check that is not directed at the ss'ressen who triggered your frenzy. For the duration of your frenzy all attack rolls against you have advantage. At the end of each of your turns, you can attempt a new Wisdom saving throw. If you succeed, your frenzy ends. Your frenzy also ends when there are no living ss'ressen of an unrelated egg clutch within 30 feet or a ssanu comes with 30 feet, as they can consciously suppress the pheromones causing the frenzy.

If you succeed on the Wisdom saving throw, you can control yourself, for now. For the next hour, you can resist the maddening scent of the egg clutch whose members triggered your frenzy. If you come across ss'ressen of a different egg clutch, you must make a new Wisdom saving throw, or fly into a frenzy once more.

Languages and Literacy: You speak Milandisian and Ss'ressen. You also speak a number of additional languages equal to your Intelligence modifier. You are not literate, though literacy as well as additional languages can be acquired though your chosen background.

Undir

It is unknown whether the people who would become the undir were humans that settled in the Western Lands during the time of the First Imperium or whether they were descended from nomadic tribes that roamed the area for millennia. The undir themselves are unaware of their true origins as they lacked any sort of written record until after their contact with the kio. Theirs was, and still largely remains, an oral tradition, recounting tales of their history through song or poem.

The oldest of these is the song of Nodala and Heckt that tells of a simple hunter who roamed farther and farther afield until arriving on the banks of Unnalassai (modern Lake Unasai) one evening. There he saw upon its shore, glistening in the moonlight, the most beauteous of women combing her long hair. He was instantly entranced and, using all the stealth he possessed, began to creep closer to get a closer look at her beauty.

Unfortunately for young Heckt, the rocks were slippery and his bare foot slid out from under him, landing him in the chilly waters. Instantly, the large crocodiles on the bank slid into placid waters intent on a midnight snack. Sweet

Nodala looked upon the frightened face of the handsome, young hunter and, due either to love or pity, interceded and commanded the hungry crocs away from him. Swimming out to the near panicked boy, Nodala took him into her arms and led him to shore. There, on a mat of reeds the hunter Heckt professed his love for the undine Nodala and from them sprang the people of the water – the undir.

Personality

Most undir are a simple and open people leading uncomplicated lives. The water provides food in abundance, the land provides shelter and, in more recent times, the kio provide protection from outsiders. Rare is the undir that covets possessions or has a heart filled with hate. However, the last few generations of undir have turned their backs on the simple life of their ancestors and covet the wealth and power of others, such as the Coryani. While not all the younger undir have turned their backs on their heritage, many have, becoming pirates, traders, and merchants, with some rising to become Speculator Princes, ruling one of the Shadow Towns.

Physical Appearance

The undir have a ruddy complexion gained from spending so much of their time outdoors. They tend to have dark hair and eyes and look just like normal humans, but for one trait – they have webbed fingers and toes, a gift from their undine ancestors.

Relations

To more civilized people, the undir are naïve at best, serving as de facto slaves to the whims of their unearthly masters, the kio. This keeps them in high demand from Coryani looking for docile house and pleasure slaves. While there are free undir living in the Empire, most notably in Plexus, most tend to remain citizens of the League of Princes.

Lands

The undir live primarily in the League of Princes. Ironically, the traditionally minded undir have no concept of land as property and instead believe that it is they who belong to it, and not the other way around.

Religion

The younger generation of undir who have been seduced by the ways of the Coryani worship the Pantheon of Man as taught by the Mother Church. Those undir that follow the old ways venerate a group of spirits known as the *ulumai*. The uneducated equate this to the elemental worship of the elorii, but this is incorrect. Elorii venerate specific Elemental Lords while the undir pay homage to a specific group that have ties to the elements.

Undir Traits

Your undir Hero has the following traits, gained from their elemental heritage and simple upbringing.

Ability Score Increase: Your Dexterity score is increased by 2, and your Constitution score increases by 1.

Age: Undir share the same life span as humans. They reach adulthood in their late teens and live less than a century.

Size: Undir tend to be a little shorter then their human cousins, standing from barely 5 feet to 5 feet 8 inches. Your size is Medium.

Speed: Your base walking speed is 30 feet

Aquatic Ancestry: The legends of the undir all agree that they came from the union of humans and the undine.

You have a swim speed equal to your base speed. In addition, you can hold your breath for a number of minutes equal to 5 + your Constitution modifier. After you run out of breath you start suffocating as normal.

Arcanum Focus: You are considered to be holding a spellcasting focus when casting primal spells.

Versatility: You gain proficiency in two skills of your choice.

Undir following the Coryani Way : There is great tension among the undir people, between those who hew to the old ways of the ulumai in the rural areas of the League of Princes, and those who have embraced the customs and beliefs of the Coryani invaders, primarily in urban centers. This so-called new generation, though many undir have been seduced by the Coryani for many years, are said to worship the *gold imperial* coin and all the comforts and privileges that it brings. A few undir are so taken with this culture, that they convert to the religion taught by the Mother Church of Coryan, with some taking on the mantle of cleric and even the defenders of the faith, holy champions.

Those openly worshiping the deities of the Pantheon of Man, or take levels in any divine spell casting class or archetype, (such as cleric or holy champion), will find those following the old ways will treat them with disrespect and outright contempt, suffering disadvantage on all Charisma based skill checks.

Language and Literacy: You speak Low Coryani and Unden. You also speak a number of additional languages equal to your Intelligence modifier. Your first additional language chosen must be Kion. You are not literate, though literacy as well as additional languages can be acquired though your chosen background.

Val

Sometime after the God's War, the Pantheon of Man, in their wisdom, sent their Valinor to infuse their essence with some of their most faithful human families, founding a race of beings touched by divine essence, the val. With powers from the Gods that perpetuate throughout the generations, the val are tasked with the leadership and protection of humanity.

Personality

At their base, val are as adaptable and diverse as humans, though their bloodline is a heavy influence. However, their unique place in society means most val tend to be aristocratic in bearing, often expecting positions of leadership or respect due to their heritage more than their merit. This is not to say val are incompetent; on the contrary, a lifetime of training to fulfill their destiny makes most val quite capable leaders, though vanity remains an issue.

Among Heroes, however, there is a growing number of val who reject the noble aspirations of their cousins, calling for a return to their original purpose – that of nurturing and protecting humanity rather than ruling it. While these val are just as likely to seek positions of leadership, it is out of a sincere desire to serve humanity rather than the belief that they deserve such titles.

Physical Description

Val look very much like normal humans, but they do not share the boundless variety of traits. Members of a given val bloodline look much alike – so much so that distantly related val (so distant that humans wouldn't consider themselves related) look like family. Adult male val range from 5 to just over 6 feet in height. They usually weigh between 170 and 230 pounds. As with most races, females will usually be shorter and weigh less. Val hair color and other minor characteristics vary depending upon which bloodline they are from (see below for details on val family traits). The only sure way to tell a val from a human is the color of their eyes, which are steely, piercing shade of grey. When a Val becomes psionically awakened, the color of their eyes change from their normal steel grey to a color that closely resembles silver. A val typically reaches maturity by age 16, and they have been known to live up to 100 years.

Purity of the Bloodlines: While val did breed true during the first few hundred years after the Gods' War and the initial creation of the val, since then their numbers have dwindled. While there is a very good chance that a val who mates with another val will have a val child, this is not guaranteed. For those unhappy couples who have a normal human baby, the child is given up and fostered by one of their vassal families. When a val wishes to marry outside their own clan, they usually look to the humans within their vassal families because there is a greater chance of such a union creating a val child.

Lastly, if two val from different families marry and have a val child, the child would have the traits of one or another of their parent's families. Whichever val heritage manifests, the child is given over to that side of the family, their surname is taken and they are trained in developing their bloodline powers as a member of that family. This is the reason why marrying outside one's val family has a stigma – it dilutes the gene pool with one less val child of that lineage being born.

For example, if a val'Assanté and a val'Sheem have a val child, that child could be a member of either bloodline. If that child is discovered to have the val'Sheem heritage, it will be given over to the val'Sheem family for raising and training. The child will be known as val'Sheem.

Relations

Most val enjoy a certain air of nobility among the common populace and mix well with most of the other races of Arcanis. While they have no more love of dark-kin and gnomes than the rest of humanity, those who feel the need to return to their original purpose will normally go out of their way to uplift such beleaguered spirits. Elorii in general do not care for val, as they are the direct descendants of the despised human Gods. This disdain, however, is not widely returned – at least not publicly.

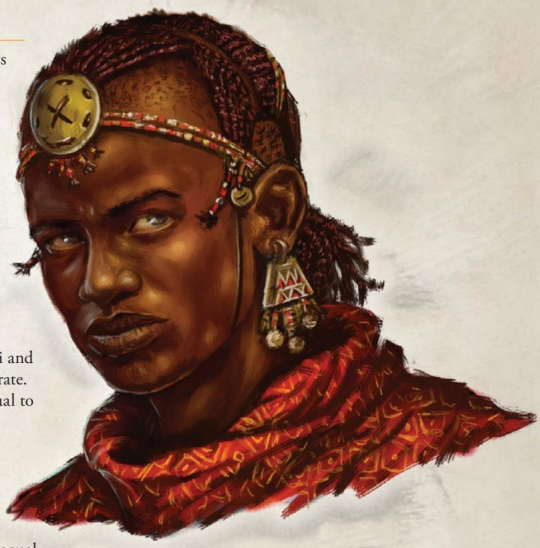
Religion

Val hold most prominent religious leadership positions. Their very nature marks them as chosen by the Gods, so this isn't too surprising. The divine power flowing in their veins means that few val ever abandon worship of the Pantheon of Man as they, above any other race, save perhaps the Ardakene elorii, are spiritually connected to their patron deities. Though val of all families can be found in each temple as they venerate all the Gods of the Pantheon, they hold the god whose Valinor founded their line in special regard. Due to this, most val'Assanté priests are found in the Church of Illiir, most val'Tensen priests in the Church of Hurrian, and so forth.

Lands

Val dwell wherever there are humans, most often as part of the ruling class. However, certain regions, such as Altheria, the Hinterlands, and the Pirate Isles, do not have an abundance of val within their leadership. Although certain families are known to inhabit traditional regions, the val have dispersed across the Known Lands over the centuries.

Val Traits



Your Valinoric heritage manifests in a variety of traits you share with other val. You also have specific traits that come from your family's bloodline.

Age: Val mature as normal humans and share their lifespan; oddly, though their bodies show their age, val remain energetic and retain a large measure of their physical prowess in their later years.

Ability Score Increase: Your Charisma score increases by 1.

Size: Val possess the same range of height as common humans, ranging between 5 feet to well over 6 feet tall. Your size is Medium.

Speed: You base walking speed is 30 feet.

Languages and Literacy: You know Low Coryani and your national language (see pg. 169) and you are literate. You also know a number of additional languages equal to your Intelligence modifier.

Psionic Potential: Val are one of the few races known to have the capability to learn psionics.

Val Bloodline: You gain an additional ability score, your Blood Rank, which represents the Valinoric blessings inherited by your family. Your Blood Rank modifier is always equal to your Blood Rank. At 1st level your Blood Rank is 1 and increases to 2 at 3rd level. Whenever you increase your Blood Rank, you can select a bloodline power which must be of a rank equal to or lesser than your new Blood Rank.

When you receive an Ability Score Improvement feature from your class at 4th level, and again at 8th, 12th, 16th, and 19th level, you may increase your Blood Rank by 1 instead of increasing your ability scores. Your Blood Rank maximum is 5.

For example, when you reach 4th level in the cleric class you can either choose the Ability Score Improvement feature or a feat. Instead of either option, you could choose to increase your Blood Rank.

If a bloodline power grants the use of a spell, your Blood Rank acts as your spellcasting ability.

Spell save DC = 8 + your proficiency bonus + your Blood Rank
Spell attack modifier = your proficiency bonus + your Blood Rank

Val bloodline powers are activated with pure thought and willpower and may be used as long as you are not incapacitated.

Spells you cast with your bloodline powers are cast at their minimum spell level or at a spell level equal to your Blood Rank, whichever is higher. You do not need to provide components for spells you cast with your bloodline powers nor can you use your spell slots to cast spells from your bloodline powers.

Val Presence: You have a bonus to all Charisma checks equal to half your Blood Rank (minimum of 1) when dealing with humans, val, dark-kin, gnomes, and other beings with human heritage.

Val Families: Choose one of the val families listed below as your subrace. Your family defines your bloodline and other additional features.

val'Abebi

Children of Althares, the God of Knowledge, the val'Abebi family are renowned for their analytical minds and vast knowledge. As such, the val'Abebi are regarded as the finest scholars in the Known Lands today. Their domain is centered around the Republic of Altheria.

Ability Score Increase: Your Intelligence score increases by 1.

Ancestral Education: You gain proficiency in one of the following skills: Arcana, History, Investigation, Nature, or Religion.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you can select a bloodline power. The bloodline power you select must be of a rank equal to or lesser than your new Blood Rank.

Enhanced Memory (Rank 1): The blessed of Althares possesses the ability to commit knowledge to memory and recall it with perfect clarity.

- Your Intelligence score increases by 1 to a maximum of 20.
- Add half your Blood Rank +1 to all Intelligence based

skill checks made to recall information.

- You gain the ability to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information with perfect recollection. With one minute of study, you can memorize a single page of text (up to 800 words), numbers, diagrams, or sigils. This does not allow you to memorize magical writing or similarly exotic material, but you can memorize diagrams or symbols even if you don't recognize their meaning. You may retain a number of pages equal to your Intelligence score multiplied by your Blood Rank. You always retain this information, and can reproduce it exactly. You can choose to forget a page's worth of information and replace it with another page of information any time you use this ability.

The Tongues of Man Are of All Men (Rank 1): All knowledge is the province of Althares, and His children shall not be hindered from learning by any language barrier.

- You may cast *comprehend languages* at will.
- You learn two additional languages of your choice. Whenever you increase your Blood Rank, you learn an additional language.

The Lessons of Master Craftsmen (Rank 2): The teachings of the great artificers live on in the blood of Althares' children.

- Your Dexterity or Wisdom score increases by 1 to a maximum of 20.
- You gain two tool proficiencies. Whenever you increase your Blood Rank, you gain an additional tool proficiency.
- You add half your Blood Rank +1 to any ability checks you make with your tool proficiencies.

The Face of Althares (Rank 2): To most, the motives of Althares' children are inscrutable.

- Your Charisma or Intelligence score increases by 1 to a maximum of 20.
- You have advantage on all Charisma (Deception) skill checks.
- You also gain advantage on all saving throws against spells and spell-like effects that read your thoughts (such as *detect thoughts*).

Infallible Logic (Rank 3): Your logic is infallible, allowing you to accurately predict your opponent's moves in games of strategy, and even in the heat of battle.

- You may replace your Dexterity with your Intelligence when making attacks with melee weapons with the finesse quality, unarmed strikes, or ranged attacks with flintlocks.
- As a bonus action, you may study a creature within 30 feet that you can see. You must make an Intelligence check with a DC equal to 10 + the creature's CR. If you succeed, you gain advantage on your next attack roll against that creature. If you fail, you do not gain any benefit from this feature. Once you successfully use this feature, you can't use it again until you finish a short or long rest.
- When you are missed with a melee attack, as a reaction, make an opportunity attack against your attacker. Once you use this feature, you can't use it again until you finish a short or long rest.

Perfect Recollection (Rank 4): The blessed of Althares possess an uncanny ability to recall recent events.

- Your Wisdom or Intelligence score increases by 1 to a maximum of 20
- You gain advantage on all Intelligence (Investigation) checks.
- You gain the ability to recall and review one scene you witnessed within the past week. You may look back upon an event, a location, or any other memory to pick out details you may have previously missed. You may make Intelligence and Wisdom ability checks to obtain information as if you were reliving the moment, regardless of whether you attempted the check the first time. You may add your Blood Rank to these checks. If you are unsuccessful, nothing new may be learned from your memories. However, you may attempt to view the same scene again with this power, if the scene is still within the past week. Once you use this power, you can't use it again until you finish a short or long rest.

All Knowledge is His (Rank 5): All knowledge is His purview.

- Your Wisdom or Intelligence score increases by 1 to a maximum of 20.
- You learn how to cast *Althares' Second Blessings** as a ritual.
- You can cast *legend lore* once and regain the ability to do so after completing a long rest.

val'Assanté

As the children of Illiir, the Ruler of the Gods, the val'Assanté family is traditionally viewed as the preeminent of all the vals. They are famous for their oratory and leadership skills as well as their overwhelming force of personality. Their domain is centered around the province of Illonia in the Coryani Empire.

Ability Score Increase: Your Wisdom score increases by 1.

Ancestral Education: You gain proficiency in one of the following skills: Insight or Persuasion.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you can select a bloodline power. The bloodline power you select must be of a rank equal to or lesser than your new Blood Rank.

Illiir Lights My Way (Rank 1): Illiir is always with his children, always.

- You gain resistance to necrotic damage.
- You learn the *dancing lights* cantrip. You do not need to maintain concentration on the spell.
- As a bonus action, you may create a ball of light that hovers at head-level. You may mentally maneuver the light to any point within 20 feet of you. If you ever move farther than 20 feet away from it, the orb snaps back to hover near you. This orb sheds light equivalent to the *light* cantrip and lasts a number of hours equal to double your Blood Rank.

The Blinding Light of Truth (Rank 1): val'Assanté seem to develop an uncanny ability to read the intentions of others, and while many use these gifts for self-enrichment, others use it to ferret out the deceitful.

- Your Wisdom score increases by 1 to a maximum of 20.
- You add your Blood Rank to all Wisdom (Insight) checks.

The Searing Light of Illiir's Glory (Rank 2): As the sun's gift is light and warmth, so too is its curse. The children of Illiir know this well.

- You learn the *sacred flame* cantrip.
- You can cast *scorching radiance** once and regain the ability to do so after completing a long rest.

He is with Me; I Shall Not Fail (Rank 2): Illiir is the King of the Gods and His power is absolute. His children embody a small portion of this potential.

- Your Charisma score increases by 1 to a maximum of 20
- You can cast *heroism* once and regain the ability to do so after completing a long rest.

Light of Illiir's Glory (Rank 3): The radiant glory of the heavens is yours to command.

- Your Wisdom or Charisma score increases by 1 to a maximum of 20.
- You can cast *daylight* once and regain the ability to do so after completing a long rest. When you use this bloodline power to cast *daylight*, you create real sunlight that can hurt creatures adversely affected by the light of the sun.
  - While you are conscious, any time you stand within an area of dim light your presence increases the light in the area to bright light, out to a maximum of 30 feet. Consequently, your aura of bright light creates an equal area of dim light beyond your area of bright light. So, if you stood in the light from a torch it would shed bright light in a 10-foot radius and dim light in a 10-foot radius after that. You can activate or supress this feature at will.

Morning Banishes the Shadows (Rank 4): With a wave of your hand you banish darkness and false visions.

- Your Wisdom or Charisma score increases by 1 to a maximum of 20.
- You can cast *dispel magic* once and regain the ability to do so after completing a short or long rest.

The Voice of the King of the Gods (Rank 5): Illiir's children share His bearing of command.

- Your Charisma or Wisdom score increases by 1 to a maximum of 20.
- You can cast *command* once and regain the ability to do so after completing a long rest. When you use this power to cast *command*, you affect a number of targets equal to double you Blood Rank.

val'Borda

Scions of Cadic, the Lord of Shadows, the val'Borda family is usually viewed with trepidation and suspicion. Though never linked directly to various criminal or otherwise disreputable activities, they always seem to be peripherally associated. Their domain is centered around the Coryani province of Annonica.

Ability Score Increase: Your Dexterity score increases by 1.

Ancestral Education: You gain proficiency in one of the following skills: Stealth or Performance.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you can select a bloodline power. The bloodline power you select must be of a rank equal to or lesser than your new Blood Rank.

To Know the Gloom of Night (Rank 1): The darkness is a welcome sight to the children of Cadic.

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Unlike normal darkvision you may still discern color at close range (within 30 feet) and you see perfectly in magical darkness, such as that created by a *darkness* spell.

Between the Shadows (Rank 1): Cadic's children may move from shadow to shadow with unnatural ease.

- Your Charisma score increases by 1 to a maximum of 20.
- You can cast *shadow step** once and regain the ability to do so after completing a short or long rest.

Summon Night's Shadow (Rank 2): Cadic's children roam freely throughout the darkness and many have discovered how to harness the shadows even in the daylight.

- Your Dexterity score increases by 1 to a maximum of 20.
- You can cast *darkness* once and regain the ability to do so after completing a long rest.

Cadic Guides my Hand (Rank 2): The children of Cadic possess an uncanny ability to find their opponents' weakness. As a bonus action, you can gain advantage on the next attack roll you make with a weapon with the finesse property, an unarmed strike, or a ranged weapon. You can use this power a number of times equal to your Blood Rank, regaining all spent uses after completing a long rest.

His Eyes and Ears Are Everywhere (Rank 3): It is said that nothing escapes the eyes and ears of the Lord of Shadows.

- Your Dexterity score increases by 1 to a maximum of 20.
- You may cast *clairvoyance* once and regain the ability to do so after completing a long rest. When you use this power, you must place your sensor within a shadow or area of darkness no smaller than a chalice.

In Darkness There is Death (Rank 4) : The children of Cadic have an instinctual habit of carefully studying their surroundings that, when combined with the intent to kill, can have devastating results.

When you hit a creature with an attack benefiting from the Cadic Guides my Hand bloodline power, you may force your target to make a Constitution saving throw. On a failed save, your hit becomes a critical strike. You may only use this bloodline power on humanoids of Large size or smaller. Once you use this bloodline power, you cannot use it again until you complete a short or long rest.

Walking the Web of Shadows (Rank 5): Cadic's children can intuitively sense the presence of natural darkness and become one with the shadows around them, slipping from one location to the next as if the shadows themselves were a doorway.

- Your Charisma or Dexterity score increases by 1 to a maximum of 20.
- While in shadowy illumination you may become *invisible* as a bonus action or cast *Shadow Step** doubling the range that you can teleport. You can use this bloodline power a total number of times equal to your Blood Rank, regaining all expended uses when you complete a long rest.

val'Dellenov

The children of Saluwé, the Green Mother, the val'Dellenov are unique among the major val families because they are strictly matriarchal. They concern themselves largely with nature and moderating the effect of civilization on the natural world. Their domain is centered around the Coryani province of Balantica, the bread basket of the empire.

Ability Score Increase: Your Wisdom score increases by 1.

Ancestral Education: You gain proficiency in one of the following skills: Survival or Nature.

Arcanum Focus: You are considered to be holding a spellcasting focus when casting spells that affect plants or animals.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you can select a bloodline power. The bloodline power you select must be of a rank equal to or lesser than your new Blood Rank.

Hands of Our Mother (Rank 1): Saluwé's hunters stalk their prey as their animal brethren would, forgoing weaponry in favor of claws.

- As a bonus action, you can extend your nails into wickedly sharp claws. You can also retract your claws as a bonus action.
- You gain the following benefits when your claws are extended:
- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- You can roll a d4 in place of the normal damage for your unarmed strikes. This damage increases to a d6 at 5th level, a d8 at 11th level, and a d10 at 17th level.
- Your unarmed strikes deal slashing damage. At 6th level, your unarmed strikes are considered magical for the purposes of bypassing damage resistance.
- When you use the Attack action with your unarmed strikes on your turn, you can make one unarmed strike as a bonus action.

Nature's Blessings (Rank 1): Be it through a plentiful harvest, a fine and successful hunt, or the maintenance of a simple flower garden, the val'Dellenov appreciate and enjoy their connection with the land.

- You add half your Blood Rank +1 to all Wisdom (Survival) checks
- You can cast *goodberry* once and regain the ability to do so after completing a long rest.

You can cast *entangle* once and regain the ability to do so after completing a long rest.

Nature's Voice (Rank 2): All natural animals are the children of Saluwé, and this bond allows the val to communicate freely with them.

- Your Dexterity or Charisma score increases by 1, to a maximum of 20.
- You can cast *speak with animals* at will.

We Are One with Her Domain (Rank 2) : Nothing betrays hunted creatures more than their own footsteps, and the children of Saluwé were not meant to suffer such a fate.

- Your Dexterity or Wisdom score increases by 1, to a maximum of 20.
- When traveling through natural surroundings you are notoriously hard to track, granting disadvantage to anyone attempting to track you though mundane means.
- Moving though nonmagical difficult terrain costs you no extra movement. You may pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.
- You have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Nature of the Predator (Rank 3): Saluwé blesses her faithful with the ability to complete their connection to the environment by taking on the shape of natural animals.

When you select this power, choose either a great boar (see **Appendix 1: Bestiary**), a brown bear, a lion, or a tiger. Your sub-type changes to shapechanger. As a bonus action, you can transform into your chosen beast. Once you use this bloodline power, you cannot use it again until you complete a short or a long rest.

You can stay in beast shape for a number of hours equal to half your level (rounded down), after which you revert to your normal form. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

For details of your transformation see the **Shape Changing** side bar on page 163.

The Form of the Wolf

Of all the animals under the domain of Saluwé, the wolf is the only form forbidden for the val'Dellenov to assume. The reason for this, it is told, began during the Mythic Age, when drought and famine ravaged the land. Crops had failed and the people, due to their short-sightedness, had quickly devoured their meager stores of food. Starving, the people fell to their knees and prayed to Saluwé for succor.

She heard their prayers and bid the animals to sacrifice themselves for the sake of Her people. Dozens of cows, fowls and other creatures meekly came to where the humans lived and bared their throats so that their flesh would fill their hungry bellies. All that is, except the wolf. The wolves refused the bidding of Saluwé, attacking and feeding upon the people to satisfy their own hunger. The Goddess of Beasts declared the wolves to be unclean and banished them to the darker corners of Her realm.

Since that time, those who have taken on the form of the wolf slowly grow mad. The savagery of the beast grows uncontrollably in their hearts, and an insatiable desire for human flesh eventually drives them to commit the most grievous of sins, cannibalism. Those that clothe themselves in the skin of the wolf eventually find that they cannot or will not return to their original form, losing themselves completely to the spirit of the beast.

The Primal Self (Rank 4): The children of Saluwé can tap into the primal nature within themselves, with terrifying results.

Requirement: Nature of the Predator bloodline power

You can now use your Nature of the Predator bloodline power twice before completing a short or long rest. In addition, when you use your Nature of the Predator bloodline power, you can switch between forms for the duration of the power. The time you can spend transformed is a number of hours equal to half your level (rounded down). During that duration, as a bonus action, you can shift between your normal form, your beast form, and your hybrid form, which is described below.

However, in all your forms your hit point maximum and current hit points is that of your normal form. Any damage taken or healing received carries over from one form to another. You automatically revert to your normal form at the end of the power's duration, or if you fall unconscious, drop to 0 hit points, or die. You still follow the rules for changing your shape as outlined in the **Shape Changing** side bar on page 163.

For the duration, your unarmed strikes or natural attacks in any of your forms count as magical for the purposes of overcoming resistances or immunities to non-magical attacks.

Hybrid Form: Your hybrid form is a roughly humanoid mix of your normal and beast forms. While in your hybrid form, you have all your normal traits and features of your class or race as well as the abilities of your chosen beast, including its natural attacks (such as a claw or bite). You can use any of the special senses that your normal or beast form has.

While in your hybrid or beast form, your Strength, Dexterity and Constitution scores are replaced with those of your chosen beast unless those of your normal form are greater.

The Fist of the Earth (Rank 5): As the children of the Green Mother, the val'Dellenov have a unique connection to all things associated with soil and stone.

- Your Constitution or Wisdom score increases by 1 to a maximum of 20.
- You can cast *conjure elemental* once and regain the ability to do so after completing a long rest. You can only call forth earth elementals when you cast *conjure elementals* with this power.

val'Emman

A minor family today, the val'Emman are one of a pair of val families descended from the Valinor of Nier. During the time of the Imperium of Man, they conquered and enslaved the val'Virdan to demonstrate their supremacy. Eventually, the val'Virdan overthrew them and began a merciless genocide of the val'Emman line. Those that survived did so by hiding amongst the val'Virdan, relying upon their similar appearance and bloodline powers to disguise themselves. It has only been in the past century that members of this line have begun to openly proclaim their heritage. They still suffer from great prejudice, and there are those among the val'Virdan that will kill them given the opportunity.

Val'Emman are very passionate, and much of the rash reputation of the val'Virdan is due to the actions of val'Emman. Their ancient ancestral home lies somewhere within the forbidden territory known as Dar Zhan Vor, but can be found anywhere within the Known Lands.

Ability Score Increase: Your Dexterity score increases by 1.

Ancestral Education: You gain proficiency in one of the following skills: Acrobatics or Intimidation.

Arcanum Focus: You are considered to be holding a spellcasting focus when casting spells that manipulate fire or deal fire damage.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you can select a bloodline power. The bloodline power you select must be of a rank equal to or lesser than your new Blood Rank.

The Sight of Our Lord (Rank 1): Wherever there is life, there is heat.

- Your Constitution score increases by 1 to a maximum of 20.

- You can see the heat patterns of all living creatures out to a range of 60 feet. Undead and creatures such as earth elementals without heat patterns and are thus not visible. You may see heat patterns through magical and non-magical darkness and other vision impairing effects (such as heavy fog). This ability does not allow you to see through illusions.

The Dancing Flame (Rank 1): Raw strength and unyielding conviction are not the only weapons of Nier. The val'Emman enter battle with an inner fire that is as swift and deadly as a brush fire sweeping the dry plains.

- Your Dexterity or Strength score increases by 1 to a maximum of 20.
- When you take the Dash action you can make a melee attack at any point during your movement as a bonus action. If you hit with this attack you deal additional fire damage equal to your Blood Rank. You may use this bloodline power a number of times equal to your Blood Rank, recovering all uses after completing a long rest.

Withstand the Crucible of Flame (Rank 2): There is no crucible that brings more anguish than the cleansing flames of Nier, and any who cannot withstand His trial by fire are judged unworthy of Paradise.

- Your Charisma or Constitution score increases by 1 to a maximum of 20.
- You gain resistance to fire damage.

The Sword of Heaven (Rank 2): The Lord of Flaming Destruction blesses His children with the spark that ignites the purest of flames.

As a bonus action, you can sheathe one of your weapons in flames for 1 minute. While covered in flames, your weapon is considered a magical weapon and deals an additional 1d6 fire damage. Once used, you cannot use this bloodline power again until you complete a short or long rest.

The Flickering Flame (Rank 3): Even as the fires of Nier consume all that stand in their way, each tendril of flame dances with a nimble grace that is almost impossible to follow with the naked eye.

- Your Charisma or Dexterity score increases by 1 to a maximum of 20.
- You can cast *blink* once and regain the ability to do so after completing a long rest.

The Fires of Heaven (Rank 4): Nier is the Ruler of the Fields of Ash. In His glory shall His children reduce all before them to dust with a blazing inferno from the heavens.

- Your Charisma or Strength score increases by 1 to a maximum of 20.
- You can cast *inferno** once and regain the ability to do so after completing a long rest.
- You are immune to damage from non-magical fire.

The Blazing Storm (Rank 5): As the children of the Master of Burning Ruin, the val'Emman possess a powerful connection to all things associated with flames.

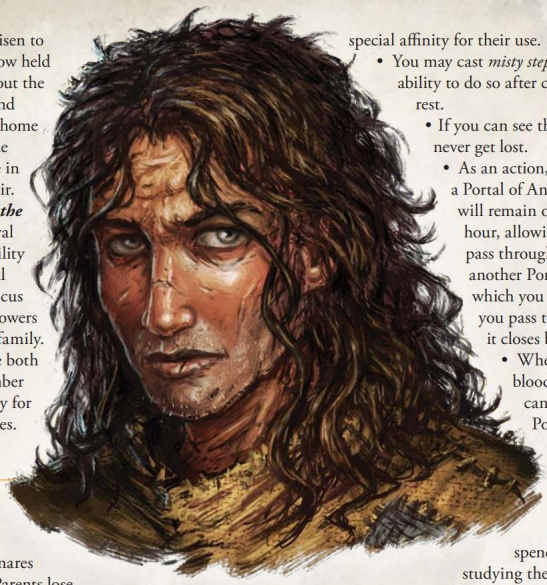
- Your Constitution or Strength score increases by 1 to a maximum of 20.
- You can cast *conjure elemental* once and regain the ability to do so after completing a long rest. You can only call forth fire elementals when you cast *conjure elementals* with this power.

val'Holryn

The bastard children of the Gods, no one knows for sure what Valinor engendered the val'Holryn bloodline. However due to their nobility and fierce loyalty, this

once minor family has risen to prominence. They are now held in high esteem throughout the Kingdom of Milandir and beyond. Their ancestral home is the city of Tralia in the duchy of the same name in the Kingdom of Milandir.

Bastard Children of the Gods: Choose another val family. You gain the Ability Score Increase, Ancestral Education, Arcanum Focus (if any) and Bloodline Powers features of your chosen family. You are considered to be both a val'Holryn and a member of your chosen val family for game mechanics purposes.



val'Inares

As the children of Anshar, the Suffering Goddess, pain and woe tends to follow the val'Inares throughout their lives. Parents lose infants to crib death, fortunes are gained and lost with regularity, bright sons and daughters disappear without a trace or some of the elderly contract a horrible, disfiguring disease. Yet, through it all, the val'Inares family perseveres and amazingly, grows stronger. They do not have a set domain, emulating their patron as the Far Traveler.

Ability Score Increase: Your Constitution score increases by 1.

Ancestral Education: You gain proficiency in one of the following skills: Athletics or Survival.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you can select a bloodline power. The bloodline power you select must be of a rank equal to or lesser than your new Blood Rank.

She Takes Our Burden (Rank 1): The favored of the Suffering Goddess gain a small measure of Her boundless endurance.

- Your Constitution score increases by 1, to a maximum of 20.
- Add half your Blood Rank +1 all Wisdom (Survival) checks.
- While you still feel the adverse effects of harsh climates, you are no longer burdened by them and can withstand temperatures from zero to 110 degrees Fahrenheit with no ill effects. You are immune to exhaustion from temperature based environmental conditions and hazards.

The Path of Stars (Rank 1): The Portals of Anshar predate even the elder races of Arcanis and Her children hold a special affinity for their use.

- You may cast *misty step,* regaining the ability to do so after completing a short rest.
- If you can see the stars, you can never get lost.
- As an action, you may activate a Portal of Anshar. The portal will remain open for up to 1 hour, allowing creatures to pass through it and arrive at another Portal of Anshar to which you are attuned. Once you pass through the portal it closes behind you.
- When you gain this bloodline power you can attune to one Portal of Anshar, most often one in your home nation. You can attune to other portals by spending 10 minutes studying the portal while running your hands across its stones.

A list of portals you have become attuned to should be maintained.

Known Portals of Anshar

The following locations of known Portals of Anshar are appropriate as the first portal attuned to beginning Ansharan heroes:

Altheria: Semar
Almeric: Nevanne
Coryani Empire: Enpebyn, Grand Coryan, Panari, Savona
The Hinterlands: Censure
The Kingdom of Milandir: Luchek, Naeraanth, Tralia, Yarrvek

Anshar Guides My Steps (Rank 2): Anshar is the Far Traveler and Her children's feet move with Her uncanny sense of direction.

- Your Wisdom score increases by 1, to a maximum of 20.
- You are immune to the *maze* spell and always know which direction is true north.
- You can always find your way back to a place you have been. After concentrating for 1 minute you instantly know the shortest, most direct (but not necessarily the safest) physical route to any place you have been upon the Mortal Realm. You know the way to go until the next dawn. Once you use this ability, you may not do so again until 7 days have passed.

Endure the Pain of Others (Rank 2): As Anshar shoulders the suffering of others, so too shall Her children take these burdens upon themselves.

- Your Charisma or Wisdom score increases by 1, to a maximum of 20.
- You have a unique version of healing practiced by the faithful of Anshar. You have a pool of healing power that replenishes when you take a long rest. With that pool you can restore a total number of hit points equal to 10 x your Blood Rank. As an action, you can touch a creature and draw power from this pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. But this healing comes at a cost; you suffer half the number of hit points you restore in damage. This bloodline power has no effect on undead and constructs.

As Always, We Endure (Rank 3): The val'Inares are blessed with the incredible ability to tolerate even the worst pain and not even poison can break this steadfast endurance.

- Your Strength or Constitution score increases by 1, to a maximum of 20.
- You gain immunity to poison damage and the poisoned condition.

Anshar's Mighty Strides (Rank 4): Anshar's children shall not be restricted from traveling anywhere, even to the most remote places where Her great portals cannot reach.

- Your Dexterity or Wisdom score increases by 1, to a maximum of 20.
- You can cast *dimension door* once and regain the ability to do so after completing a long rest.

Her Gates Are Everywhere (Rank 5): The purest of Anshar's blood become internally attuned to the magic that flows through Her portals.

- Your Constitution or Wisdom score increases by 1, to a maximum of 20.
- After 1 minute of uninterrupted concentration, you may create a temporary connection to a Portal of Anshar within 20 feet of yourself. You must select an existing gate of Anshar which you have already become attuned to. This portal becomes your destination point the moment you open your temporary portal, once open, you can not change this destination by any means.

Your connection remains open for one minute, until you pass through it, or until it is dismissed.

Whenever a portal is spontaneously created in this fashion, it leaves behind a trail which lasts for 5 hours. Other val'Inares or divine spellcasters of Anshar can sense this trail, allowing them to know the portal you transported yourself to. Additionally, someone with this bloodline power can choose to follow you, even if they have never been attuned to the target portal.

Once you use this bloodline power, you cannot use it again until you complete a long rest.

val'Ishi

Children of Beltine, the Gray Lady, the val'Ishi are viewed with reverence due to their association with the afterlife, the val'Ishi are treated as holy men by the populace at large. Their domain is centered around the Coryani province of Valentia.

Ability Score Increase: Your Wisdom score increases by 1.

Ancestral Education: You gain proficiency in Medicine

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you can select a bloodline power. The bloodline power you select must be of a rank equal to or lesser than your new Blood Rank.

Return to Your Rest (Rank 1): It is a rare val'Ishi who does not seek to free the walking dead from their unholy bonds of servitude to Neroth, and an even rarer one who does not wish to destroy them completely.

Any time you attack an undead with a weapon, you deal an additional 1d6 necrotic damage and all the damage from your attack ignores the resistances and immunities of the undead.

Our Mistress Returns the Lost (Rank 1): Not all souls are ready to pass into the afterlife when the body falls.

- Your Charisma or Wisdom score increases by 1, to a maximum of 20.
- You learn the *spare the dying* cantrip. Additionally, whenever you cast *spare the dying*, the range increases to 30 feet.

The Loving Caress of Our Goddess (Rank 2): The souls of mortal men require a lifetime of experience to learn and grow towards perfection, and a soul passing on too soon is often one that could have redeemed itself with more time.

- Your Wisdom score increases by 1, to a maximum of 20.
- You can cast *prayer of healing* once and regain the ability to do so after completing a long rest.

The Hand of Ghosts (Rank 2): As the Forger of Souls stirs her cauldron, seeking to simmer out the imperfections in the souls within, so too do Her children seek to touch the very spirits of those who would do wrong on Onara.

You can make your hand and any weapon it is holding incorporeal. As a bonus action, you can gain advantage on any one attack roll with a one-handed melee weapon or an unarmed strike. You may do this a number of times equal to your Blood Rank +1, regaining all expended points after completing a long rest.

Speak with the Voice of Ancestors (Rank 3): The blessed children of Beltine have a powerful connection to the spirits of others.

- Your Charisma or Wisdom score increases by 1, to a maximum of 20.

- You can cast *speak with dead* once and regain the ability to do so after completing a short or long rest.

The Mortal Coil is Not Easily Abandoned (Rank 4): Despite the frailties of the human body, the human spirit is unmatched in its determination and heroism. It is this inner strength that the val'Ishi calls upon in times of need.

- Your Charisma or Constitution score increases by 1, to a maximum of 20.
- You can cast *mass cure wounds* once and regain the ability to do so after completing a long rest.
- Any time you cast a spell which restores hit points, you restore an additional amount of hit points equal to your Blood Rank.

The Body is but a Shell (Rank 5): As a val'Ishi grows in power, they take on the aspect of a ghost.

- Your Constitution or Wisdom score increases by 1, to a maximum of 20.
- As an action, you can take on a ghostly form for 1 minute. While in this form you gain the following features:

Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Damage Immunities: cold, necrotic, poison

Damage Resistances: acid, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks.

Incorporeal Movement: You can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object.

Once you use this bloodline power you may not use it again until you complete a long rest.

val'Mehan

Children of Sarish, the God of Magic, the val'Mehan are a glib tongued people, known for their great skill in diplomacy. They have a reputation as master manipulators throughout the lands of Arcanis. The general populace treats the val'Mehan with fearful respect, as one never knows if there is an invisible demonic bodyguard close by. Their domain is centered in Canceri, but val'Mehan are widely traveled so branches of the family are found almost everywhere.

Ability Score Increase: Your Charisma score increases by 1.

Ancestral Education: You gain proficiency in one of the following skills: Deception or Persuasion.

Fiendish Summons: Whenever you cast *find familiar,* any familiar you summon is a fiendish familiar.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you can select a bloodline power. The bloodline power you select must be of a rank equal to or lesser than your new Blood Rank.

Sarish is Known to His Chosen (Rank 1): As the Master of the Arcanum, Sarish's children have an instinctual ability to cast spells, even without proper training.

- You learn an eldritch sorcerer cantrip of your choice.
- You gain *Sarishan oath** as an additional known spell, or as a spell you can prepare. If you have no spell slots, you can only cast *Sarishan oath** as a ritual.

Grace of the Cat Lord (Rank 1): The favored animal of Sarish is the cat, and his children are gifted with feline grace and stability.

- Your Dexterity increases by 1, to a maximum of 20.
- Your base speed increases to 35 feet.
- When you fall, you always land on your feet and you ignore the first 10 feet of your fall when calculating falling damage.
- You gain advantage on Dexterity (Acrobatics) checks when attempting to keep your balance.

Blood Rites (Rank 2): As the Master of the Arcanum, Sarish's children are trained in ritual magic.

You learn how to cast a small number of spells as rituals. You learn a number of 1st-level eldritch sorcerer spells with the ritual tag equal to your Blood Rank. You can also choose spells limited to the val'Mehan bloodline to learn this way.

You can only cast your chosen spells as rituals, using your Blood Rank as your spellcasting attribute. Any time you increase your Blood Rank, you learn an additional ritual spell which must be of a spell level equal to half your character level (rounded up).

Blood Magic (Rank 2): The Blood God teaches His children how to preserve and make use of the life-giving fluid flowing through the veins of all living creatures.

- Your Dexterity or Constitution score increases by 1, to a maximum of 20.
- You can cast *cleanse the blood** once and regain the ability to do so after completing a long rest.
- You add half your Blood Rank +1 to all Intelligence (Arcana) checks.

Our Master Bids You Obey (Rank 3): The Binder of Fiends demands servitude and respect from the infernal horde. A small piece of that deference and fear is passed on to His children.

- You learn how to cast *find familiar* but only as a ritual. Any time you cast this spell (though bloodline or class ability) you may choose to summon a *Devil, Infernal Scout* (see Appendix 1: Bestiary, pg. 403 for stats) instead. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.
- You can cast *bindings of Sarish** once and regain the ability to do so after completing a long rest.

Blood Calls to Blood (Rank 4): The children of the Blood God are gifted with the ability to sense and follow the trails this life-giving essence leaves behind.

- Your Charisma or Intelligence score increases by 1, to a maximum of 20.
- If you have a single drop of a creature's blood, you can cast *locate creature* without expending a spell slot, targeting that creature. The droplet of blood need not be particularly fresh, even a bloodstain will work. When you use this bloodline power to cast *locate creature,* it is altered in the following ways:

The duration is extended to concentration, up to a number of days per your Blood Rank.

The range is extended to one mile per your Blood Rank.

Firsthand knowledge, familiarity, and/or visualization of the intended target are not required.

Mislead and *polymorph* cannot be used to fool you and *nondetection* on the intended target offers a 50% chance per day for the spell to hide the target from this ability.

Once you use this bloodline power, you cannot use it again until you complete a long rest.

Master of the Arcanum (Rank 5): Among the Gods, Sarish is the master of the Arcanum. Among men, his children are no different.

- Your Charisma or Intelligence score increases by 1 to a maximum of 20
- Choose a number of spells equal to your Blood Rank, any of which may be chosen from the eldritch sorcerer spell list or blood magic spells listed under the Sorcerer-Priest of Sarish (pg. 86) eldritch tradition. These spells must be of a spell level equal to or lesser than your Blood Rank. If you are an eldritch spell caster these spells are also added to your spells known.

You gain 1 spell slot, at a slot level equal to your Blood Rank. You can only use this spell slot to cast spells acquired though this bloodline power. You regain this spell slot after completing a long rest.

As a bonus action, you may sacrifice 10 hit points to increase the slot level of any spell you cast by 2. Once you use this ability, you cannot use it again until you complete a long rest.

val'Mordane

Children of Neroth, the Lord of Tombs, the val'Mordane are surrounded by an air of death. Some worship the aspect of Neroth associated with undead and the extension of life beyond death. However, val'Mordane adhering to the tenets of the Mother Church of Coryan and the Milandric Orthodox Church venerate Neroth's aspect as the Guardian of the Dead. Their domain is centered about the city of Ventaka in Canceri.

Ability Score Increase: Your Constitution score increases by 1.

Ancestral Education: You gain proficiency in one of the following skills: Medicine or Religion.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you can select a bloodline power. The bloodline power you select must be of a rank equal to or lesser than your new Blood Rank.

I Know Thee Brother (Rank 1): As the children of He Who Extends Life Beyond Death, the val'Mordane have an instinctual ability to sense the walking dead within their environment.

While you are conscious, you know if there is an undead within 30 feet of you, as well as where the creature is located. This power can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Death is Not an Ending (Rank 1): The body is but a shell, a vessel, and a tool. The children of Neroth do not view death as the ultimate end.

- Your Constitution or Wisdom score increases by 1, to a maximum of 20.
- You learn the *spare the dying* cantrip. Additionally, whenever you cast *spare the dying*, the range increases to 30 feet.

Neroth's Forgiveness (Rank 2): While disease and sickness is a way to cull the weak, Neroth has granted his children with the ability to bless those with his mercy.

- Your Charisma or Wisdom score increases by 1, to a maximum of 20.
- You may cast *lesser restoration* once and regaining the ability to do so once you complete a long rest.

Brother, Feed Elsewhere (Rank 2): The undead hunger for the life essence of the living, but the children of Neroth will not be fed upon.

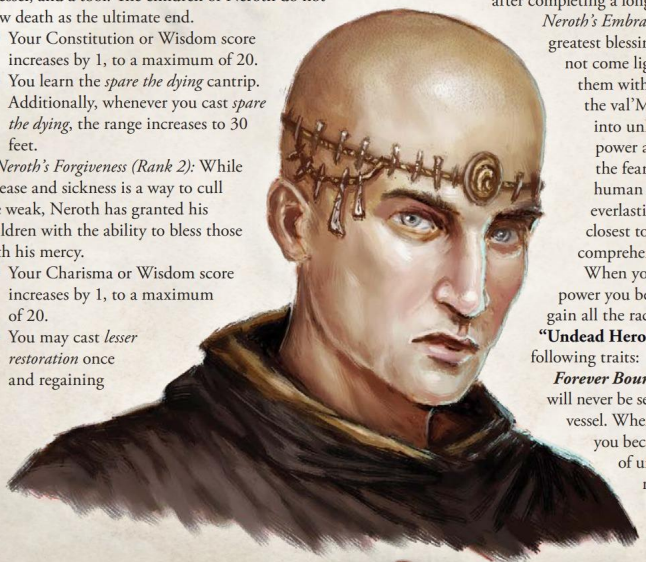
- You add your Blood Rank to all Charisma based skill checks when dealing with undead.
- While you are conscious, any undead that targets you with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the undead must choose a new target or lose the attack or spell. This power doesn't protect you from area effects, such as the explosion of a fireball. If you make an attack or casts a spell that affects an undead, this power is ignored.

Neroth's Discourse (Rank 3): The flesh and the intellect are the domain of Neroth, and His children know well the value of a corpse.

- Your Intelligence or Wisdom score increases by 1, to a maximum of 20.
- You can cast either *animate dead* or *speak with dead*. Once you use this bloodline power to cast either of these two spells, you can't use this bloodline power to cast either again until you complete a long rest.

Neroth's Breath (Rank 4): Disease and virulent illness are grim celebrations of the Decayed Master of Pestilence.

- Your Constitution score increases by 1, to a maximum of 20.
- You can cast *blight* once and regain the ability to do so after completing a long rest.



Neroth's Embrace (Rank 5): The greatest blessing of Neroth does not come lightly, and few receive them with such open arms as the val'Mordane. The journey into unlife carries with it great power and strength, shedding the fears and frailties of the human form in exchange for life everlasting. Though only those closest to Neroth's teachings truly comprehend this.

When you gain this bloodline power you become undead. You gain all the racial traits listed in the **"Undead Heroes"** side bar as well as the following traits:

Forever Bound To Flesh: Your intellect will never be separated from your mortal vessel. When you reach 0 hit points you become incapacitated instead of unconscious but are still required to make death

Undead Heroes

Those who become intelligent undead – willingly or not – have their souls destroyed in the process, but in the world of Arcanis even the soulless dead can become Heroes. All undead share certain common traits. When a Hero becomes undead, they retain all of their current racial traits and gain the following additional racial traits.

No Longer Mortal: You do not live, so you do not need the sustenance that mortals require. Your type changes to undead (intelligent). You do not age and no longer need to breathe, sleep, drink, or eat. Note that you may choose to do so anyway, but you gain no benefits or sustenance except in the case of potions.

Heartless: Without blood, a beating heart to pump it, or a soul to drive that heart to feel, you are unmoved by powers which would cripple a mortal. You gain the following damage immunities and resistances, and condition immunities:

Damage resistance: Necrotic

Damage immunity: Poison

Condition immunity: Charmed, exhaustion, frightened, poisoned

Fetid Appearance: After your death and rebirth as one of the undead, at best you appear to be a common zombie. You may attempt to disguise your appearance with either magic or a mundane disguise. Passing yourself off as a living creature using a non-magical disguise – ranging from using a disguise kit to simply wearing a cowled robe and mask – requires additional effort such as pretending to breathe. You have disadvantage on any ability checks you make and disguise your appearance with mundane means.

Those who realize your true nature will react according to their own fears and prejudices. Most people, especially worshippers of Beltine, Saluwé, and Belisarda, loathe undead and may refuse to speak to you or run away in fear.

However, due to your status as a holy creature of their deity, you gain advantage on all Charisma ability checks with worshippers of Neroth. Temples of Neroth will always treat you as though you are a member of their clergy with the Initiate of the Gods background feature.

saving throws, although you do so with advantage. If you fail three death saving throws, you are destroyed. The energy that animated your corporeal form dissipates and your intellect begins to fray at the edges. *Revivify* and similar magic that restores the living to life has no effect on you.

If you are destroyed, you can be restored by the *animate dead* spell or similar magic, as long as it is cast within 1 day of your destruction. To restore you to undeath with a spell requires an additional material component, a black onyx worth 300gp, which is consumed.

If you are not restored within 1 day of your destruction, your intellect disperses completely and you cease to exist. This duration may be extended with spells such as *gentle repose* which anchors your intellect to your body for the spells duration.

Necrotic Exhaustion: If you use a class feature, racial trait or magic item that would normally cause you to gain a level of exhaustion, you must temporarily bleed off some of the energy animating your corporeal vessel. Instead of gaining a level of exhaustion, your hit point maximum is reduced by double your proficiency bonus. This reduction cannot be removed by any means except completing a long rest.

Neroth's Chosen: The Lord of the Tombs has done more than bless you, he has chosen you for some unknown, divine purpose. Although you are not alive, you are affected by any spell, potion, or magical effect that restores hit points, lost limbs, or otherwise mitigates injuries as if you were a living creature. Such effects that normally wouldn't affect undead only heal half the usual number of hit points unless they are cast by an undead (including yourself) or a worshiper of Neroth.

val'Ossan

Children of Yarris, the Lord of Waves, the val'Ossan are a noble, if aloof, family. They enjoy being near the ocean and often become introverted if away from a body of water for too long. It is rumored that the val'Ossan are amphibious and spend as much time below the waves as above it. The val'Ossan scoff at such fables. Their domain is centered both in the duchy of Naeraanth, in the Kingdom of Milandir, as well as in the Coryani province of Salantis.

Ability Score Increases: Your Constitution score increases by 1.

Ancestral Education: You gain proficiency in one of the following: Athletics or both Vehicles (water) and Navigator's Tools.

Arcanum Focus: You are considered to be holding a spellcasting focus when casting spells that manipulate water or deal cold damage.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you can select a bloodline power. The bloodline power you select must be of a rank equal to or lesser than your new Blood Rank.

Yarris' Breath (Rank 1): The children of the Sea King cannot drown in His watery domain.

- You have gills and can breathe either water or air.
- You have a swim speed of 30 feet.
- As an action, you can grant yourself the ability to walk on the surface of natural bodies of water for 1 hour. If you are submerged in a body of water when you activate this power, you rise to the surface of the water at the rate of 60 feet per round. Once you use this bloodline power, you can't use it again until you complete a long rest.

Yarris' Gifts (Rank 1): As Ruler of the Waves, Yarris grants His children the ability to control the animals of His domain.

- Your Dexterity or Constitution score increases by 1 to a maximum of 20.
- You learn *elemental bolt** (limited to water only)
- You can cast *animal friendship* once and regain the ability to do so after completing a short or long rest. When you use this bloodline power to cast *animal friendship*, you can only charm aquatic creatures.

A Reflection on the Waves (Rank 2): Water is ever-flowing and always malleable. The val'Ossan knows this and adapts to its way.

As a reaction taken when you are attacked, you can gain resistance to the damage of the triggering attack. You must be aware of the attack to use this bloodline power. You can use this bloodline power a number of times equal to your Blood Rank, regaining all expended uses after completing a long rest.

The Crushing Waves (Rank 2): The sea's power is relentless and unforgiving to those who find themselves at its mercy.

- Your Dexterity or Charisma score increases by 1 to a maximum of 20.
- You can cast *crushing waves** once and regain the ability to do so after completing a long rest.

Yarris' Breath (Rank 3): You can call on the cold spray of the waves and the rime that coats the sails of ships.

- Your Dexterity or Charisma score increases by 1 to a maximum of 20.
- You can cast *sleet storm* once and regain the ability to do so after completing a long rest.

Reclaim What is His (Rank 4): Water is Yarris' gift to life. Without it, the gardens of Saluwéc would not bloom, the tears of Hurrian's sky would not fall, the blood for Sarish would not flow, and all of Arcanis would crumble to dust. Water is only a gift however, and one the val'Ossan may reclaim.

- Your Dexterity or Charisma score increases by 1 to a maximum of 20.
- You can cast *steal water** once and regain the ability to do so after completing a long rest.
- You are immune to non-magical cold damage while submerged in water.

The Sea is My Ally (Rank 5): You are one with the sea and those who live beneath its depths.

- Your Constitution or Dexterity score increases by 1 to a maximum of 20.
- You can cast *conjure elemental* once and regain the ability to do so after completing a long rest. You can only call forth water elementals when you cast *conjure elementals* with this power.

val'Sheem

The children of Larissa, the Divine Harlot, are a hedonistic and passionate people. The val'Sheem are famous for their quick wits, their winning smile, and their unsurpassed capacity for wine. Their domain centers around the Coryani province of Cafela.

Ability Score Increase: Your Dexterity score increases by 1.

Ancestral Education: You gain proficiency in the following skill: Persuasion

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you can select a bloodline power. The bloodline power you select must be of a rank equal to or lesser than your new Blood Rank.

Fortune Favors the Bold (Rank 1): Luck is a fickle mistress, but She favors those who make their own fortune.

When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and you must use the new roll.

The Temptations of the Flesh (Rank 1): The Divine Harlot blesses Her children with beauty and charisma, making them capable of wooing even the most modest knights of Milandir.

- Your Charisma score increases by 1 to a maximum of 20.
- You gain proficiency in the insight skill.
- Add half your Blood Rank +1 to all charisma based skill checks.

Walk the Web of Fate (Rank 2): Fate and fortune weave a tangled web that can be difficult for even the most devoted diviners to unravel. The children of Larissaare blessed with an innate ability to peek into the near future to determine their fate.

- Your Dexterity score increases by 1 to a maximum of 20
- You can cast *precognition** once and regain the ability to do so after completing a long rest.

The Rewards of the Flesh (Rank 2): Larissa's children often spend a great deal of their life traveling the world to learn what they can of the numerous forms of pleasure it can provide. On such journeys of exploration, the val may meet many people and hear many things, giving him a bit of insight beyond what a normal human would possess.

- Your Intelligence score increases by 1 to a maximum of 20.
- You gain proficiency with either History or Investigation.
- Add half your Blood Rank +1 to all intelligence based skill checks.

In Vino Veritas (Rank 3): In wine, there is truth. Whether it be for the sheer pleasure of imbibing, to loosen the tongue of a secretive noble, or to rejuvenate themselves, a val'Sheem can transmute common water into enchanted wine.

You may perform a ritual to transmute water into a number of cups of fine red wine equal to your Blood Rank. An injured creature can drink a cup of this wine and regain hit points as if they had drunk a *potion of healing.*

Alternately, you may consume a cup of this wine to fall into a trance that lasts 1 minute, during which you cast *visions of the oracle**.

All wine created by this bloodline power reverts to normal water at the next dawn. Once you use this bloodline power, you cannot use it again until you complete a long rest.

Touch of Pleasure (Rank 4): Those who study the Sixty-Seven Acts of Debauchery know of a pressure point that can send any human into a fit of ecstasy so powerful that they can do nothing but quiver with pleasure.

- Your Charisma or Intelligence score increases by 1 to a maximum of 20.
- You can cast *euphoria** once and regain the ability to do so after completing a long rest.

Steal Fate (Rank 5): The Lady grants her most powerful of servants the ability to steal the fate of others.

- Your Charisma or Dexterity score increases by 1 to a maximum of 20.

- You may, as a reaction, roll a d20 in response to an attack roll, saving throw, or ability check made by any creature within 60 feet that you can see. You may switch your result with theirs, keeping their roll for yourself. At any point before you take a long rest you may use the roll that you stole in place of any attack roll, saving throw, or ability check you make. You must declare the use of this result before any die are rolled.

You may only keep one stolen roll at a time. Once you use this bloodline power to replace the stolen roll with your own you may not use this bloodline power to steal another creature's fate until you complete a long rest.

val'Tensen

Children of Hurrian, the somber val'Tensen have a reputation for not suffering fools lightly. It is a rare sight indeed to see one of them laugh heartily as they value stoicism. The val'Tensen once tended to be very slow to anger, but since the advent of *"The Storm"* where the Rage of Hurrian was released, they are more like a living tempest, ready to release vengeance. Their domain is centered in the Free City-States of Almeric.

Ability Score Increase: Your Constitution score increases by 1.

Ancestral Education: You gain proficiency in one of the following skills: Athletics or Perception.

Arcanum Focus: You are considered to be holding a

spellcasting focus when casting spells that manipulate air or deal lightning or thunder damage.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you can select a bloodline power. The bloodline power you select must be of a rank equal to or lesser than your new Blood Rank.

The Reluctant Warrior (Rank 1): The true strength of Hurrian lies in His ability to protect others.

- Your Strength score increases by 1 to a maximum of 20.
- If you are acting in the defense of one or more innocent or helpless beings, at the beginning of each of your turns you gain temporary hit points equal to your Blood Rank. Some examples of this sort of protection include defending a farmstead from raiders, holding the walls of a city under siege, shielding a child from harm, or standing over a fallen comrade. The activation of this power does not take any action and you may not choose when this power activates. Activation of this power is at the GM's discretion.

The Thunder's Gift (Rank 1): The voice of Hurrian is so intense that only the most stalwart warriors may withstand its staggering conviction.

- Your Constitution or Strength score increases by 1 to a maximum of 20.
- You learn the *shocking grasp* cantrip.
- You can cast *thunderwave* once and regain the ability to do so after completing a long rest.

Reluctant No More (Rank 2): Though Hurrian is known as the Reluctant Warrior, woe be unto those who enrage Him, for His inner fury outmatches even the fires of Nier. Boiling within every val'Tensen is a focused rage that may erupt with incredible fury.

In battle, you fight with primal ferocity. On your turn, as a bonus action, you slip into a barely controllable frenzy. For 1 minute, when you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll, as well as gaining advantage on all Strength checks and saving throws. You cannot manifest psionic abilities or cast spells while in frenzy, except spells gained from your bloodline powers.

You can use this bloodline power a number of times equal to your Blood Rank, regaining all expended uses when you finish a long rest.

His Redoubtable Strength (Rank 2): The children of the Grand Strategist of the Gods understand that protecting those who cannot protect themselves is just as important to victory as overcoming the opposition.

- You gain resistance to lightning damage.
- You can cast *warding bond* once on any creature within 30 feet that you can see, and you regain the ability to do so after completing a long rest.

Hurrian's Wrath (Rank 3): The sky is the domain of Hurrian. His breath is the wind; the pouring rain is formed of His tears, and the clouds drift and darken with His moods. His voice, however, is the rolling thunder, and each bolt of lightning is a swift strike of His longsword.

- Your Charisma or Strength score increases by 1 to a maximum of 20.
- You can cast *call lightning* once and regain the ability to do so after completing a long rest.

The Vigilant Protector (Rank 4): Hurrian is the Protector of Man and his watch never ends.

- Your Charisma or Wisdom score increases by 1 to a maximum of 20.
- You can cast *Death Ward* once and regain the ability to do so after completing a long rest.
- You are immune to damage from non-magical lightning.

The Tempest (Rank 5): As children of the Thunderer, the val'Tensen have a unique connection to all things associated with air and electricity.

- Your Constitution or Strength score increases by 1 to a maximum of 20
- You can cast *conjure elemental* once and regain the ability to do so after completing a long rest. You can only call forth air elementals when you cast *conjure elementals* with this power.

val'Virdan

Children of Nier, the val'Virdan strive to live up to their reputation as fierce and incomparable warriors. Contrary to popular opinion, they are adept at complex strategies and know the value of patience. The val'Virdan domain is split between the newly revived province of Novo Cormata in the Coryani Empire and the northern portion of Canceri near Nier's Spine.

Ability Score Increase: Your Strength score increases by 1.

Ancestral Education: You gain proficiency in one of the following skills: Athletics or Intimidation.

Arcanum Focus: You are considered to be holding a spellcasting focus when casting spells that manipulate fire or deal fire damage.

Bloodline Powers: At 1st level and every time you increase your Blood Rank, you can select a bloodline power. The bloodline power you select must be of a rank equal to or lesser than your new Blood Rank.

Sight of Our Lord (Rank 1): Those with the blood of the Lord of Flames can see the fire in living bodies.

- Your Strength score increases by 1 to a maximum of 20.
- You can see the heat patterns of all living creatures out to a range of 60 feet. Undead and creatures such as earth elementals have no heat patterns and are thus not visible. You may see heat patterns through magical and non-magical darkness and other vision impairing effects (such as heavy fog). This ability does not allow you to see through illusions.

None Shall Stand Who Oppose the Gods (Rank 1): The Judgment of Nier is uncompromising, and His children often share His unsympathetic views when dealing with their enemies.

You can cast *smite heretic** once and regain the ability to do so after completing a long rest.

Withstand the Crucible of Flame (Rank 2): There is no crucible that brings more anguish than the cleansing flames of Nier, and any who cannot withstand His trial by fire are judged unworthy of Paradise.

- Your Charisma or Constitution score increases by 1 to a maximum of 20.
- You gain resistance to fire damage.

The Sword of Heaven (Rank 2): The Lord of Flaming Destruction blesses His children with the spark that ignites the purest of flames.

As a bonus action, you can sheathe one of your weapons in flames for 1 minute. While covered in flames, your weapon is considered a magical weapon and deals an additional 1d6 fire damage. Once used, you cannot use this bloodline power again until you complete a short or long rest.

Judgment Awaits the Unworthy (Rank 3): The Judge of the Gods has the power to send a man's spirit through the Gates of Paradise or into the boiling depths of Beltine's Cauldron. Some of this scrutiny has been passed along to His children, who often are the ones sending these souls up to face His judgment.

- Your Charisma or Strength score increases by 1 to a maximum of 20.
- As an action, you can force each creature within 20 feet that can see or hear you to make a Wisdom saving throw. Creatures that fail their saving throw are frightened until the end of their next turn. Once you use this bloodline power, you cannot use it again until you complete a long rest.

The Fires of Heaven (Rank 4): Nier is the ruler of the Fields of Ash. In His glory shall His children reduce all before them to dust with a blazing inferno from the heavens.

- Your Charisma or Strength score increases by 1 to a maximum of 20.
- You can cast *inferno** once and regain the ability to do so after completing a long rest.
- You are immune to damage from non-magical fire.

The Blazing Storm (Rank 5): As the children of the Master of Burning Ruin, the val'Virdan possess a powerful connection to all things associated with flames.

- Your Constitution or Strength score increases by 1 to a maximum of 20
- You can cast *conjure elemental* once and regain the ability to do so after completing a long rest. You can only call forth fire elementals when you cast *conjure elementals* with this power.

II
CLASSES
Cleric
Elder Sorcerer
Eldritch Sorcerer
Fighter
Fury
Holy Champion
Psion
Ranger
Rogue
Shaman

tenets, acting as moral arbiter and proselytiser of the faith to the believers, comforting with words from the scripture or rousing them into fanatical zealots.

All the deities of Arcanis, from those of the Pantheon of Man to the outhric deities, are inscrutable to mortal minds. The Gods are complex entities that lie beyond comprehension. Each has different facets, known as aspects. To some, the aspect of a deity may resonate profoundly, causing them to devote their entire lives in pursuit of personal enlightenment and sharing that with others. Those that say that there is nothing more ferocious than a mother defending her young have never seen a cleric protecting their followers.

Class Features

As a cleric, you gain the following class features.

Racial and Social Restrictions

Sa'ressen clerics may only be females and are restricted to taking aspects of the Fire Dragon, while elarii who take the cleric class are restricted to aspects of Belisanda. In the individual entries below, you will see that several aspects possess racial and/or social restrictions, for example only male clerics may be clerics of Illiir, while only females may be clerics of Saluwé.

Cleric

The acolyte felt the lash of the priest's cane crack against his back. Holding back tears that would surely earn him another lashing, the young boy spoke through gritted teeth. "But Feast, it was a very long cane and I only misspoke one word to the twentieth stanza..."

"One word? My son, that one word makes all the difference in the world. The Gods have given us a great gift and a huge burden. Our power comes from speaking the words given to us exactly and by rote. Only thus can we be faithful to the responsibility they gave us - only thus can we make their will manifest upon the world. Now, begin again...from the first stanza."

To the people of Arcanis, there is no doubt of the Gods' existence. In temples across the Known Lands, clerics can be seen manifesting the will of the Gods in the form of miracles. These clerics extol the virtues of their temples'

Hit Points

Hit Dice: 1d8 per cleric level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per cleric level after 1st

Proficiencies

Your choice of divine aspect will provide you with additional proficiencies. See your chosen aspect for details.
Armor: Light
Weapons: Simple weapons, proficiency in your divine aspect's chosen weapon.
Tools: None
Saving Throws: Wisdom, Charisma
Skills: Religion and one of the following: History, Insight, Medicine, and Persuasion
Literacy: Yes

The Cleric

Level	Proficiency Bonus	Features	Cantrips Known	Spell Slots per Spell Level							
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Divine Aspect	3	2	–	–	–	–	–	–	–	–
2nd	+2	Channel Divinity (1/rest), Divine Aspect feature	3	3	–	–	–	–	–	–	–	–
3rd	+2	–	3	4	2	–	–	–	–	–	–	–
4th	+2	Ability Score Improvement	4	4	3	–	–	–	–	–	–	–
5th	+3	Unshakable Dogma	4	4	3	2	–	–	–	–	–	–
6th	+3	Channel Divinity (2/rest), Divine Aspect feature	4	4	3	3	–	–	–	–	–	–
7th	+3	–	4	4	3	3	1	–	–	–	–	–
8th	+3	Ability Score Improvement, Divine Aspect feature	4	4	3	3	2	–	–	–	–	–
9th	+4	–	4	4	3	3	3	1	–	–	–	–
10th	+4	–	5	4	3	3	3	2	–	–	–	–
11th	+4	–	5	4	3	3	3	2	1	–	–	–
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	–	–	–
13th	+5	–	5	4	3	3	3	2	1	1	–	–
14th	+5		5	4	3	3	3	2	1	1	–	–
15th	+5	–	5	4	3	3	3	2	1	1	1	–
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	–
17th	+6	Divine Aspect feature	5	4	3	3	3	2	1	1	1	1
18th	+6	Channel Divinity (3/rest)	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Unshakable Faith	5	4	3	3	3	3	2	2	1	1

Equipment

You start with the following equipment, in addition to the equipment granted by your background. See **Chapter IV** for Regional weapons and armor. If you choose a weapon with ammunition you start with 20 bolts or arrows or 10 shots of blast powder.

- Your deity's preferred weapon
- One simple weapon and one martial melee weapon that you are proficient with from your starting nation
- Choose national equivalent for either scale mail, leather armor, or chain mail (if proficient)
- Choose either a priest's pack or explorer's pack
- A shield and your deity's holy symbol

Clerics of Anshar: Instead of the equipment listed above, you only start with a holy symbol of Anshar and either a priest's pack or an explorer's pack.

Spellcasting

Through your faith and your sincere devotion to your chosen deity, you are granted the ability to cast clerical spells.

Cantrips

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the **Cantrips Known** column of the Cleric table.

Preparing and Casting Spells

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

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do

so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a holy symbol (see Equipment) as a spellcasting focus for your cleric spells.

Divine Aspect

Every deity has an array of aspects, the various incarnations that the deity embodies. You must choose one of these aspects as the focus of your faith. Each aspect has its own tenets, restrictions and holy edicts that guide your actions. When you select your aspect, you take a vow to uphold these tenets and abide by these edicts.

Your aspect grants your aspect spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Some features of your chosen aspect require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Elorii never worship a deity other than Belisarda, unless they're paying homage to one of their dead Elemental Lords, and they never allow creatures of other races to worship Her. She is the last of the gods of the Eternal People and they guard Her jealously.

Similarly, Black Talon ss'ressen do not worship any deity other than the Fire Dragon and do not teach any of Its tenets to any other race. He is the god that led them out of their bondage and deserves the devotion of all Black Talons. The exception to this is the minor ssethric deity known as Jeggal Sag. The few male ss'ressen that listen to its call are more shaman than priest.

Check with your GM if you are going to play a cleric that doesn't follow these guidelines.

Breaking Your Vows

A cleric tries to hold true to the beliefs and edicts of the divine aspect they have chosen to follow, but even the most fervent cleric is fallible. Sometimes their path proves too demanding, the situation calls for choosing the lesser of two evils, or the heat of moment causes a cleric to transgress their oath.

If you break your vow to abide by the beliefs of your aspect, you must seek absolution from a cleric of the same divine aspect. You might spend an all-night vigil in prayer as a sign of penitence, or undertake a fast or similar act of self-denial. After a rite of confession and forgiveness, you start fresh. For truly dire transgressions, a quest or trial to prove your devotion to your vows may be imposed, at the GM's discretion.

If you willfully violate your vow and show no sign of repentance, the consequences can be more serious. At the GM's discretion, you may be forced to abandon this class and adopt another.

Aspect Spells

Each aspect has a list of spells—its aspect spells—that you gain at the cleric levels noted in the aspect description. Once you gain an aspect spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have an aspect spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you. Spells with an (*) are new spells that can be found in **Chapter VI: Magic of Arcanis.**

Channel Divinity

At 2nd level, you gain the ability to channel divine energy, using it to fuel magical effects. You start with two such effects that are granted by your Divine Aspect.

When using your Channel Divinity, choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When using such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity ability twice between rests, and beginning at 18th

level, you can use it three times between rests. When you finish a short or long rest, you regain expended uses.

Every God their due...
Or, why don't all clerics affect the undead in Arcanis?

In Arcanis not all Gods hold sway over the undead. The dead are the purview of Beltine and Neroth and the rest of the Pantheon of Man do not interfere with their domain. "As above, so below" an adage which is reflected in the various other clerics' inability to turn undead. While a cleric of Althares or Hurrian may use their deity's spells or their blades to destroy these creatures, the undead do not have an inherent fear of their symbols.

Ability Score Improvement

When you reach 4th level, and again at 8th, 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, an ability score can't be increased above 20 using this feature.

Unshakable Dogma

Starting at 5th level, you have advantage on saving throws against being charmed by divine spell casters who are not part of your religious sect. See **Chapter 4** for more information about the different religions of Arcanis.

Unshakable Faith

Once you reach 20th level when a creature that is not part of your religious sect targets you with a spell, as a reaction you may gain advantage on any saving throw you make to resist that spell's effects. If you do, you also gain resistance to all damage from the triggering spell.

Divine Aspects

The clerics of Arcanis gravitate toward an aspect of their chosen deity, below we present one such aspect for each.

Aspect of Althares

The Artificer

Althares is the patron of sages, scholars and all those who seek knowledge. In His aspect as the Artificer, His domain includes craft and alchemy, as well as runesmithing and the art of enchanting items.

Race Restrictions

Dwarves, elorii, and ss'ressen may not choose this archetype.

Tenets of Faith

Clerics who venerate Althares, the Artificer share the following tenets and traditions of belief:

Guardianship: The Gifts of Althares are a sacred trust. Ensure that they are not misused.

Improvement: Everything can be made better, stronger, and more durable.

Intellect over Emotion: A cleric of Althares should always think clearly and not allow emotions to cloud their thoughts. Though compassion and empathy have their place

The Pantheon of Man

God	Aspect	Weapon
Althares	The Artificer	Light hammer or warhammer
Anshar	The Far Traveler	Unarmed strike
Beltine	The Nurturer of the Spirit	Mace
Cadic	The Lord of Shadows	Dagger
Hurrian	The Defender of Man	Longsword
Illiir	The Light Everlasting	Gladius
Larissa	The Divine Harlot	Whip
Neroth	The Lord of Tombs	War scythe
Nier	The Lord of Battle	Greatsword
Saluwe'	The Primal Huntress	Short Bow
Sarish	There are no clerics of Sarish. Instead the clergy of Sarish are eldritch sorcerers with the Sarishan Sorcerer-Priest tradition.	
Yarris	The Lord of Waves	Trident
The Elorii Deity		
Belisarda	The Life Mother	Longbow
The Black Talon Ss'ressen Deity		
Fire Dragon	The Blazing Wyrm	Flail

in your heart, rage, jealously and other emotions that blunt your intellect do not.

Knowledge: Seek out knowledge, whether it was lost during the fall of the Imperium of Man or from an elder civilization. All can be used to raise mankind to the heights it once enjoyed.

Service: The arts of the Artificer are meant to improve the lives of all. Use your skills for the betterment of others.

Althares the Artificer

Cleric Level	Spells
1st	*Summon tome*, identify*
3rd	*Epiphany*, heat metal*
5th	*Glyph of warding, tiny hut*
7th	*Fabricate, presence of master smiths**
9th	*Animate objects, reanimate construct**

Aspect Proficiencies

When you choose this aspect at 1st level, you gain the following proficiencies:
Armor: Medium armor, heavy armor, shields
Weapons: Flintlocks, warhammer
Tools: Smith's tools, flintlock maintenance kit

Hand of the Artificer

At 1st level you learn the *smith's hammer** cantrip. In addition, you add your Charisma bonus to any damage rolls with your cleric spells when you target constructs.

Channel Divinity: Disrupt Constructs

Starting at 2nd level, you can use your Channel Divinity to halt a construct. As an action, you present your holy symbol and speak a prayer at a construct, temporarily disrupting its operation. A single construct that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the construct fails its saving throw, it is stunned for 1 minute or until it suffers damage.

Once you reach 5th level any construct that fails its saving throw against this effect is instead charmed for 1 turn per cleric level. The CR of construct you may affect is dependent upon your character level, as shown in the table below:

Cleric Level	CR affected
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Channel Divinity: Infuse with Magic

Also starting at 2nd level, you may use your Channel Divinity to infuse items with a temporary enchantment. As an action, you present your holy symbol and speak a prayer to the Artificer, enchanting a nonmagical weapon, suit of armor, shield, or spellcasting focus within 30 feet that you can see. A suit of armor or shield you enchant provides a bonus to AC. A weapon you enchant becomes a magic weapon and provides a bonus to attack and damage rolls. A spellcasting/psionic focus you enchant grants a bonus on spell/manifestation attack rolls. This temporary enchantment grants a bonus equal to half your proficiency bonus, which lasts for 1 hour.

Runic Inscription

At 6th level you have learned how to inscribe a temporary *spell rune* onto an item and empower it with a spell. You can only inscribe a spell that you know of 5th level or lower and you must expend a spell slot to inscribe the rune. The level of the spell slot you expend is the slot level at which the rune is inscribed.

Inscribing a temporary rune takes 1 hour and requires the expenditure of 10 gp per the level of the spell slot you expend. You can inscribe a rune on any non-magical armor, weapon, or shield that does not already have a rune, either permanent or temporary. You must remain in contact with the item during the entire process.

At the end of the hour, you select a spell that you know and expend a spell slot to store that spell into the temporary rune. Until the temporary rune is activated, you cannot recover the spell slot you expended when you created it.

For example, you can inscribe a temporary rune and store *cure wounds* as a 1st level spell by expending a 1st level spell slot. If you expend a 5th level spell slot, the *cure wounds* spell stored in the rune is cast as a 5th level spell.

This rune remains active for a number of days equal to its slot level used to inscribe the rune. After this time has elapsed, the rune fades away with no effect.

Any creature that is in possession of an item with a temporary rune inscribed upon it may activate it with a touch. This takes the same amount of time as casting the spell stored within the rune and the creature must remain in contact with the rune for the entire time. The creature who activates the rune makes any decisions necessary for the spell, such as targets.

Blessings of the First Gift

At 8th level, you gain the ability to infuse your weapon strikes with the First Gift of Althares, electrical 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. When you reach 14th level, the extra damage increases to 2d8.

Blessings of the Second Gift

Starting at 17th level you are gifted with the ability to infuse the alchemical with the divine; you learn the spell *Althares' Second Blessings**. Additionally, as an action, you can force one creature you can see within 60 feet that is carrying blast powder to make a Wisdom saving throw. The target takes 1d10 points of fire damage per shot of blast powder they are carrying on a failed save, or half as much damage on a successful one.

Aspect of Anshar

The Far Traveler

Anshar is well known throughout Arcanis; Her most popular aspects being that of the Far Traveler, the Suffering Martyr, the Weeping Goddess, and the Guardian of Outcasts. Anshar looks after the destitute, the oppressed and the outcast, and because of this, a large number of dark-kin and gnomes find themselves worshipping Her.

Those that venerate Her aspect as the Far Traveler study, maintain and search for Her gates. Legends say that during the Imperium of Man, Ansharan Portals were ubiquitous, but now only a relative handful are known and used. Others are lost and remain hidden, awaiting discovery and activation.

Race Restrictions

Dwarves, elorii, and ss'ressen may not choose this archetype.

Tenets of Faith

Clerics who revere Anshar, the Far Traveler share the following tenets and traditions of belief:

Austerity: Wealth and material possessions are only another form of imprisonment. Bear no weapons, use no armor, and give all that you receive to those in need.

Compassion: Everyone suffers. Do not judge others for the choices that brought suffering upon themselves.

Endure: To experience pain is to know the world. Take on the pain of others, for it will only make you stronger.

Journey: The world is infinite in its wonders, a gift from the Gods. Travel to its far corners and spread Their teachings.

Search: Seek out and connect with the most distant members of humanity, making us one family again.

Anshar the Far Traveler

Cleric Level	Spells
1st	*Expeditious retreat, longstrider*
3rd	*Enhance ability, misty step*
5th	*Create food and water, tiny hut*
7th	*Dimension door, freedom of movement*
9th	*Greater restoration, passwall*

Aspect Proficiencies

When you choose this aspect at 1st level, you gain the following proficiencies:

Skills Acrobatics, Athletics

Languages: You learn two languages of your choice.

Path of Poverty

Clerics of Anshar forgo the use of all weapons and armor. They wear modest clothing, retain magical items they recover that may assist them in their work, and only buy what they need to live. Any other wealth they gain is donated to the poor and downtrodden. In lieu of an engraved pendant of gold or silver, the Ansharan clerics uses a thorny vine wrapped tightly around their left forearm and hand. Upon the piece of vine that crosses their palm is carved the holy symbol of Anshar.

You do not need to provide any material components except your holy symbol for your cleric spells of 6th level and lower. Cleric spells of 7th level or higher require spell components as normal. Depending on the situation, your GM might require a material component regardless of this feature.

Path of the Stars

When you choose this aspect at 1st level, you become attuned to one Ansharan Portal, usually one in your home nation. You can attune to other portals you encounter by spending 10 minutes meditating while in contact with the portal.

Path of Flesh and Bone

Beginning at 1st level, while you are not wearing armor and not wielding a shield, you gain the following benefits:

- Your AC equals 10 + your Dexterity modifier + your Wisdom modifier.
- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- You can roll a d4 in place of the normal damage of your unarmed strike. This die changes to a d6 at 5th level, a d8 at 11th level and a d10 at 17th level.
- When you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.

Channel Divinity: The Gatekeeper

Starting at 2nd level, you may use your Channel Divinity to magically force open or secure a door or opening. As an action, you present your holy symbol and speak a prayer to the Far Traveler to cast either *arcane lock* or *knock* without expending a spell slot.

Channel Divinity: Invoke Pain

Also starting at 2nd level you can use your Channel Divinity to impose a measure of the pain you have endured on those around you. As an action, you present your holy symbol and speak a prayer that fills living creatures with immeasurable pain. Every living creature that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, they suffer 2d6 psychic damage. This damage increases by 2d6 when you reach 5th level (4d6), 11th level (8d6), and 17th level (10d6).

Starting at 5th level, if the creature's challenge rating is at or below a certain threshold as shown in the chart below and fails its saving throw against your Invoke Pain feature, that creature is stunned for 1 minute or until it suffers damage. At the end of each of its turns, any creatures stunned by this ability may make a new Wisdom saving throw to end this effect.

Cleric Level	CR affected
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Unfettered Movement

Once you reach 6th level, when you are affected by any effect or condition that would reduce your speed or restrict your movement you can use your reaction to cast *freedom of movement* on yourself, without expending a spell slot. When cast this way, the spell's duration is reduced to 1 minute.

Once you use this feature, you cannot do so again until you complete a short or long rest.

Hands of Anshar

Beginning at 8th level your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, 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 bludgeoning damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Her Paths Are Mine

Starting at 17th level you may, as an action, transport yourself and up to eight willing creatures of your choice to any Ansharan Gate you have attuned yourself to regardless of distance, even if you are on a different plane of existence. You regain the use of this ability after completing a short or long rest.

Aspect of Belisarda

The Life Mother

Last of the Elemental Lords of the elorii, Belisarda is known as the Life Mother to Her children. Their most ancient relic recounts the tale of how each of the Elemental Lords gave of their own essence to create four of the elorii subraces. It is Belisarda alone, however, who breathes life into all five.

Race Restrictions

Only elorii may choose this archetype. Elorii will never teach creatures of other races how to worship Belisarda.

Tenets of Faith

Clerics who revere Belisarda, the Life Mother share the following tenets and traditions of belief.

Acceptance of Our Sins: As slaves of the ssanu, the elorii committed genocide numerous times. We must never commit such grievous sins again.

Sacredness of Life: The myriad forms of life are to be treasured and nurtured. The undead are a perversion of life and must be destroyed.

Service: You are a shepherd and guardian of the Eternal People. They are all your children.

Remembrance: The Elemental Lords may be gone, but their stories must still be told. Keep the sacred traditions of the Eternal People alive within you.

Tolerance: The humans and their gods transgressed against us gravely, but these are not those humans. While forgiveness is still, if ever, far off, we should strive to tolerate them, in accordance with the words of Ardelia, the Prophetess of Belisarda.

The Lifewardens

High priests of Belisarda are known as the Ardahiri, literally, "Guardians, or Keepers of Life". This has been translated into the human tongue as Lifewarden, a name that suits them well. The Ardahiri are the living embodiment of their Goddess, a manifestation of all the living energy of Arcanis. They preside at all important religious functions, and assist or act as proxy for priests of the lost Elemental Lords in their rituals.

Lifewardens are the spiritual leaders of elorii society. Many serve on the Councils of Elders governing their communities, and are usually consulted with on major decisions. Through use of the sacred Elluwé pools, they have knowledge of past and future events. They are held in the highest respect, and their words carry great weight.

Belisarda, the Life Mother

Cleric Level	Spells
1st	*Cure wounds, entangle*
3rd	*Lesser restoration, pass without trace*
5th	*Protection from energy, revivify*
7th	*Aura of life*, death ward*
9th	*Mass cure wounds, mistress of the Elluwé**

Aspect Proficiencies

When you choose this aspect at 1st level, you gain the following proficiencies:
Armor: Medium armor, and shields
Tools: None
Skills: History or Religion

Sense Unlife

Starting at 1st level, while you are conscious you know if there are undead within 60 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

This effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Unfortunately, this ability comes at a price. Undead creatures automatically sense your presence. Consequently, you will be the preferred target of undead adversaries. Additionally, highly intelligent undead may consider you a dire threat.

Channel Divinity: Turn Undead

Starting at 2nd level, you can use your Channel Divinity to make undead creatures flee from you. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Once you reach 5th level, when an undead fails its saving throw against this feature it is instantly destroyed, as long as its challenge rating is at or below a certain threshold, as shown in the table below.

Cleric Level	CR affected
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Channel Divinity: Aura of the Life Mother

Also starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and chant a prayer to the Life Mother, invoking healing energy that can restore a number of hit points equal to five times your cleric level. Choose any number of 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 cannot use this feature on an undead creature or a construct.

Hands of our Mother

Beginning at 6th 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 level slot used + your Blood Rank.

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.

Bastion of Life

Starting at 17th level you become the ultimate embodiment of Belisarda's will. As a bonus action, you can cast *death ward* on yourself only, without expending a spell slot.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1), regaining all expended uses after completing a long rest.

Aspect of Beltine

The Nurturer of the Spirit

Beltine is the Warden of the Afterlife and the Mistress of the Cauldron. When mortals die, if they are not judged worthy of entry to the Paradise of the Gods they are refined in Beltine's Cauldron, made ready for a new life. As the Nurturer of the Spirit, She has dominion over healing the sick and caring for the wounded. No one should go to the Cauldron before it's their time.

Race Restrictions

Elorii, and ss'ressen may not choose this archetype.

Tenets of Faith

Clerics who revere Beltine, the Nurturer of the Spirit share the following tenets and traditions of belief.

Compassion: Ease the pain of those who suffer and help all those who are injured. The sick and the dying come to you for comfort. Prepare those whose time ends for the journey to the Cauldron or the Paradise of the Gods.

Generosity: Help all those who come to you, regardless of reward.

Mercy: Give aid and comfort to all, especially your defeated foes. They are also in need of your care.

Nonviolence: You are a healer, first and foremost. You should not cause harm when you can solve a dilemma by other means.

Suffer Not the Undead to Persist: Mindless or malevolent undead are an abomination in the eyes of the Grey Lady. Only they should be denied mercy.

Beltine, the Nurturer of the Spirit

Cleric Level	*Spells*
1st	*Bless, cure wounds*
3rd	*Lesser restoration, grey mists**
5th	*Beacon of hope, revivify*
7th	*Death ward, guardian of faith*
9th	*Mass cure wounds, raise dead*

Aspect Proficiencies

When you choose this aspect at 1st level, you gain the following proficiencies:

Armor: Medium armor, shields

Skills: Insight or Medicine

Our Lady's Mercy

Starting at 1st level, your healing spells are more effective. Whenever you cast 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 level slot used.

Channel Divinity: Turn Undead

Starting at 2nd level, you can use your Channel Divinity to make undead creatures flee from you. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. Undead with the Incorporeal Movement trait have disadvantage on this saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Once you reach 5th level, when an undead with the Incorporeal Movement trait fails its saving throw against this feature it is instantly destroyed, as long as its challenge rating is at or below a certain threshold, as shown in the table below:

Cleric Level	CR affected
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Channel Divinity: Vision of the Cauldron

Also starting at 2nd level, you can use your Channel Divinity to force a living humanoid creature to stare into the depths of Beltine's Cauldron. As an action, you present your holy symbol and speak a prayer to Beltine. You can force one living creature that can see or hear you within 60 feet to make a Wisdom saving throw. If they fail their save they become stunned for 1 minute or until they take any damage. At the end of each of its turns, any creatures stunned by this ability may make a new Wisdom saving throw to end this effect. You cannot use this feature upon constructs or creatures without a soul.

Nurturing Conduit

Beginning at 6th level, you learn how to create conduits of power between your allies, allowing you to heal two creatures at once. As a bonus action you can set up a conduit between two willing creatures (one may be you) that are within 30 feet of each other.

As long as the conduit is active, and both creatures remain within 30 feet of each other, any time you cast a spell of 1st level or higher that restores hit points to one of those two creatures, the other is also healed a number of hit points equal to 2 + the spell level slot used.

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 hit points.

Aspect of Cadic

The Lord of Shadow

The Dark Hand of Illiir performs the tasks that the Head of the Pantheon should not be seen doing. He is the patron of thieves and spies and also of musicians and tricksters. Cadic is the deity of necessary evils, of doing what is needed even if dishonorable. As the Lord of Shadow, He is the deity of twilight and all that occurs in the gloom of night.

Race Restrictions

Dwarves, elorii, and ss'ressen may not choose this archetype.

Tenets of Faith

Clerics who revere Cadic, the Lord of Shadow share the following tenets and traditions of belief:

Balance: Those who live perpetually in darkness may succumb to it. Seek out the wonders of the light to uplift your heart from the blackness that you must deal with daily. Cadic created music not only to woo Larissa, but for others to find solace and peace, as well.

Hide in Plain Sight: Do not be the dour, dark and brooding stereotype of a Cadican, unless it suits your purpose. Wear a mask by playing the fool or the besotted drunkard, the better to lull others into thinking you are not a threat. Once they turn their back to you, reveal your true heart.

Justice: Those on the lower rungs of society come to you as a last recourse for justice. Those who use their position or wealth to hide from the law cannot hide from you.

Sacrifice: Sacrifice your purity. Allow the followers of the other Gods to retain theirs, let them shine in the light of their honor, stay within the shadows they cast and do what must be done.

Subterfuge: Seeking a fair fight is for fools; use every trick, every advantage. Play upon childhood terrors, remind them why they feared the shadows.

Cadic, the Lord of Shadows

Cleric Level	Spells
1st	*Disguise self, shadow step**
3rd	*Darkness, pass without trace*
5th	*Dispel magic, invisibility*
7th	*Arcane eye, dimension door*
9th	*Scrying inscription*, modify memory*

Aspect Proficiencies

When you choose this aspect at 1st level, you gain the following proficiencies:
Weapons: Shortsword
Tools: Thieves' tools
Skills: Acrobatics, Stealth

Shadows are My Ally

When you choose this aspect at 1st level, you learn the *manipulation of shadow** cantrip. You are always proficient with weapons you form with the *manipulation of shadow** cantrip.

Starting at 5th level, weapons you make with *manipulation of shadow** are considered magical weapons and have a bonus to hit and damage equal to half your proficiency bonus.

Channel Divinity: Shadows Embrace

Starting at 2nd level, you may use your Channel Divinity to help you and your allies traverse the realm of the Lord of Shadow. As an action, you grasp your holy symbol and utter a whispered prayer that can allow creatures to see in darkness. Choose a number of creatures within 30 feet of you up to your Wisdom modifier. For 1 hour, you and the chosen creatures have darkvision to a range of 60 feet and advantage on all Dexterity (Stealth) checks.

Channel Divinity: Turn Shadow Creatures

Also starting at 2nd level, you can turn aside creatures from the Lord of Shadows' domain. As an action, you present your holy symbol, speak a prayer and turn shadow creatures. Any creature whose physical form consists of shadow, such as shadows and Hounds of Cadic, are shadow creatures.

Shadow creatures within 30 feet that can see or hear you must make a Wisdom saving throw. If the creatures fail its saving throw, it is turned for 1 minute or until it takes any damage.

A turned shadow creature must spend its turns trying to move as far away from you as it can, and cannot willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Hidden by Shadows

At 6th level, you have advantage on all Dexterity (Stealth) checks as long as you can benefit from some level of concealment.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with poison. 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 poison damage. When you reach 14th level, the extra damage increases to 2d8.

My Shadow Obeys

Starting at 17th level you may, as an action, animate your own shadow. Your shadow uses the same statistics as a regular shadow with the following exceptions: it cannot create new shadows; its hit points are equal to your maximum hit points; and it adds your Charisma bonus to its Armor Class, attack, and damage rolls.

This shadow is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any commands that you issue to it (no action required by you as you and your shadow possess a telepathic link with a range of 100 feet). If you don't issue any commands, your shadow moves to defends you from

hostile creatures but otherwise takes no actions

Your shadow remains in existence for 1 minute. Once you use this feature, you cannot use it again until you complete a short rest.

Aspect of the Fire Dragon

The Blazing Wyrm

The Fiery One is the caring but harsh patron of the Black Talon ss'ressen. His fiery visions led the Black Talons to their new home and he guides his scaly worshippers wherever they might be. By devoting themselves to the Blazing Wyrm, his clerics strive to emulate the fierce yet compassionate might of the Blazing Wyrm.

Race Restrictions

Only Black Talon ss'ressen may choose this archetype. Black Talon ss'ressen will not teach other races how to worship the Fire Dragon.

Tenets of Faith

Clerics who revere the Fire Dragon as the Blazing Wyrm share the following tenets and traditions of belief.

Compassion: The Blazing Wyrm is a demanding but caring deity. Seek to guide and protect those who may not be able to protect themselves.

Nobility: The Blazing Wyrm taught the Black Talons many lessons, among them was nobility of action. Yours is an ancient and noble race. Do not give into your baser instincts and act honorably towards all.

Order: Protect and follow the mandates of the high priestesses. Enforce your people's social order. Seek out those who wish to disrupt it and deal with them swiftly.

Loyalty: Never waver in your devotion to the Black Talons and to the Blazing Wyrm.

Savagery: When the battle is joined, allow the fire of your Lord to burn within your soul. Give in to your passions.

The Fire Dragon, the Blazing Wyrm

Cleric Level	Spells
1st	***Burning hands, scales of the dragon****
3rd	***Beast sense, dragon's roar****
5th	***Breath of the dragon**, fly***
7th	***Wall of fire, guardian of faith***
9th	***Flame strike, dragon's fury****

Aspect Proficiencies

When you choose this aspect at 1st level, you gain the following proficiencies:

Armor: Medium armor, heavy armor, and shields

Skills: Insight or Perception

The Fire Within

At 1st Level you learn the *fire bolt* cantrip. You also have advantage on all saving throws made to resist Ss'ressen Frenzy.

Channel Divinity: Enforced Piety

Starting at 2nd level, you can use your Channel Divinity to force ssethric creatures to bow to the power of the Fire Dragon. As an action, you present your holy symbol and speak a prayer censuring ssethrics. Each ssethric that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails it's saving throw, it is forced to its knees and is restrained for 1 minute or until it takes any damage.

Channel Divinity: Control thy Rage

Also starting at 2nd level, you can use your Channel Divinity to help your ss'ressen allies resist their instincts to fight ss'ressen of another egg clutch. As an action, you present your holy symbol and speak a prayer calling for your ss'ressen allies to regain control of their rage. Each ss'ressen that can see or hear you within 30 feet that is in the grip of Ss'ressen Frenzy can immediately make a new saving throw, with advantage, to end their frenzy.

Our Lord's Embrace

At 6th level, you gain resistance to fire damage.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with bursts of fire. 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. When you reach 14th level, the extra damage increases to 2d8.

Path of the Drake

At 17th level you can, as an action, change into an adult red dragon as if you had cast *shapechange*. You do not need any material components other than your holy symbol. Once you use this feature, you cannot use it again until you complete a long rest.

Aspect of Hurrian

The Defender of Man

Hurrian is praised for His honor, his devotion to humanity, and his abhorrence of the necessary evil that is war and armed conflict. Clerics who venerate His aspect as the Defender of Man seek to protect the innocent from the wicked. They are both shield and sword, guarding all of the children of the Pantheon of Man.

Race Restrictions

Elorii, and ss'ressen may not choose this archetype. Of the dwarves, only Tir Betoqi dwarves may choose to be clerics of Hurrian.

Tenets of Faith

Clerics who revere Hurrian, the Defender of Man share the following tenets and traditions of belief.

Guidance: Be an inspiration for others. Anyone with the strength and will to protect those who cannot protect themselves walks in Hurrian's grace.

Justice: Punish the wicked and those who would use their strength to oppress their fellow men.

Patronage: Train and mentor those who have the desire to defend others. Teach them the way of the sword and shield and, most importantly, the sacred text of Defender of Man.

Protection: Always defend the weak and defenseless. The loss of an innocent life is unacceptable if it can be avoided.

The Reluctant Warrior: Hurrian is the Reluctant Warrior; follow His example and only take up arms when absolutely necessary.

Hurrian, the Defender of Man

Cleric Level	Spells
1st	*Compelling strike*, shield of faith*
3rd	*Aid, protection from poison*
5th	*Beacon of hope, protection from energy*
7th	*Guardian of faith, locate creature*
9th	*Decree of salvation, mass cure wounds*

Aspect Proficiencies

When you choose this aspect at 1st level, you gain the following proficiencies:
Armor: Medium armor, heavy armor, and shields
Weapons: Longsword
Skills: Perception

I Shall Be Your Shield

Starting at 1st level, you can shield your allies from harm. Any time a friendly creature within 5 feet of you is targeted by an attack, damaging spell, or any ability that requires an attack roll, you may use your reaction to interpose yourself between them and their attacker. The attacker's entire attack action, damaging spell, or ability is resolved against you instead, gaining resistance to any damage suffered.

You may use this ability a number of times equal to your Wisdom Bonus. You regain all uses of this ability after completing a long rest.

Channel Divinity: Wall of Iron

Also, starting at 2nd level, you can use your Channel Divinity to gird yourself in Hurrian's Courage. As a bonus action, you present your holy symbol and speak a prayer to the Defender of Man to cast *heroism* on yourself (and only yourself). You do not need to expend a spell slot or maintain concentration on the spell. This ability cannot be enhanced by the expenditure of a higher level spell slot.

Channel Divinity: His Shield Shall Guard Me

Also, starting at 2nd level, you can use your Channel Divinity to deflect an attack with deft efficiency. When you are successfully struck by a melee or ranged attack, you may use your Channel Divinity as a reaction to negate the hit, causing it to miss.

Fortress of Iron

At 6th level, all friendly creatures who are adjacent to you gain your shield bonus to their Dexterity saving throws. Additionally, any time after you are successfully struck in melee you may use a reaction to shove your opponent, as long as they are within reach. You must be armed with a shield to use either of these abilities.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with electrical 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. When you reach 14th level, the extra damage increases to 2d8.

Bastion of Iron

Starting at 17th level, any time you are the subject of a critical hit, you gain resistance against that attack.

Aspect of Illiir

The Light Everlasting

The patron of emperors, kings and lords has many titles. He is the Head of the Pantheon of Man, the Perfect Form, and the Champion of Civilization. Clerics who praise Him as the Light Everlasting focus on His dominion over radiant light in all its forms. The light that illuminates the path, the light that burns away the darkness, and the light of the truth are all of the Light Everlasting.

Race Restrictions

Dark kin, elorii, gnomes, ss'ressen and undir may not choose this archetype. Of the dwarves, only those from Solanos Mor may choose to be clerics of Illiir. Additionally, only males may become clerics of Illiir.

Tenets of Faith

Clerics who revere Illiir, the Light Everlasting share the following tenets and traditions of belief:

Equality: Light shines on all creatures and gives them strength without thought to race, nation or creed.

Honor: Treat all you meet with fairness and gentility. Let your word be your bond. Deceive no one, including yourself.

Illumination: Bring the light of civilization to all corners of the Known Lands. Dispel the darkness of barbarity, ignorance and deceit.

Order: Illiir abhors chaos and seeks the peace that stability brings. Seek to establish order where anarchy reigns.

Self-Knowledge: Let your light shine first and foremost on yourself. Do not turn away from what you see within your own soul.

Steadiness: The Light Everlasting does not waver or diminish. Be steadfast and endure the challenges you face with your light undimmed.

Illiir, the Light Everlasting

Cleric Level	Spells
1st	*Bless, guiding bolt*
3rd	*Continual flame, zone of truth*
5th	*Bestow curse, righteous strike**
7th/	*Guardian of faith, my honor is my strength**
9th	*Aura of radiance*, circle of radiance**

Aspect Proficiencies

When you choose this aspect at 1st level, you gain the following proficiencies:
Armor: Medium armor, shields
Weapons: Gladius
Skills: Persuasion
Tools: any one artisan tool

Bonus Cantrip

When you choose this aspect at 1st level, you learn the cantrip *light*.

Wrathful Radiance

Starting at 1st level, when you are hit by a melee attack you may, as a reaction, scorch the offender with divine wrath. Your attacker must make a Charisma saving throw. If they fail, take 2d8 radiant damage, or half as much on a successful saving throw. You can use this feature a number of times equal to your Wisdom bonus (minimum of 1), regaining all expended uses after completing a long rest.

Channel Divinity: Cleansing Radiance

Starting at 2nd level, you can use your channel Divinity to call forth a wave of brilliance that chases away the shadows. As an action, you brandish your holy symbol and create a 30-foot burst of bright radiant energy. In the burst, any illusion spells or magical effects that create darkness of 4th level or lower are instantly dispelled.

Channel Divinity: Turn Undead

Starting at 2nd level, as an action, you can present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the undead creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned undead must spend its turns trying to move as far away from you as it can, and can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Once you reach 5th level, when an undead fails its saving throw against this feature it is instantly destroyed, as long as its challenge rating is at or below a certain threshold, as shown in the table below:

Cleric Level	CR affected
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Channel Divinity: Word of Righteousness

At 6th level, you can use your Channel Divinity to utter a powerful prayer to Illiir. As an action, you may use your Channel Divinity to force any number of creatures within 30 feet to make a Charisma saving throw.

Any creature that fails this save suffers 2d10 + your cleric level thunder damage and is stunned until the end of their next turn. Creatures that succeed on their saving throw are not stunned and only take half damage.

Celestial creatures who are servants of Illiir, members of your church, and val'Assanté are immune to this effect.

Empowered Radiance

Starting at 8th level, you now add your Wisdom modifier to the damage of any spells you cast or class features you have that deal radiant damage.

Radiant Presence

Starting at 17th level, while you are conscious, you can radiate a 30-foot aura of light, burning the unclean and protecting you from their foul magic. Your aura moves with you and sheds bright light in a 15-foot radius around you and dim light for an additional 15 feet beyond that.

Any undead or infernal creatures that start their turn within your aura must make a Constitution saving throw or suffer 3d10 radiant damage. Any friendly creatures within your aura gain resistance to necrotic damage as long as they remain in your aura. Lastly, your aura instantly dispels any magical darkness it touches.

You may suppress or reactivate this effect as a bonus action.

Aspect of Larissa

The Divine Harlot

The Lady of Luck and the Mistress of the Forbidden Pleasures. The Oracle of the Gods and the Divine Temptress. Larissa has a dual nature many struggle to understand. Clerics that follow Her aspect as the Divine Harlot revel in Her devotion to pleasure, sensuality and ecstasy. They seek to free others of their inhibitions and bring about the peace that follows a night of pleasure.

Race Restrictions

Elorii, and ss'ressen may not choose this archetype. Of the dwarves, only the Tultipetan dwarves may become clerics of Larissa.

Tenets of Faith

Clerics who revere Larissa, the Divine Harlot share the following tenets and traditions of belief:

Indulgence: Experience every excess. Plumb the depths of every vice. Deny yourself nothing.

Moderation: Lose control and regain it. Let yourself go but always be able to come back.

Peace: Indulging in depravity is just so much easier if everyone sets aside their swords and finds common ground.

Sensuality: Take pride in your body and do not hide it behind layers of steel and cloth. Feel the world around you press against your skin.

Temptation: Seduce and entice others into joining your exploration of the senses. Show those you meet that they too have needs and desires that should not be denied.

Larissa, the Divine Harlot

Cleric Level	Spells
1st	*Charm person, disguise self*
3rd	*Calm emotions, enthrall*
5th	*Luck of fools*, hypnotic pattern*
7th	*Compulsion, euphoria**
9th	*Dominate person, phantasmal lover**

Aspect Proficiencies

When you choose this aspect at 1st level, you gain the following proficiencies:

Weapons: Side sword, war fan, whip

Tools: Any two musical instruments of your choice

Skills: Persuasion

Vestments of the Lady

Beginning at 1st level, while not wearing armor and not wielding a shield, your Armor Class is 10 + your Dexterity modifier + your Charisma modifier.

Dominant Personality

Beginning at 1st level, you may choose to use Charisma instead of Wisdom as your spellcasting ability score for your cleric spells.

Dance of Steel

Also at 1st level, whenever you use an Attack action, you may make an additional weapon attack as a bonus action, but only while wielding a side sword, war fan, or whip.

You can use this feature a number of times equal to your Dexterity bonus (minimum of 1), regaining all expended uses after completing a long rest.

Channel Divinity: Undeniable Presence

Starting at 2nd level, you can use your Channel Divinity to capture everyone's attention, make a grand entrance, or pull attention away from a friendly ally. As an action, you touch your holy symbol and whisper a pray to Larissa. Each creature that can see or hear you within 30 feet must make a Wisdom saving throw; a creature being attacked by your companions gains advantage on their saving throw. A creature that fails its saving throw is charmed by you for 1 minute or until it takes any damage.

At the end of each of its turns, any creatures stunned by this ability may make a new Wisdom saving throw to end this effect.

Channel Divinity: Fleeting Kiss

Also starting at 2nd level, you can use your Channel Divinity to entrance with a kiss. As an action, you can touch a humanoid and use your Channel Divinity to force that creature to make a Charisma saving throw. If your target fails, you can either render them incapacitated until the end of their next turn or make them instantly forget everything that took place over the last 5 minutes, turning those memories into a hazy blur.

Memories altered with this ability can only be recovered with a *remove curse* spell or a similar effect.

Unnerving Beauty

Once you reach 6th level, whenever you are targeted with a melee weapon attack or unarmed strike, you may use your reaction to cast *euphoria** on your attacker, interrupting their action. Casting *euphoria* in this way does not use one of your spell slots or require any material components.

Once you use this feature, you cannot use it again until you complete a short rest.

Divine Strike

At 8th level, you gain the ability to strike with uncommon accuracy. 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 the weapon used. When you reach 14th level, the extra damage increases to 2d8.

Dance of Enticement

At 17th level when you dance you may captivate and entice those around you. You may dance as an action, forcing all intelligent creatures that can see you within 30 feet to make a Wisdom saving throw. A creature that fails its saving throw is stunned for the duration or until it takes any damage. As long as you continue to dance, any creatures who are not stunned and start their turn within 30 feet of you must make a new saving throw or become stunned. Once your dance ends all effected creatures are freed of the stunned condition.

Your dance lasts for up to 1 minute, and you must use your action on each of your turns during that time to continue dancing. You must concentrate on this feature as if you were concentrating on a spell. If you lose concentration or don't use your action to keep dancing, this feature ends early.

Aspect of Neroth

The Lord of Tombs

Neroth is the most feared and misunderstood of the Pantheon of Man. Everyone will come to His embrace in time, but from there they will move on to the next stage of existence. Clerics who worship Neroth as the Lord of Tombs, revere His influence over the dead and prepare themselves for the Death Lord's ultimate gift.

Race Restrictions

Elorii and ss'ressen may not choose this archetype.

Tenets of Faith

Clerics who revere Neroth, the Lord of Tombs share the following tenets and traditions of belief:

Destroy the Evils of the World: In the Mythic Age, the primal evils were released from the Crucible of Sins. Neroth has tasked those who follow His teachings to destroy such evils that exist in the world and right this ancient wrong.

Endurance: Pain is the body crying out for the release of death. Teach yourself to overcome the demands of the body. Death will come in its proper time.

Give Proper Rites to the Dead: Those whose time has ended deserve a proper burial with the "final words" spoken over them. Give them the peace of the grave.

Keeper of Barrows: The crypts and graves of the faithful should not be desecrated. Protect the peace and sanctity of the tomb of those that are sanctified by the Pantheon of Man.

Practicality: The mindless dead were not worthy of the Gift of Neroth. They are your servants and your tools. Make use of them.

Neroth, the Lord of Tombs

Cleric Level	Spells
1st	*False life, inflict wounds*
3rd	*Gentle repose, ray of enfeeblement*
5th	*Animate dead, vampiric touch*
7th	*Death ward, Neroth's embrace**
9th	*Insect plague, cloudkill*

Aspect Proficiencies

When you choose this aspect at 1st level, you gain the following proficiencies:
Armor: Medium armor, heavy armor and shields
Weapons: War scythe
Skills: Medicine

Bonus Cantrip

When you choose this aspect at 1st level, you learn the cantrip *spare the dying.*

Artful Healer

Starting at 1st level, you can use a healer's kit to help your allies heal while at rest. During a short rest you may use an application of your healer's kit to attend to a creature's wounds, allowing them to add your Wisdom bonus + your proficiency bonus to any hit points recovered during their short rest.

Channel Divinity: Neroth Commands

Starting at 2nd level, you can use your Channel Divinity to attempt to control undead. As an action, you present your holy symbol, and speak a prayer forcing undead to obey your authority. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. Undead creatures that do not have the Incorporeal Movement trait suffer disadvantage on this saving throw. If the undead creature fails its saving throw, it is charmed by you for 1 minute or until it takes any damage. Undead with an Intelligence score of 4 or greater are immune to this effect.

Once you reach 5th level, when an undead without the Incorporeal Movement trait fails its saving throw against this feature you can choose to send them back to their rest (destroy them) once the charmed condition ends, as long as its challenge rating is at or below a certain threshold, as shown in the table below:

Cleric Level	CR affected
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Channel Divinity: Necromancer

Starting at 6th level, you can expend your Channel Divinity as an additional component when you cast any necromancy spell that creates undead creatures. If you do, any undead you create gains temporary hit points equal to your cleric level and a bonus to attack and damage rolls equal to your Wisdom modifier.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with necrotic 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 necrotic damage. When you reach 14th level, the extra damage increases to 2d8.

Neroth's Gift

At 17th level you become undead. You gain all the racial traits listed in the Undead Heroes side bar (see pg. 47) as well as the following traits:

Forever Bound to Flesh: Your intellect will never be separated from your mortal vessel. When you reach 0 hit points you become incapacitated instead of unconscious and make death saving throws as normal. If you fail three death saving throws, you are destroyed. The energy that animates your corporeal form dissipates and your intellect begins to fray at the edges. *Revivify* and similar magic that restores the living to life has no effect on you.

If you are destroyed, you can be restored by the *animate dead* spell or similar magic, as long as it is cast within 1 minute of your destruction. To restore you to undeath in this way requires an additional material component, a black onyx worth 300gp, which is consumed.

If you are not restored after 1 minute, your intellect disperses completely, and you cease to exist.

Necrotic Exhaustion: If you use a class feature, racial trait or magic item that would normally cause you to gain a level of exhaustion, you must temporarily bleed off some of the energy animating your corporeal vessel. Instead of gaining a level of exhaustion, your hit point maximum is reduced by 10. This reduction cannot be removed by any means except completing a long rest.

Neroth's Chosen: The Lord of the Tombs has done more than bless you, He has chosen you for some unknown, divine purpose. Although you are not alive, you are affected by any spell, potion, or magical effect which restores hit

points, lost limbs, or otherwise mitigates injuries as if you were a living creature. Such effects that normally wouldn't affect undead only heal half the usual number of hit points unless they are cast by an undead (including yourself) or a worshiper of Nerath.

Aspect of Nier

The Lord of Battle

While Hurrian is never eager to draw His weapons, Nier is the Reveler in Violence. In battle, everything else is burned away and all that remains is the glory of blood and death. Clerics who worship His aspect as the Lord of Battle take up arms and armor and strive to achieve His battle frenzy.

Race Restrictions

Elorii, ss'ressen, and undir may not choose this archetype. Of the dwarves, only Nol Dappan dwarves may choose to be clerics of Nier.

Tenets of Faith

Clerics who revere Nier, the Lord of Battle share the following tenets and traditions of belief:

Alliance & Allegiance: Your companions are as important as your armor and steel, do not risk their lives needlessly. Know them, and love them as brothers and sisters.

Conflict: Civilizations flourish when they test their mettle against each other. By setting forces against each other you help them discover their strengths and weaknesses.

Inspiration: Be a blazing beacon on the battlefield. Lead by example and encourage your allies to new heights of glory on the battlefield.

Might: The strength of arms, battle skills, power, and your thirst for the blood of your enemies are all that matter.

No Mercy: Take no prisoners and leave only the dead behind.

Nier, the Lord of Battle

Cleric Level	Spells
1st	*Bless, guiding bolt*
3rd	*Nier's blade*[S], *whirling blade*[S]
5th	*Mantle of unavoidable flame*[S], *elemental weapon (fire only)*
7th	*Freedom of movement, wall of fire*
9th	*Destructive wave, flame strike*

Aspect Proficiencies

When you choose this aspect at 1st level, you gain the following proficiencies:

Armor: Medium armor, heavy armor, and shields

Weapons: Greatsword

Skills: Insight

Warlord

Starting at 1st level, when you use an Attack action, you may make an additional weapon attack as a bonus action, but only while wielding a greatsword.

You can use this feature a number of times equal to your Wisdom bonus (minimum of 1). You regain all expended uses after completing a long rest.

Channel Divinity: Battle Cry

Starting at 2nd level, you can use your Channel Divinity to inspire your allies. As an action, you present your symbol and shout a battle cry. Choose a number of friendly creatures equal to half your cleric level within 30 feet which can see and hear you. Both you and your chosen targets gain 1d10 + your Wisdom modifier temporary hit points that last for 1 minute.

Channel Divinity: Commanding Strike

Also starting at 2nd level, you can use your Channel Divinity to command your allies. As an action, you present your holy symbol and speak a prayer to the Lord of Battle. Choose an ally within 60 feet of you who can hear or see you. That ally may use their reaction to make a single melee or ranged attack, with a bonus to their damage roll equal to your Wisdom modifier.

Natural Tactician

Once you reach 6th level, as a bonus action you may command an ally within 60 feet that can see or hear you. That creature may either take the Dash or Withdraw actions as a bonus action on their next turn or use Attack action instead, gaining advantage on their first attack.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of one) regaining all expended uses after completing a long rest.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with bursts of flame. 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. When you reach 14th level, the extra damage increases to 2d8.

Lord of War

At 17th level your mastery of armor reaches its apex, allowing you to shrug off damage. When you wear heavy armor, you have resistance to piercing, bludgeoning, and slashing damage from non-magical weapons.

Aspect of Saluwé

The Primal Huntress

Most worship Saluwé as the Empress of the Heavens and the Green Goddess. She is the very earth that brings forth food. Priestesses of the Primal Huntress live to embody Saluwé's more savage nature, reveling in the glory of the hunt and the seductive moment of the kill. They hone their skills, hunting ever more dangerous prey, and strive to embody the purity of the hunt itself.

Race Restrictions

Dwarves, elerii, and ni'ruuan may not choose this archetype. Additionally, only females may become clerics of Saluwé.

Tenets of Faith

Clerics who revere Saluwé, the Primal Huntress share the following tenets and traditions of belief:

Hunt: The hunt lets you feel the power of Saluwé beating in your heart. Do not hunt for sport, eat what you kill and honor the Primal Huntress.

Justice: The blood of the innocent is sacred but the wicked and the cruel should feel the sting of your claws.

Protector: Protect those on the edges of civilization from the wild beasts of the land.

Self-Sufficiency: Forgo claws of iron and shells of steel; the Primal Huntress has given you everything you need for the hunt.

Strike the Balance: Strike a balance between the spread of civilization and the wilderness. Man will encroach upon virgin territory and use the bounty of the land to sustain themselves, but prevent them from despoiling the region with their wanton excess.

Saluwé, The Primal Huntress

Cleric Level	Spells
1st	*Hunter's mark, longstrider*
3rd	*Beast sense, pass without trace*
5th	*Bestial form, conjure animals*
7th	*Freedom of movement, locate creature*
9th	*Crushing weight, commune with nature*

Aspect Proficiencies

When you choose this aspect at 1st level, you gain the following proficiencies:

Armor: Medium armor (Clerics of the Primal Huntress will not wear armor or use shields made of metal)
Weapons: Longbow, shortbow
Skills: Stealth and Survival

Hands of Our Mother

Starting at 1st level, as a bonus action, you extend your nails into very sharp claws. You can also retract your claws as a bonus action. You gain the following benefits when your claws are extended:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- You may choose to use your claws when making unarmed strikes. Your claws deal 1d4 slashing damage. This damage increases to a d6 at 5th level, a d8 at 11th level, and a d10 at 7th level.
- When you use the Attack action with your claws on your turn, you can make one with your claws as a bonus action.
- At 6th level, your claws deal magical slashing damage.

Channel Divinity: Hunter's Senses

Starting at 2nd level, you can use your Channel Divinity to sense the presence of beasts and other creatures around you. As an action, you grasp your holy symbol and whisper a prayer to the Primal Huntress. Until the end of your next turn, you know the location of any beast, mythric, ooze, plant, or undead within 60 feet of you that is not behind total cover. You learn the type of each creature you sense, but not the identity.

Channel Divinity: Flurry of Claws

Also starting at 2nd level, you use your Channel Divinity to lash out at all creatures around you with your claws. As an action, you touch your holy symbol and growl a prayer to the Primal Huntress. You can make an unarmed strike against every creature adjacent to you.

Beast Form

Starting at 6th level, you can use your bonus action to magically assume the shape of a beast that you have seen with a challenge rating of 1 or lower without a flying or swimming speed. You can use this feature three times. You regain all expended uses when you finish a long rest.

You can stay in a beast shape for a number of hours equal to half your cleric level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

See the Shape Changing side bar (pg. 163) for rules for when you are transformed.

Bloodhound

Also starting at 6th level, you have advantage on ability checks made to track a creature you have injured with your claws in the last 24 hours.

Divine Strike

At 8th level, you gain the ability to infuse your attacks with deadly poison. Once on each of your turns when you hit a creature with a weapon attack, unarmed strike or an attack while in beast shape, you can cause the attack to deal an extra 1d8 poison damage. When you reach 14th level, the extra damage increases to 2d8.

Unbridled Savagery

At 17th level, while engaged in battle you gain resistance to piercing, bludgeoning, and slashing damage from non-magical weapons.

Aspect of Yarris

The Lord of Waves

Many rumors and even heresies swirl about Yarris, like the currents and tides of His domain. Some say Yarris is the sea itself and some even claim that He is not truly part of the Pantheon of Man, but an ancient deity that was later incorporated. Clerics who worship Yarris as the Lord of Waves see Him in every body of water. They often contract with ships, providing their services in return for the chance to travel across the seas.

Race Restrictions

Dwarves, ekeli, and ti'ressen may not choose this archetype.

Tenets of Faith

Clerics who revere Yarris, the Lord of Waves share the following tenets and traditions of belief:

Change: Anything can happen out at sea. Storms can strike without warning, the wind blows where it will, and even the currents alter their course over time. Adapt and flow, like water over stones.

Community: The sea brings nations together by enabling the flow of goods and ideas. When we share our bounty with each other we avoid stagnation.

Intercede on Mankind's Behalf: The depths of the ocean hide many predators that would feed on the brave people who sail upon Yarris' back. Protect them from these creatures as well as the capricious nature of the seas themselves.

Respect: You cannot control the sea, nor stop the river when it floods. You must learn to work with the waters and understand them.

Seek the Pearls of Yarris: When the ancient Imperium of Man fell, the Pearls of Yarris, holy objects given to mankind by the Sea Lord Himself, were lost. Search for these lost artifacts and return them to His temple.

Yarris, The Lord of Waves

Cleric Level	Spells
1st	***Create or destroy water, alter winds****
3rd	***Beast sense, riptide****
5th	***Water breathing, water walk***
7th	***Steal water, freedom of movement***
9th	***Conjure elemental (water only), tendrils of water****

Aspect Proficiencies

When you choose this aspect at 1st level, you gain the following proficiencies:
Armor: Medium armor, shields (Clerics of the Lord of Waves will not wear armor or use shields made of metal)
Weapons: Trident
Tools: Vehicles (water)
Skills: Athletics, Acrobatics

Water is my Home

Starting at 1st level, you gain advantage on all Acrobatics and Athletics checks while upon open water, whether on a ship's deck, a floating wreckage, or while swimming. You also gain a swim speed of 30 feet.

Channel Divinity: Turn Creatures of the Deep

Starting at 2nd level, as an action, you can present your holy symbol and speak a prayer censuring the undead spawned from watery graves, as well as water elementals. Each such creature that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned undead or elemental must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Once you reach 5th level any sea-spawned undead creature or water elemental with a challenge rating at or below a certain threshold that fails its saving throw is destroyed. The undead and elementals affected are shown on the table below:

Cleric Level	CR affected
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Channel Divinity: Her Unforgiving Embrace

Also starting at 2nd level, you may use your Channel Divinity to fill a creature's lungs with bitter sea water. As an action, you present your holy symbol and speak a prayer to Yarris, forcing a creature you can see within 30 feet to make a Constitution saving throw. If the creature fails, they are stunned for 1 minute or until they take any damage. An affect creature can attempt another saving throw at the end of each of its turns to end this effect. Creatures that do not need to breathe automatically make their saving throw.

The Lord of Waves Protects Me

Starting at 6th level, you have resistance to cold damage.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with deathly cold. 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 cold damage. When you reach 14th level, the extra damage increases to 2d8.

One with the Waves

Once you reach 17th level, you can cast *freedom of movement* once and you regain the ability to do so when you complete a long rest.

Elder Sorcerer

Arcane magic taps into the residual energy of Creation to achieve miraculous and often mind-bending effects. This gives those ancient practitioners mastery over such exotic effects as creating an object out of thin air, changing the very essence of one thing to another, or tapping directly into the raw building blocks of reality, such as the Elemental Planes.

The Elder Tradition of magic is practiced by the elder races of Arcanis, such as the ssana, il'Huan, and the elorii. Elder magic tends to be meticulous and precise, befitting races that are so long lived that a decade is a reasonable amount of time to have a discussion.

What differentiates elder magic from the eldritch magic practiced by the younger races, such as humans, is the precision in which the raw energy is manifested. Though this assiduous attention to detail makes elder magic potent, it is much slower to cast than its eldritch counterpart.

Many wise and intelligent humans have tried to master the Elder Tradition but the rare individual that comes near to succeeding have been driven mad. Many speculate that the human mind lacks certain physiology that the elder races possess and are thus incapable of mastering this tradition.

Class Features

As an elder sorcerer, you gain the following class features:

Race Restrictions

Only races the Elder Spellcaster racial feature may take levels in this class.

Hit Points

Hit Points: 1d6 per elder sorcerer level
Hit Points at 1st level: 6 + your Constitution modifier
Hit Points at Higher Levels: 1d6 (4) + your Constitution modifier per elder sorcerer level after 1st

Proficiencies

Armor: None
Weapons: Daggers, darts, slings, quarterstaffs, light crossbows
Tools: None
Saving Throws: Intelligence, Wisdom
Skills: Choose two from Arcana, History, Insight, Investigation, Linguistics, Medicine, Religion, and Stealth.

Equipment

You start with the following equipment, in addition to the equipment granted by your background. See **Chapter IV** for Regional weapons and armor. If you choose a weapon with ammunition you start with 20 bolts or arrows.

- Choose any two weapons you are proficient with from your starting ration.
- Choose either a component pouch or an arcane focus
- Choose either a scholar's pack or an explorer's pack

Hunted by Ymandragore

The Sorcerer King of Ymandragore hunts all arcane spellcasters. Displaying one's sorcerous skills openly or in a public setting is a sure way to end one's career early.

The Elder Sorcerer

Level	Proficiency bonus	Features	Arcane Points	Cantrips Known	Spells Known	—Spell Slots per Spell Level— 1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+2	Spellcasting, Arcane Recovery	-	4	4	2	-	-	-	-	-	-	-	-
2	+2	Elder Sorcerer Tradition	-	4	5	3	-	-	-	-	-	-	-	-
3	+2	Arcane Flexibility	2	4	6	4	2	-	-	-	-	-	-	-
4	+2	Ability Score Improvement	3	5	7	4	3	-	-	-	-	-	-	-
5	+3	Meticulous Spell Shaping	4	5	8	4	3	2	-	-	-	-	-	-
6	+3	Tradition Feature	4	5	9	4	3	3	-	-	-	-	-	-
7	+3	Regain Control	5	5	10	4	3	3	1	-	-	-	-	-
8	+3	Ability Score Improvement	5	5	11	4	3	3	2	-	-	-	-	-
9	+4	Meticulous Spell Shaping Improvement	6	5	12	4	3	3	3	1	-	-	-	-
10	+4	Tradition Feature	6	6	14	4	3	3	3	2	-	-	-	-
11	+4	-	7	6	15	4	3	3	3	2	1	-	-	-
12	+4	Ability Score Improvement	7	6	15	4	3	3	3	2	1	-	-	-
13	+5	Meticulous Spell Shaping Improvement	8	6	16	4	3	3	3	2	1	1	-	-
14	+5	Tradition Feature	8	6	18	4	3	3	3	2	1	1		
15	+5	-	9	6	19	4	3	3	3	2	1	1	1	
16	+5	Ability Score Improvement	9	6	19	4	3	3	3	2	1	1	1	
17	+6	-	10	6	20	4	3	3	3	2	1	1	1	1
18	+6	Elder Ritualist	10	6	22	4	3	3	3	3	1	1	1	1
19	+6	Ability Score Improvement	11	6	22	4	3	3	3	3	2	1	1	1
	+6	Signature Spells	11	6	22	4	3	3	3	3	2	2	1	1

Spellcasting

Due to your training in elder magic, you have learned how to wield the power of creation.

Cantrips

At 1st level, you know four cantrips of your choice from the elder sorcerer spell list. You learn additional elder sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Elder Sorcerer table.

Spell Slots

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

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

Spells Known at 1st Level and Higher

You know four 1st level spells of your choice from the elder sorcerer spell list.

The Spells Known column of the Elder Sorcerer table shows when you may learn more elder sorcerer spells of your choice. Each of these spells must be of a level for which you have spell slots. When you gain a level in this class, you

can choose one of the spells you know and replace it with another from the elder sorcerer spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for your elder sorcerer spells. Your magic comes from your knowledge and study of the universe. You can use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an elder sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Elder Ritual Casting

You can cast any elder sorcerer spell you know as a ritual if that spell has the ritual tag. When you cast an elder sorcerer spell as a ritual, it takes 15 minutes to cast instead of the normal time, but the spell's duration is doubled.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your elder sorcerer spells.

Arcane Recovery

You have learned to regain some of your magical energy through meditative practices and ceremonies. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your elder sorcerer level (rounded up), and none of the slots can be of 6th level or higher.

For example, if you're a 4th level elder sorcerer, you can recover up to two levels worth of spell slots. You can either recover a 2nd-level spell slot or two 1st-level spell slots.

Elder Sorcerer Tradition

When you reach 2nd level, you choose an arcane tradition, shaping your magical practice. The traditions are detailed at the end of this chapter. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Arcane Flexibility

At 3rd level, you learn how to mold and shape your spells as you cast them. You gain 2 arcane points and you gain more arcane points as you reach higher levels in this class, as shown in the Arcane Points column of the Elder Sorcerer table. You can never have more arcane points than shown on the table for your level. You regain all spent arcane points when you finish a long rest.

See **Chapter VI: Magic of Arcanis** for more information on arcane points and how to use them.

Metamagic

Starting at 3rd level, you gain the ability to twist your spells to suit your needs. You learn the Metamagic option Subtle Spell. You also gain one other Metamagic option of your choice and you gain another one at 7th level.

You can only use one Metamagic option on a spell when you cast it, unless otherwise noted.

See **Chapter VI: Magic of Arcanis** for a complete list of Metamagic options and how to use to use them.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th and 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 over 20 by using this feature.

Meticulous Spell Shaping

Starting at 5th level, whenever you cast an elder sorcerer spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 arcane point and choose a number of those creatures up to your Intelligence modifier (minimum of 1). A chosen creature automatically succeeds on its saving throw against your spell.

When you reach 9th level in this class, chosen creatures have resistance to your spell's damage. When you reach 15th level, chosen creatures take no damage from your spell.

Reclaim Control

Starting at 7th level, any time you lose concentration on a spell that summons a creature, such as *conjure elemental*, you may, as a reaction, spend 2 arcane points to force the creatures your summoned to make a Charisma saving throw.

If a creature you summoned with the triggering spell fails their saving throw, you regain your concentration on the spell and control over your summoned creatures. Any creature that succeeds on their saving throw resists your control, even if you regain your concentration on the triggering spell.

Elder Ritualist

Starting at 18th level, you can cast any elder sorcerer spell that you know of 6th level or below that does not require concentration as a ritual spell.

Signature Spells

When you reach 20th level, you gain mastery over three powerful spells and can cast them with little effort. Choose a 1st level elder sorcerer spell, a 2nd level elder sorcerer spell, and a 3rd level elder sorcerer spell that you know as your signature spells. You can cast these spells at their lowest level without expending a spell slot. If you want to cast these spells

at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange any of the spells you chose for different spells of the same level.

Elder Sorcerer Traditions

Spellcasters in the Elder Tradition devote entire lifetimes to the perfection of one spell or mastering one school of magic. Such dedication takes time, but for an immortal race time is an endless resource.

Arcanist

The Arcanist does not seek to master a single aspect of the arcane arts but rather the techniques of casting spells. They seek to master a spell's placement and refine its use; they seek enlightenment within the pull and push of the forces used to create the effect. An Arcanist seeks to perfect their art through skillful and thoughtful execution.

Arcane Precision

Starting at 3rd level, as a bonus action you can spend 1 arcane point to grant yourself advantage on your next spell attack roll.

Expanded Knowledge

At 6th level, you learn an additional Metamagic option of your choice. See **Chapter VI: Magic of Arcanis** for a complete list of Metamagic options.

Elder Efficiency

Beginning at 10th level, any time you cast a spell of 3rd level or higher using a spell slot of a slot level higher than required for the spell, you regain 2 expended arcane points.

Refined Metamagic

Starting at 14th level, you can manipulate spells with little effort. Choose one Metamagic option you know that requires 2 or less arcane points to use. You may now use that Metamagic option three times when you cast an elder sorcerer spell without expending arcane points, regaining all expended uses of this feature when you complete a long rest.

Conjurer

Conjurers focus on calling forth elementals and other servants. Many elotti devote themselves to the study of conjuration as their birthright as scions of the lost Elemental Lords. Other elotti see elementals as useful and even willing tools in the battle to restore their place in the world.

Elemental Servant

Starting at 2nd level you gain the services of an elemental servant. You learn the spell *find familiar* and may use it to summon an elemental servant instead of a familiar. See **Appendix I: Bestiary** for your elemental servant's stats.

Your elemental servant gains all the benefits of your Elemental Companion feature. You can have only one elemental servant at a time.

Unlike a normal familiar, when you dismiss your elemental servant, it returns to the Elemental Plane it came from but does not regain any lost hit points or spent hit die until it spends at least 8 hours on its home plane. Your elemental servant will then regain all of its hit points and spent hit dice.

If your elemental servant is ever slain, you may not summon a new one until you complete long rest. The elemental servant you then summon is not the same one you had before, it is a new creature.

Elemental Companion

Your elemental servant gains a variety of benefits.

When you take the Attack action, you can forgo one of your own attacks to allow your elemental servant to make one attack, using its reaction. Starting at 11th level, as a bonus action you can have your elemental servant make one attack, using its reaction.

If you are incapacitated, your elemental servant will only take actions to protect you. If you are absent, your elemental servant will follow the last set of commands you gave it.

Your elemental servant adds your proficiency bonus to attack rolls and saving throws.

For each sorcerer level you gain after 5th, your elemental servant gains an additional hit die and increases its maximum hit points by 5.

Master Summoner

At 6th level, you are adept at calling forth creatures from the Elemental Planes. Any time you cast a spell that calls forth one or more elementals, you can spend 2 arcane points to give the elementals you summon the following benefits:

- Your summoned elementals add your proficiency bonus to their AC and damage rolls.
- Your summoned elementals have advantage on all saving throws.
- Your summoned elementals have the maximum possible hit points for their hit dice.

Elemental Infusion

At 10th level, you have learned how to use your spells to heal your elemental companions. You can target either your elemental servant or an elemental you have called forth with an elder sorcerer spell and expend one of your spell slots to restore hit points to it.

The amount of hit points you restore to the elemental is based on the level of the spell slot you expend. If

you expend a 1st level spell slot you restore 1d8 + your Intelligence modifier. For every slot level above the 1st that you expend, the healing increases by 1d8.

Conjurer's Grace

At 14th level, you have mastered the art of summoning. You no longer need to make a concentration check when you take damage while concentrating on a spell that calls forth one or more elementals.

Elorii Elementalist

Created through a combination of suuru technomancy, elemental magic, and the essence of a goddess, the elorii have a unique elemental resonance. As masters of the Arcanum and practitioners of the complex and demanding Elder Tradition, it was only a matter of time before the elorii started to experiment with their own elemental nature. Like a master musician finding the right note, elorii elementalists learn to modify and focus the resonance within them, amplifying it unfold.

Elorii elementalists master their magic through deep introspection. They strive to fully comprehend their elemental nature and learn how to pull upon the potency of their ancestry to enhance their spells.

Racial Restriction: Only elorii may become elorii elementalists. As you gain levels in the elder sorcerer class you must choose the elemental powers pertaining to your sub-race.

The Element of Air (Osalikene)

Magic sings through you like chimes on the wind, empowering your body and magic with unparalleled grace.

I Am the Wind

Starting at 2nd level, you can tap into your elemental nature to empower your spells and dodge attacks before they hit you.

When not wearing armor or wielding a shield, your AC is equal to 10 + your Dexterity modifier + your Blood Rank.

In addition, you can use either your Blood Rank or your Intelligence as your spellcasting ability modifier for your elder sorcerer spells, whichever is higher. This does not change any other feature of the elder sorcerer class that relies on Intelligence (such as Metamagic).

The Wind Forever at My Back

At 6th level, the winds surround you at all times. You can cast *jump* and *featherfall* on yourself at will, without expending a spell slot or material components. Additionally, you have advantage on all Constitution checks to maintain concentration on *fly*.

Elemental Nature

At 10th level you deepen your connection to your elemental nature and the forces of the air. As an action, you may spend 2 arcane points to gain immunity to lightning damage for 1 hour.

Also, any spell you cast that deals lightning damage ignores resistance to that kind of damage. Finally, when you roll damage for a spell that deals lightning damage you deal additional damage equal to your Blood Rank.

I Am the Whirlwind

Upon reaching 14th level you learn how to fully express your elemental nature, if only for a short time. As a bonus action, you can expend 5 arcane points and take on some of the qualities of an air elemental for 1 hour.

For the duration, you gain the following benefits:

Damage Resistances: thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: lightning; poison

Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

The Element of Earth (Mārokene)

You embody the elemental power of stone. Its resonance channels through you, empowering your body and crushing your foes.

I Am the Stone

Starting at 2nd level, you can tap into your elemental nature to empower your spells and make your skin as durable as stone.

When not wearing armor or wielding a shield, your AC is equal to 10 + your Constitution modifier + your Blood Rank.

In addition, you can use either your Blood Rank or your Intelligence as your spellcasting ability for your elder sorcerer spells, whichever is higher. This does not change any other feature of the elder sorcerer class that relies on Intelligence (such as Metamagic).

The Avalanche

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Also, as a bonus action you may spend 1 arcane point to imbue your body with the strength of the earth. For 1 minute, your melee attacks deal additional damage equal to your Blood Rank. This effect ends early if you remain off the ground for an entire round. Flying or moving to the second floor of a building are both considered to be off the ground.

Elemental Nature

At 10th level you deepen your connection to your elemental nature and the forces of the earth. As an action, you may spend 2 arcane points to gain immunity to acid damage for 1 hour.

Also, any spell you cast that deals acid damage ignores resistance to that kind of damage. Finally, when you roll damage for a spell that deals acid damage you deal additional damage equal to your Blood Rank.

The Unbending Nature of Stone

Upon reaching 14th level you learn how to fully express your elemental nature, if only for a short time. As a bonus action, you can expend 5 arcane points and take on some of the qualities of an earth elemental for 1 hour.

For the duration, you gain the following benefits:

Damage Resistances: acid; piercing, and slashing from nonmagical attacks

Damage Immunities: bludgeoning, and poison

Condition Immunities: exhaustion, paralyzed, petrified, poisoned, unconscious

The Element of Fire (Kelekene)

You embody the elemental power of fire. It burns in your soul and urges you to action. But the inferno is unpredictable and can incite unrelenting terror in those that gaze upon it.

I Am the Flame

Starting at 2nd level, you can tap into your elemental nature to empower your spells and dodge with the speed of a wildfire.

When not wearing armor or wielding a shield, your AC is equal to 10 + your Dexterity modifier + your Blood Rank.

In addition, you can use either your Blood Rank or your Intelligence as your spellcasting ability modifier for your elder sorcerer spells, whichever is higher. This does not change any other feature of the elder sorcerer class that relies on Intelligence (such as Metamagic).

The Fire Within

Starting at 6th level, you constantly radiate an aura of heat, allowing you to remain comfortable in temperatures down to -40 degrees Fahrenheit.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, as a reaction you can bathe your attacker in flames. The creature must make a Dexterity saving throw or take 2d8 fire damage, or half as much on a successful save. You can use this feature a number of times equal to your Blood Rank. You regain all expended uses after completing a long rest.

Elemental Nature

At 10th level you deepen your connection to your elemental nature and the forces of fire. As an action, you may spend 2 arcane points to gain immunity to fire damage for 1 hour.

Also, any spell you cast that deals fire damage ignores resistance to that kind of damage. Finally, when you roll damage for a spell that deals fire damage you deal additional damage equal to your Blood Rank.

Wildfire

Upon reaching 14th level you learn how to fully express your elemental nature, if only for a short time. As a bonus action, you can expend 5 arcane points and take on some of the qualities of a fire elemental for 1 hour.

For the duration, you gain the following benefits:

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: fire, poison

Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

The Element of Life (Ardakene)

Unique among their kind, the Ardakene possess a resonance attuned to the radiant energy of life, a gift that allows them to do what few other practitioners of the arcane can. Not only can they heal wounds and burn opponents with their own life force, they are living antithesis to the energies that power the undead.

Expanded Spell List

You learn the *sacred flame* cantrip. Also, your unique nature and connection to the energy of life lets you choose from an expanded list of spells when you learn an elder sorcerer spell. The following spells are added to the elder sorcerer list for you. When you cast these spells, they are considered arcane spells.

Elder Sorcerer Level	Spells
2nd	*cure wounds*
4th	*lesser restoration*
6th	*scorching radiance*[*]
8th	*death ward*
10th	*mass cure wounds*

I Am Life

Starting at 2nd level, you can tap into your life energy to empower your spells and sense the energy of life around you.

When not wearing armor or wielding a shield, your AC is equal to 10 + your Wisdom modifier + your Blood Rank.

In addition, you can use either your Blood Rank or your Intelligence as your spellcasting ability modifier for your elder sorcerer spells, whichever is higher. This does not change any other feature of the elder sorcerer class that relies on Intelligence (such as Metamagic).

Imbued Radiance

Starting at 6th level, any time you cast a spell that deals radiant damage you regain a number of hit points equal to your Blood Rank.

Alternatively, as an action you may spend 1 arcane point and touch a friendly creature to form a radiant bond with them for 1 minute. As long as you and your ally remain within 30 feet of each other, your ally regains a number of hit points equal to your Blood Rank whenever you cast a spell that deals radiant damage.

While you have a radiant bond, you do not regain hit points from this feature, only the creature you chose. You can only have one radiant bond active at a time.

Elemental Nature

At 10th level you deepen your connection to the forces of life. As an action, you may spend 2 arcane points to gain immunity to either radiant or necrotic damage for 1 hour.

Also, any spell you cast that deals radiant damage ignores resistance to that kind of damage. Finally, when you roll damage for a spell that deals radiant damage or when casting spells that restore hit point damage, you deal additional damage or restore additional hit points equal to your Blood Rank.

Project Radiance

Starting at 14th level, you gain the ability to project radiant energy out and around you. As an action, you can expend 5 arcane points to cast *aura of radiance**. When you use this feature, *aura of radiance** deals an additional amount of radiant damage equal to your Blood Rank.

The Element of Water (Berokene)

You embody the fluidity and crushing strength of water. Your power is shapeless and formless, but strong enough to topple mountains.

I Am Water

Starting at 2nd level, you can tap into your elemental nature to empower your spells and flow with the rhythm of battle.

When not wearing armor or wielding a shield, your AC is equal to 10 + your Dexterity modifier + your Blood Rank.

In addition, you can use either your Blood Rank or your Intelligence as your spellcasting ability modifier for your elder sorcerer spells, whichever is higher. This does not change any other feature of the elder sorcerer class that relies on Intelligence (such as Metamagic).

Freezing Waters

Starting at 6th level, any time you damage a creature with an elder sorcerer spell that deals cold damage or uses water (such as *riptide**), that creature's speed is reduced by 10 feet and must make a Constitution saving throw. On a failed save, the creature is restrained until the end of your next turn.

Elemental Nature

At 10th level you deepen your connection to your elemental nature and the forces of water. As an action, you may spend 2 arcane points to gain immunity to cold damage for 1 hour.

Also, any spell you cast that deals cold damage ignores resistance to that kind of damage. Finally, when you roll damage for a spell that deals cold damage or utilizes water (spells such as *riptide** and *tawl watter**) you deal additional damage equal to your Blood Rank.

Crushing Waves

Upon reaching 14th level you learn how to fully express your elemental nature, if only for a short time. As a bonus action, you can expend 5 arcane points and take on some of the qualities of a water elemental for 1 hour.

For the duration, you gain the following benefits:

Damage Resistances: cold; bludgeoning and piercing from nonmagical attacks

Damage Immunities: poison and slashing

Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Magi

Elder sorcerers who follow the path of the Magi focus on the depths that only elder magic can reach, such as creating things out of nothing and manipulating the mind.

Ebon Arcanum

Starting at 2nd level you learn how to use the ebon arcanum, a strange manipulation of the powers of Creation that conjures dark, crackling energy you can form into objects of power. While any elder sorcerer can cast *ebon blade**, it is the Magi who truly learn to shape and manipulate the ebon arcanum.

Ebon Blade: If you do not already know the cantrip *ebon blade* you learn it. Whenever you cast *ebon blade*, you can create a weapon with the heavy or two-handed property. You can also spend 1 arcane point to change the damage of your weapon to force damage.

When you reach 5th level in this class, the weapon you create with ebon blade gains a +1 bonus to attack and damage rolls. This bonus increases when you reach higher levels in this class, becoming +2 at 9th level and +3 at 17th level.

Ebon Armor: As long as you are not wearing armor, as a bonus action you can surround yourself in a protective magical force made of the same crackling energy as your ebon blade. Your Armor Class becomes 13 + your Dexterity modifier. Your ebon armor lasts until you don armor, you are incapacitated, or until you dismiss it as a bonus action. You can use a shield and still benefit from your ebon armor.

Beginning at 6th level, you can activate your ebon armor as a reaction when you roll initiative or when you are attacked.

Ebon Blade Mastery

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action with a weapon created with *ebon blade**.

Enhanced Arcane Defence

Starting at 10th level, when you are sheathed in your ebon armor, any time you take damage you may use your reaction to gain resistance against that damage.

Ebon Mastery

At 14th level, you have mastered the ebon arcanum. Your ebon armor and ebon blade are improved in the following ways:

Ebon Armor: Your Armor Class is now 15 + your Dexterity modifier when you summon your ebon armor.

Ebon Blade: Whenever you cast *ebon blade*, you can spend 1 arcane point to cover the weapon you create in damaging energy. Choose one of the following damage types: acid, cold, fire, lightning, or thunder damage. Your weapon deals an extra 2d4 damage of the chosen type when it hits.

Eldritch Sorcerer

Arcane magic taps into the residual energy of Creation to achieve miraculous and often mind-bending effects. This gives these ancient practitioners mastery over such exotic effects as creating an object out of thin air, changing the very essence of one thing to another, or tapping directly into the raw building blocks of reality (such as the Elemental Planes).

The Eldritch Tradition is the magic used by most of the younger races of Arcanis, such as humanity and sa'rossen. Like the Elder Tradition, eldritch sorcerers funnel the residual power of Creation through themselves, channeling it to perform a desired effect through sheer force of will.

To illuminate the differences, masters of the Eldritch Tradition explain to their students that elder sorcerers are able to form and maintain a long equation, manipulate it, and even complete it, all without the help of paper and stylus. An eldritch sorcerer can formulate the equation in their mind, manipulate it to a point, but then has to estimate the answer. If Elder sorcery is a scalpel, then the Eldritch Tradition is a sledgehammer.

Class Features

As an eldritch sorcerer, you gain the following class features:

Race Restrictions

Races with the Elder Spellcaster racial feature, dwarves (With the exception of the Encali), and male sa'rossen can not take levels in this class.

Hit Points

Hit Dice: 1d6 per eldritch sorcerer level
Hit Points at 1st Level: 6 + your Constitution modifier
Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Eldritch Sorcerer level after 1st level

Proficiencies

Armor: None
Weapons: Daggers, darts, slings, quarterstaffs, light crossbows
Tools: None
Saving Throws: Constitution, Charisma
Skills: Choose two from Arcana, Deception, Insight, Intimidation, Linguistics, Persuasion, Religion, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background: See **Chapter IV** for regional weapons and armor. If you choose a weapon with ammunition you start with 20 bolts or arrows or 10 shots of blast powder.

- Choose any two weapons you are proficient with from your starting nation.
- Choose either a component pouch or an arcane focus.
- Choose either a scholar's pack or an explorer's pack.

The Eldritch Sorcerer

Level	Proficiency bonus	Features	Arcane Points	Cantrips Known	Spells Known	—Spell Slots per Spell Level— 1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+2	Spellcasting, Eldritch Sorcerer Tradition Hunted by Ymandragore	-	4	2	2	-	-	-	-	-	-	-	-
2	+2	Arcane Flexibility	3	5	3	3	-	-	-	-	-	-	-	-
3	+2	Metamagic	4	5	4	4	2	-	-	-	-	-	-	-
4	+2	Ability Score Improvement	5	6	5	4	3	-	-	-	-	-	-	-
5	+3	Enhanced Empower	5	6	6	4	3	2	-	-	-	-	-	-
6	+3	Eldritch Sorcerer Tradition	6	6	7	4	3	3	-	-	-	-	-	-
7	+3	Metamagic	7	6	8	4	3	3	1	-	-	-	-	-
8	+3	Ability Score Improvement	8	6	9	4	3	3	2	-	-	-	-	-
9	+4	Enhanced Empower Improvement	9	6	10	4	3	3	3	1	-	-	-	-
10	+4	Metamagic	10	7	11	4	3	3	3	2	-	-	-	-
11	+4	-	11	7	12	4	3	3	3	2	1	-	-	-
12	+4	Ability Score Improvement	12	7	12	4	3	3	3	2	1	-	-	-
13	+5	-	13	7	13	4	3	3	3	2	1	1	-	-
14	+5	Eldritch Sorcerer Tradition	14	7	13	4	3	3	3	2	1	1		
15	+5	-	15	7	14	4	3	3	3	2	1	1	1	
16	+5	Ability Score Improvement	16	7	14	4	3	3	3	2	1	1	1	
17	+6	Metamagic	17	7	15	4	3	3	3	2	1	1	1	1
18	+6	Eldritch Sorcerer Tradition	18	7	15	4	3	3	3	3	1	1	1	1
19	+6	Ability Score Improvement	19	7	15	4	3	3	3	3	2	1	1	1
20	+6	Arcane Restoration	20	7	15	4	3	3	3	3	2	2	1	1

Hunted by Ymandragore

The Sorcerer-King of Ymandragore hunts all arcane spellcasters. Displaying one's sorcerous skills openly or in a public setting is a sure way to end one's career early.

Spellcasting

By absorbing and repurposing the energy of Creation, you can cast spells and make your will into reality.

Cantrips

At 1st level, you know two cantrips of your choice from the eldritch sorcerer spell list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Eldritch Sorcerer table.

Spell Slots

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

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

Spells Known of 1st Level and Higher

You know two 1st level spells of your choice from the eldritch sorcerer spell list.

The Spells Known column of the Eldritch Sorcerer table shows when you learn more eldritch sorcerer spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the eldritch sorcerer spells you know and replace it with another spell from the eldritch sorcerer spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your eldritch sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use Charisma for determining your attack roll and saving throw DC with your eldritch sorcerer spells, and for anything that involves your spellcasting ability.

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spell Save DC = 8 + your Charisma modifier + your proficiency bonus

Eldritch Ritual Spellcasting

You can cast any eldritch sorcerer spell you know as a ritual if that spell has the ritual tag. You have developed several shortcuts that allow you to cast your rituals with a form of arcane shorthand. You only require 5 minutes to cast a ritual spell.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your eldritch sorcerer spells.

Eldritch Sorcerer Tradition

Choose an arcane tradition that describes the training you've received in manipulating magic. You can choose either Battlemage, Invoker, or Saridian-Sorcerer Priest, which are detailed at the end of the class.

Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

Arcane Flexibility

At 2nd level, you learn how to mold and shape your spells as you cast them. You gain 3 arcane points and gain more arcane points as you reach higher levels in this class, as shown in the Arcane Points column of the Eldritch Sorcerer table. You can never have more arcane points than shown on the table for your level. You regain all spent arcane points when you finish a long rest.

See **Chapter VI: Magic of Arcanis** for more information on arcane points and how to use them.

Metamagic

Starting at 3rd level, you gain the ability to twist your spells to suit your needs. You learn the Metamagic ability *subtle spell*. Additionally, you gain two Metamagic options from those available to all arcane spellcasters. You gain an additional Metamagic option at 7th level, another at 10th level and again at 17th level. You can only use one Metamagic option on a spell when you cast it, unless otherwise noted.

See **Chapter VI: Magic of Arcanis** for a complete list of Metamagic options and how to use to use them.

Ability Score Improvement

When you reach 4th level, and again at 8th, 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.

Enhanced Empower

Where elder magic is about control and precision, eldritch is about raw power. Starting at 5th level you gain the ability to rapidly enhance the power of your spell. When you roll damage on a spell, you can spend 1 arcane point to reroll a number of dice up to your Charisma modifier +1 (minimum of one). You must use the new rolls.

When you reach 9th level and use this ability treat all results of 1 as 2s. You can use Enhanced Empowerment even if you have already used a different Metamagic option during the casting of the spell.

Arcane Restoration

At 20th level, you regain 4 expended arcane points whenever you finish a short rest.

Eldritch Sorcerer Tradition

Eldritch sorcerers all draw upon the power of Creation to bring forth their will and turn it into reality, but the skills and specialities that they devote themselves to slowly shapes the nature of their magic.

Invoker

Invokers focus on the raw power of their spells. They learn how to recycle energy from spells they have already cast and how to make the most of their ability to manipulate the power of the Creation.

Repurpose Power

Starting at 1st level, you learn how to cannibalize active spells to empower your spellcasting. As a bonus action, you may end an active 1st level or greater spell that requires concentration. This grants you a number of temporary arcane points equal to half the level of the spell you ended (minimum 1). These temporary arcane points do not count against the maximum number of arcane points you can possess; any unused arcane points fade at the end of your next turn.

You can use this feature a number of times equal to your Charisma modifier +1, regaining all expended uses on a long rest.

Potent Cantrip

At 6th level, you have learned how to make the most of your cantrips. When you roll damage for a cantrip reroll any of the damage dice that show a 1 or a 2. You must use the new rolls.

Potent Casting

Starting at 10th level, you add your Charisma modifier to one damage roll of any spell and cantrip you cast.

Endless Font

Starting at 14th level, any time you roll initiative and you have no arcane points, you regain 2 expended arcane points.

Eldritch Rending

Starting at 18th level, you can rapidly draw on the arcane power around you, channeling it into a spell with devastating effect.

As a bonus action, you can absorb ambient magical energy in order to heighten the power of a spell. You must make a DC 15 Constitution saving throw. On a successful save, the next spell you cast before the end of your turn is cast at a spell level equal to it's minimum level + 4 (maximum 9th level). You must still expend a spell slot of the spell's minimum level. If you expend a higher level spell slot, you receive no additional benefits.

For example, if you use this feature to cast *scorching ray* you would cast it as if it were a 6th level spell (2nd level minimum +4). You must still expend a 2nd level spell slot to cast this spell, but you get the benefits of it being cast as if you used a 6th level spell slot.

If you fail the Constitution saving throw, the magical energy you are attempting to channel erupts from you. All creatures, including yourself, in a 10-foot radius around you must make a DC 15 Dexterity saving throw. Affected creatures suffer 5d6 force damage, or half as much on a successful save.

Regardless of whether your succeeded or failed on the Constitution saving throw, the area around you is depleted of magical energy when you use Eldritch Rending. For 4 hours, a 50-foot radius zone centered on where you were when you used Eldritch Rending is nearly devoid of the power of Creation.

Any creature that targets a creature or object in this zone with a spell has disadvantage on their spell attack roll. Creatures in this zone have advantage on any saving throws against spells.

Any creature within this zone that targets a creature or object outside the zone with a spell has disadvantage on their spell attack roll. Any creature affected by a spell cast from within this zone has advantage on any saving throws to resist the spell's effects, if any.

At the end of the turn in which you use this feature, you gain 1 level of exhaustion which may only be removed by resting. You cannot use this feature while you are exhausted.

Sarishan Sorcerer-Priests

The Lorrorri sat at the table with a bewildered look on his face. "You understand that I only ask, because I have been tasked with learning as much of human society as possible. I don't mean to pry."

The Sarishan Sorcerer-Priest sat across from the elorii, resplendent in his rich, embroidered red robes. A smile flitted across his face. "And you are confused by my order."

"By your very existence," the Ardakheu blurted out. "Like my people, those who practice sorcery cannot also follow the cause of the gods. One must train for years to be able to master one, let alone the fact that the two disciplines are mutually exclusive by their very nature!"

The Sarishan lowered his cup, his smiling widening. "Our Lord Sarish, blessed be His name, is the master of all magic. It would be strange, don't you think, that the Lord of Sorcery would keep from His chosen mastery over eldritch power!"

"But then you also engage in blood magic, something I've seen shamans use to engender the favor of the ancient spirits of nature."

Opening his cloak to reveal the many vials of blood attached to an inner harness strapped across his waist, the Sarishan continued. "Nothing as primitive as that, I'm sure, but my Lord is also the Blood God."

Smiling the elorii nodded towards his companion. "It seems I have much to learn of your people. It is all quite a mystery to me."

"Sarish is the Lord of that as well?"

In Arcanis, no one can be a practitioner of both the Divine and Eldritch (or Elder) Arcanum. The reason for this is that the divine arcanum requires absolute faith in the infallibility of the Gods, and that for each and every instance that may come about in the future there will be a Core that will address it. Therefore, nothing else should ever be cast, with the possible exception of psionics, which

also comes from the Gods, other than the known cants.

By contrast, sorcerers of eldritch and elder magic believe that the building blocks of creation are at their fingertips – why limit themselves to rote cants, when they may instead manipulate the foundation of reality? Necessarily, one is mutually exclusive of the other.

Of course, Sarish throws a monkey wrench into this neat little axiom.

As the God of Magic, it would be counterintuitive for His priests not to be able to master eldritch spells. Sorcery, in all its forms, is under His dominion. Sorcerer-priests of Sarish are, in truth, less like priests and more like sorcerers. They are certainly able to conduct mass for the faithful and lead rites and rituals on the Holy Days, but when it comes to the arcane arts, they are primarily taught eldritch magic.

Race Restrictions

Elorii, gnomes, kio, w'ossen and undir may not choose this archetype. Of the dwarves, only the Encali may choose to be a Sarishan Sorcerer-Priest.

Church Protection

Sarishan Sorcerer-Priests are not *actively* hunted by The Sorcerer-King of Ymandragore, for risk of starting a holy war against one of the churches. That is not to say that if the opportunity presents itself the Harvesters will not take their prize.

Sarishan Clergy

While Sorcerer-Priests are not clerics, they are considered priests of Sarish. You are considered a divine spell caster for the purposes of being targeted by spells, and effects, as well as for crafting items such as holy water.

Tenets of Sarishan Sorcerer-Priests

Sarishan Sorcerer-Priests adhere to the following beliefs and traditions:

Bind the Infernal: All infernals must be bound in the name of Sarish. If you are unable to properly bind the creature, destroy it without mercy.

Honor every Contract: Your word is your bond, do not give it lightly, but once the deal is struck, honor the contract to the letter.

Keeper of all Secrets: Learn all secrets, keep them close. Secrets are knowledge and knowledge is power.

Power Through Knowledge: Knowledge is power, seek it in all its forms.

Safeguard the Gifted: Those who can wield arcane might are blessed by Lord Sarish. Protect them from the ignorant that would harm them and defend them from the deadly Harvesters of Ymandragore. Likewise, those eldritch casters that use their power to harm the innocent must be put down like the rabid dogs they are.

Secrets of the Blood Lord

You have been trained as a priest of Sarish, learning religious rituals and the secrets of Sarishan blood magic. At 1st level, you gain the following benefits:

Blood Magic: As a Sarishan Sorcerer-Priest, you delve into an aspect of Sarishan magic known as blood magic. At 1st level you gain the spells listed below and gain additional spells when you reach higher levels in the eldritch sorcerer class. These spells are simply added to the list of your spells known; they do not count against the number of spells you can know.

Eldritch Sorcerer Level	Spells
1st	*Blood spiker*[S], *sarishan oath*[S]
3rd	*Cleanse the blood*[S]
5th	*Bleed*[S]

Sarishan Spells: The following spells are added to the eldritch sorcerer spell list for you and you can choose one of them when you are able to learn a new eldritch sorcerer spell. You still must have slots for the spells you learn.

Eldritch Sorcerer Level	Spells
1st	*Bless, cure wounds*
3rd	*Bindings of Sarish*[S]
5th	*Remove curse, summon Sarish's wave*[S]
7th	*Steal water*[S]
9th	*Blood storm*[S]

Secrets of Sarish

Once you reach 6th level, you receive further training in the ways of the Binder of Demons. You gain the following abilities:

Mark of my Brother: You automatically see the Sigil of Sarish and thus can tell, at a glance, if an infernal is bound or unbound. You must be able to clearly see the infernal to use this ability.

Faith in the Arcane: Choose one cantrip and one spell from the cleric spell list and add them to your spells known. You also gain the ability to cast cleric spells with the ritual tag, using a specially prepared prayer book. Your prayer book can hold a number of ritual spells equal to your proficiency bonus.

Scribing a ritual spell into your prayer book takes 1 day and materials worth 25 gp per spell level. You cannot scribe a ritual spell for which you have no spell slots.

You prayer book also acts as both an arcane and divine spellcasting focus.

If you ever lose your prayer book, you can create a new one with 1 week of work and 100 gp of materials.

Preparation is Everything

Starting at 14th level you gain the ability to prepare a small number of cleric spells. When you finish a long rest, you may choose to temporarily replace a number of your known spells from the cleric spell list equal to your Wisdom modifier +1. You must choose a number of spells from your list of eldritch sorcerer spells known equal to the number of cleric spells you prepare. You cannot cast any of the chosen spells while you have cleric spells prepared.

You do not forget these spells, your ability to cast them is just suppressed. You can choose a different set of eldritch sorcerer spells known to suppress every time you prepare a new list of cleric spells.

Charisma is still your spellcasting ability for these spells. If any of your prepared cleric spells have the ritual tag, you can cast them as a ritual.

As My Master Allows

Starting at 18th level you can cast *counterspell* by spending 2 arcane points. You cast it at a level equal to your proficiency bonus.

For 5 arcane points, you can cast *counterspell* and if you successfully interrupt the spell you can redirect it upon its caster. The redirected spell uses your spell attack bonus or saving throw DC.

War Mage

During its early expansion, the Coryani Empire found that it's most devastating auxilia were those comprised of War Mages. Exceedingly rare, these men and women were able to tap into the most destructive mystic arts while at the same time close with the enemy and be just as deadly with a gladius.

Over time, other militaries saw the wisdom in fielding such highly skilled and versatile soldiers; their only drawback being the difficulty in finding those with the temperament to serve as a War Mage.

Military Training

As you take levels in the eldritch sorcerer, you continue to train with both arms and armor and your magic. You gain the abilities below at the indicated levels in this class.

Physical Training: Starting at 1st level, your hit point maximum increases by 3. In addition, any time you increase your level in this class, your hit point maximum increases by 1.

Martial Training: At 1st level, you gain proficiency in light and medium armor as well as simple and martial weapons.

Force of Will: Starting at 2nd level you can add your Charisma modifier to any Constitution saving throw you make to maintain your concentration on a spell which is currently affecting a friendly creature.

Never Unarmed: At 3rd level you learn the spell *call to arms**.

Battlefield Magic

When you cast a spell, you can siphon and reshape some of its arcane power, channeling into your allies. You may choose one of the following Metamagic options, learning an additional option at 4th level and 6th level. You can use a Metamagic option you gain from this feature even if you have already used a different Metamagic option during the casting of a spell.

Sarishan Sorcerer-Priests and the Summoning of Infernals

Sarishans **do not** worship demons, devils, or other fiends in any way, shape, or form. On the contrary, Sarish is known as the Binder of Infernals, meaning that these beings are forced to do His bidding.

Thus, when a Sarishan Sorcerer-Priest casts *summon Sarish's own* to bring forth an imp, that creature is being forced to fight on the summoner's behalf. The imp isn't fighting willingly or because it shares the same goals as the Sarishan.

However, Sarishans must be careful when dealing with infernals more powerful than they are, especially free-willed infernals, those who have never been bound by any Sarishan and lack the mark. These creatures are loath to give up their freedom, even for a short period of time, and they must be bargained with in order to acquire their services. A Sarishan may always attempt to mark an Infernal and bind it to the service of Sarish, but this is a very risky prospect and requires specialized training and a complex ritual.

- ***Enhance Arms Spell:*** When you cast a spell, you can spend 2 arcane points to temporarily enchant any weapons held by friendly creatures you can see within 20 feet of you. For 1 minute, those weapons are considered magical for the purposes of bypassing immunities and resistances.
- ***Fortifying Spell:*** When you cast a spell, you can spend 1 arcane point to grant 5 + your Charisma modifier temporary hit points to a friendly creature you can see within 10 feet. These temporary hit points remain for 1 hour.
- ***Inspiring Spell:*** When you cast a spell, you can spend 1 arcane point to grant a friendly creature you can see within 10 feet immunity to fear for 1 minute.

Battle Mage

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Additionally, any time you cast a spell that targets one or more friendly creatures, you can make a melee attack as a bonus action.

War Magic

Starting at 14th level, when you use your action to cast a spell, you can make a melee attack as a bonus action.

Eldritch Strike

Starting at 18th level, you learn how to make your weapon strikes undercut a creature's resistance to your spells.

When you hit a creature with a weapon attack, that creature does not benefit from its resistances or immunities for the next spell you cast before the end of your next turn.

bare hands. In their ranks may be found veterans who lead armies into full scale battles, highly skilled warriors who fight in the arenas for money, elite guardians of their people, and enforcers who crack skulls for their underworld masters as well as many others. Fighters are found throughout every region of Arcanis. From the gladiators of Sicaris to the mercenaries of Almeric to Malfidan elorii raiders, the fighter is the most widespread core class.

Class Features

As a fighter, you gain the following class features:

Race Restrictions

None.

Hit Points

Hit Dice: 1d10 per fighter level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st

Proficiencies

Armor: All armor, shields
Weapons: Simple weapons, martial weapons
Tools: None
Saving Throws: Strength, Constitution
Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

Fighter

"We are beset on all sides, my son", the Centurion told the boy.

"Other nations see our riches and power and covet them.

Other races vie against us for dominance over our world, and from the Beyond some say, comes a sentient Silence to enfold us in everlasting oblivion."

Wide eyed with horror, the boy asked, "How do we fight against such things, father?"

Smiling, the centurion picked up the boy and placed him on his shoulders. "With the courage in your heart, the strength of your limbs, and an arm's length of good Coryani steel!"

While some enjoy the Cant of the Gods or bend the power of the universe to their will, there are others who put their faith, and the very survival of all they hold dear, in their strength of arms. These men and women are in the front line of any battle, hewing away at their foes with a myriad of deadly weapons, or cracking their bones beneath their

Equipment

You start with the following equipment, in addition to the equipment granted by your background. See **Chapter IV** for Regional weapons and armor. If you choose a weapon with ammunition you start with 20 bolts or arrows or 10 shots of blast powder in the case of flintlocks.

- The equivalent of chain mail or leather armor from your starting nation.
- Shield or martial weapon appropriate to your starting nation.
- Choose any three simple weapons appropriate to your starting nation.
- Choose any two martial weapons appropriate to your starting nation.
- Choose either a dungeoneer's pack or an explorer's pack.

The Fighter

Level	Proficiency Bonus	Bonus Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (one use)
3rd	+2	Martial Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Martial Archetype feature
8th	+3	Ability Score Improvement
9th	+4	Indomitable (one use)
10th	+4	Martial Archetype feature
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Indomitable (two uses)
14th	+5	Ability Score Improvement
15th	+5	Martial Archetype feature
16th	+5	Ability Score Improvement
17th	+6	Action Surge (two uses), Indomitable (three uses)
18th	+6	Martial Archetype feature
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (3)

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Canny Defense

While not wearing armor, your AC equals 10 + your Dexterity modifier + your Intelligence modifier. You can use shields and still gain this benefit.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Defensive Duelist

While using a one-handed weapon while leaving your off hand completely free (including not holding a shield), any time you are the target of a melee attack you may use your reaction to gain a +2 bonus to your AC until the beginning of your next turn.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Knife Fighter

Any time you successfully hit with a dagger or knife you deal +2 damage. Additionally, if you have a hand free you may draw up to two daggers as part of any attack.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Pugilist

Your unarmed strike now deals 1d4 + your Strength modifier in bludgeoning damage. As long as you have a free hand, any time you take the Attack action, you can make an unarmed strike as a bonus action.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. Additionally, you can draw or stow two one-handed weapons when you would normally be able to draw or stow one.

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose either Champion, Master Pugilist, Myrmidon, or Tactician. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 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.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Indomitable

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

Martial Archetypes

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose reflects your approach.

Champion

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Improved Critical

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature.

Superior Critical

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18–20.

Survivor

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

Master Pugilist

The style of the pit fighter is taught by a few ludi in the Coryani Empire, with masters of this style becoming favorites of the crowd. Facing blade and spear with bare hands, these gladiators flip and spin to confuse their opponents and land lightning fast blows that can be heard in the highest rises.

However, its use is not limited to just the sands of the arena. Retired masters of the art have gone forth and opened private schools. Some hire themselves out to nobility to train private guards so that, even in a setting where armed attendants are prohibited, their bodyguards are never unarmed.

Unarmed Combat

Beginning at 3rd level, while you are not wearing armor and not wielding a shield, you gain the following benefits:

- Your AC equals 10 + your Dexterity modifier + your Constitution modifier.
- You can roll a d4 in place of the normal damage of your unarmed strike. This die changes to a d6 at 5th level, a d8 at 11th level and a d10 at 17th level.
- When you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.

Adaptive Training

You have learned to modify your fighting style to better suit your chosen form of combat. If you possess the Pugilist fighting style you gain a +2 bonus to your unarmed attacks. If you possess Canny Defense you gain a +1 bonus to your armor class when unarmored. If you possess any other fighting style you may replace it with either Pugilist or Canny Defense.

Resolve

At 3rd level you gain two resolve die, which are d6's. On your turn you may spend your resolve die on one of the abilities listed below. You continue to gain more resolve die as you advance in level, gaining an additional resolve die at 5th level, 9th level, 15th level, 17th level. You regain all spent resolve die after completing a short rest.

- ***Precision Blows:*** when you hit with an unarmed strike, you can spend 1 resolve die. Roll the spent die and add it to the damage of your attack.
- ***Spinning Defense:*** you can spend 1 resolve die to take the dodge action as a bonus action until the end of your next turn.
- ***Quick Steps:*** you can spend 1 resolve die to take the Disengage or Dash action as a bonus action on your turn.

Enhanced Physique

Upon reaching 7th level your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, when you suffer damage(except for psychic damage) from any attack, you can use your reaction to gain resistance against the damage suffered. Once you use this feature, you cannot do so again until you complete a short or long rest.

Stunning Fist

Upon reaching 10th level, when you hit another creature with an unarmed attack you can spend 1 resolve die to attempt a stunning strike. The target must succeed on a Constitution saving throw (8 + your proficiency bonus + your Strength modifier) or be stunned until the end of your next turn.

Grasping Fists

Upon reaching 15th level any time you score a critical hit with your unarmed attack you may attempt to grapple your opponent as part of the attack.

Additionally, you have become notoriously hard to grapple. You gain advantage on all grapple checks.

Finally, at the beginning of your turn, if you are actively grappling a creature you automatically deal 1d10 + Strength modifier in bludgeoning damage to that creature.

Crushing Blows

Starting at 18th level, your blows land with crushing force, snapping bone and wood with equal efficiency. Whenever you hit a creature with an unarmed attack, you may spend 1 resolve die to force that creature to make a Constitution saving throw or suffer disadvantage on all attacks until the end of its next turn.

Additionally, any time you roll a 20 on an attack roll with an unarmed strike, you crush one of your target's limbs dealing an additional 4d6 bludgeoning damage. Your target must also make a Constitution saving throw or gain one level of exhaustion that can only be removed with rest.

Myrmidon

"Here is an idea. You plan strategy. I'll kill the enemy and be back before you're done."
- Zaphithus val'Virdan

Across the Known Lands thousands fight and die for their leaders, causes and beliefs. For every person who falls in combat there is always another ready to take their place. Many would-be warriors are only simple militiamen, having the barest training and equipment. Others are professional warriors who have made a career of being a soldier and come from such organized units as the famed Coryani legions. Such highly dedicated units often make or break the fates of the leaders who field them. The *Myrmidon* is something else again, the ultimate expression of heavy infantry.

Aggressive Tactics

Once you reach 3rd level your presence carries the promise of violence, granting you advantage on all Charisma (Intimidation) checks.

In addition, you have learned how to use your shield as an offensive weapon. When you take the Attack action you may make a melee attack with your shield as a bonus action, dealing 1d4 + your Strength modifier in bludgeoning damage. If your shield is magical, this extra damage is also magical.

Also, when you make an opportunity attack you can use your shield to shove your opponent instead of attacking them. Whenever you successfully shove an enemy while wielding a shield, you may damage the target as if you hit them with your shield.

Defensive Techniques

At 7th level, when wielding a shield, any time an attacker that you can see hits you with an attack, you can use your reaction to gain resistance to the damage from the triggering attack.

Trail of Bodies

At 10th level, when you make a melee weapon attack and reduce a creature to 0 hit points or score a critical hit you may, once per turn, make an additional attack against a creature within 5 feet of your original target.

Unyielding

Starting at 15th level you may use Second Wind twice before completing a short or long rest. Additionally, you may now use Second Wind as a reaction when you are reduced to half of your hit point maximum or less.

Overwhelming Assault

Starting at 18th level, when you take the Attack action and strike the same creature with multiple melee weapon attacks, each of your attacks that hit after the first deal an additional 1d8 damage.

The Tactician

The Coryani general, surrounded by his officers, leaned over the map of the area. "Licinius, your century will take the center of the line. I want you to bloody the Malfelani's nose, but not press the attack. I need for you to slowly give ground. Slowly. I need you to draw them in, so that our flanks can roll up theirs. I'll then signal the cavalry to attack from the rear, surrounding them on all sides. But it is imperative that your men hold the line, Licinius. If not, that bastard Aiten will tear our forces in half and grind us up beneath their immortal hoots."

As the officers left to relay the general's orders, his legate leaned over. "I've not seen this maneuver before, general. Where did you learn it?"

Smiling, the general said, "From those same elerit we're fighting. They used it on us twenty years ago."

General, commander, centurion, warlord; these are but some of the titles granted to the Tactician. Possessing keen minds, strategic vision, and powerful personalities, these students of military history utilize their knowledge of engagements, maneuvers, and experience to dictate the terms of battle. Compelling in word and action, these leaders rally their allies, call out key positions, and suggest tactical maneuvers which leave their opponents at a calculated disadvantage.

Many Tacticians are influenced by their culture. Yhing hir Horse Lords favor fast moving skirmishes, while the Coryani legatus favors strong defensive lines to shatter enemy formations. However, predicting a specific stratagem based on an opponent's nationality can be a deadly mistake. Tacticians study other cultures in order to learn how to counter foreign stratagems and adopting new tactics when necessary.

Strategic Mind

You have a particularly sharp mind for tactics, possessing the ability to quickly adapt your stratagem to the flow of battle. With this insight, you can guide your allies, allowing them to position themselves and gain advantage where once there was none.

During combat, whenever a friendly creature that can see or hear you begins their turn within 60 feet of you, you can use your reaction to suggest a tactic to that ally. Your ally gains a Command die, a d6, which they can spend when performing actions in pursuit of your suggested tactic. A suggested tactic must be a specific task such as 'shove that creature', 'cast a spell at that ol'resum', 'withdraw from melee', or 'attack that target', not "kill them all" or "win this battle!".

Once within the next 10 minutes, your ally can add your Command Die to any attack roll, ability check, damage roll, or saving throw made in pursuit of your suggested tactic.

Your ally can wait until after they roll a d20 before deciding to use the Command die, but must decide before the GM says whether the roll succeeds or fails. Once the Command die is rolled, it is lost. A creature can have only one Command die at a time. If your ally does not perform the suggested tactic or is somehow unable to do so, the die is returned to your command die pool after 10 minutes. For example, if you suggest that your ally knock a guard prone, they can only use your Command die on attack rolls or ability checks to knock down the guard. If for some reason that guard is killed or already knocked prone by the time your ally's turn comes up, the die is not spent and returned to your pool.

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

Your Command die changes when you reach certain levels in the fighter class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Student of History

Once you reach 3rd level you gain proficiency in the History skill. If you were already proficient with History, you add double your proficiency bonus on all ability checks that benefit from your proficiency in the History skill.

Tactical Maneuvers

At 3rd level you learn three Tactical Maneuvers, from the list presented below. You learn an additional maneuver when you reach 7th, 10th, and 15th level. Tactical Maneuvers are powered through the use of tactical points. Additionally, anytime you gain a fighter level you may switch one of your Tactical Maneuvers for another.

If any of your Tactical Maneuvers requires a saving throw, that saving throw is equal to 8 + your proficiency bonus + Intelligence modifier.

Tactical Points

You gain 3 tactical points to power your Tactical Maneuvers. You gain an additional tactical point upon reaching 7th, 10th, and 15th level in the fighter class. You regain all spent tactical points after completing a short or long rest.

Tactical Maneuvers

Brutal Ambush: When you and your allies catch an enemy by surprise the results are simply devastating.

When you attack a surprised creature, you may spend 1 tactical point as a reaction to grant all friendly creatures within 30 feet who can hear or see you advantage on their next attack roll before the end of their next turn.

Distracting Strike: With an attack, you draw a creature's attention, allowing your allies to disengage safely.

When you hit a creature with a melee attack, you may spend 1 tactical point to prevent that creature from taking reactions until the end of your next turn.

Hammer and Anvil: You set up a combined attack, trapping your opponent between you and your allies.

As an action, you may make a single melee weapon attack and, if you hit, you may spend 2 tactical points to force that creature to make a Wisdom saving throw. If your target fails, they immediately provoke an opportunity attack from any single friendly creature of your choice that is adjacent to the creature you struck.

Knight's Move: You position yourself and an ally into an advantageous position.

Immediately after making an opportunity attack, you may spend 1 tactical point to allow a single friendly creature within 30 feet who can hear and see you to instantly move 15 feet.

On My Mark: Sometimes it's best to lead by example.

As part of an attack action, you may spend 1 tactical point to grant a single ally within 30 feet who can hear and see you advantage on their next attack roll against the creature you attack.

If your ally successfully hits with this attack they deal an additional 1d6 damage. This damage increases to 1d8 when you reach 5th level, 11th level becomes 1d10 and finally, 1d12 at 17th level.

Rallying Cry: You call upon your allies and inspire them to greater acts of heroism.

As an action, you may spend 2 tactical points to grant all friendly creatures within 60 feet who can hear or see you a number of temporary hit points equal to 1d10 + your Intelligence modifier. These temporary hit points fade away after 1 minute.

Stand your Ground: With a shout, you command your allies to set themselves to receive a charge.

When a creature moves within 10 feet of you or an ally within 30 feet of you, as a reaction you can call out to your allies to be ready for an attack.

You spend 1 tactical point and all friendly creatures within 30 feet who can hear or see you gain resistance against bludgeoning, piercing, and slashing damage from non-magical weapons until the end of their next turn.

Strategic Maneuver: In battle, positioning is everything.

As a bonus action, you may spend 1 tactical point to let a friendly creature within 60 feet who can hear or see you use their reaction to move up to their speed.

Strike the Rod: You can put the fear of a training sergeant into your allies, helping them to shake off lesser fears.

Whenever one of your allies becomes frightened, as a reaction you can help them regain their composure. You spend 1 tactical point and all friendly creatures within 60 feet who can hear or see you can make a new saving throw to shake off any effect which has resulted in the frightened condition.

If the effect that granted the frightened condition does not grant a saving throw, your allies must make a DC: 20 Charisma saving throw to remove the frightened condition.

Tempting Target: By making yourself a target for an attack, you force your opponent to overextend, leaving a perfect opening for your allies.

When you take the Attack action, you may spend 1 tactical point as a bonus action to force a creature within your reach to make a Wisdom saving throw. If your target fails its saving throw, all friendly creatures who saw the attack gain advantage on their next attack roll against your target.

Regardless of the result of the saving throw, if the target attacks anyone other than you during its next turn it suffers disadvantage on their attack roll.

Warning Shout: You warn your allies to dive for cover!

When a friendly creature within 60 feet who can hear and see you is the target of a spell, you can use your reaction to shout a warning to them. You spend 1 tactical point and that creature gains advantage on their saving throw against the triggering spell. If the spell has no save your ally gains resistance against the triggering spell's damage instead.

Cry Havoc

At 10th level, when rolling initiative, you may spend 1 tactical point to grant all allies who can see or hear you within 60 feet advantage on their initiative roll. Once this feature is used it may not be used again until you complete a long rest.

Crescendo of Violence

Once you reach 15th level any time you score a critical hit you instantly regain a use of Strategic Mind or 1 tactical point (your choice).

Tactical Awareness

Upon reaching 18th level if you start combat with no uses of Strategic Mind or no tactical points, you instantly recover one of each.

Fury

During the Mythic Age, the time before the God's War when those perfect beings lived amongst Their human children, the Lords Niev and Hurrian campaigned against the Titans and Elder Beings from Beyond the Thirteen Spheres. Lord Hurrian was young in those days and the godling was as reckless, headstrong and self-righteous as his brother, obsessed with proving he was as mighty a warrior as his elder brother.

After a particularly vicious battle with one of the spawn of the Elder Beings, the red haze lifted from Hurrian's sight and he beheld the devastation He and His brother had wrought. He was stunned as He saw the hundreds of acres of virgin forest, now toppled as if by a giant child's tantrum, the green pasture lands burned to ash and cracked, and the grief etched in the grime streaked faces of the humans of the area, sobbing uncontrollably for those who had died for being at the wrong place at the wrong time.

He looked to His brother Niev to assuage his doubts, seeking some affirmation as to the righteousness of Their actions, but saw only satisfaction and a fanatical gleam shining in his bloodshot eyes. Niev looked at the battlefield as a canvas upon which he painted in blood red colors and the hues of anguish, death and destruction.

Hurrian felt bile spill into His mouth as Lord Niev clapped Him on the shoulder. "Rejoice brother. The enemy has been vanquished and We are victorious! You should be proud of Your actions here. You fell upon the enemy with a holy rage to match mine."

But it was not pride that Lord Hurrian felt but shame that His lax of control was the cause of so much misery and heartache. He fled away from the battlefield and did not stop until He reached the far northern shore. A huge tempest had blown in from the sea, its black raindrops mixing with His own tears and His roar of distress horning over the gale force winds.

Yarris, Lord of the oceans and the churning tides rose before Him. "What distresses You so, son of My brother? I see a raging turmoil within You, as black and roiling as the mightiest of My hurricanes."

"Lord Yarris," Hurrian said kneeling before the Sea Lord, "I have within Me such anger and fury that it threatens to drive Me to drink from the same well of madness as My brother Niev. I will not be Him. I will not allow myself to fall willingly into that state where every blow is a lover's kiss and the splatter of blood a benediction. I understand that war and battle is necessary, but the sword should be raised only when all other courses of action have failed and even then, a blow should be struck judiciously. But I fear that the next time I must campaign against the horrors that still dwell in the shadows, I will be tempted to unleash My fury upon the foe and bring woe to the innocent."

Yarris contemplated the young god's dilemma. "The answer

it clear. You must divest yourself of these furies that dwell within You. Be rid of Your raging passions and Your thoughts will always be under Your control."

Seeing the wisdom in the Sea Lord's words, Harrian reached deep within Himself. Six Furies emerged from His breast and struggled fiercely in His grasp. A calm fell upon Harrian at that moment and He looked upon the essence of wrath dispassionately. Nodding ugely to His Uncle, Harrian tossed five of the furies to the roiling tempest but replaced one back into his breast and said to it, "You give a warrior courage and strength when all else is lost, but too much anger will blind the wisest of men. When Our children call upon you, grant them your power, but fly back to the storm when your need is done."

--- Scroll VII of the Path of the Warrior by Fulminos val'Tensun

Furies are found throughout many of the less civilized regions of the Known Lands. Their appearance and beliefs are as varied as their cultures, but not all of them are found in the savage wastes. Some furies are simply common folk, possessing a wild fighting spirit with little in the way of martial training.

Class Features

As a fury, you gain the following class features.

Race Restrictions

Undir may not choose this class. Of the eloöli subraces, only the Kekkene may choose this class.

Hit Points

Hit Dice: 1d12 per fury level
Hit Points at 1st Level: 12 + your Constitution modifier
Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per fury level after 1st

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: Simple weapons, martial weapons
Tools: None
Saving Throws: Strength, Constitution
Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background. See **Chapter IV** for Regional weapons and armor. If you choose a weapon with ammunition, you start with 20 bolts or arrows or 10 shots of blast powder in the case of flintlocks.

- Choose any four weapons you are proficient with that are appropriate to your starting nation.
- An explorer's pack

The Fury

Level	Proficiency Bonus	Features	Rages	Rage Damage
1st	+2	Rage, Unarmored Defense	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Fury's Path	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Path feature	4	+2
7th	+3	Savage Instincts	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	Path feature	4	+3
11th	+4	Relentless Rage	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 dice)	5	+3
14th	+5	Path feature	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Unmatched Might	Unlimited	+4

Rage

In battle, you fight with unbridled ferocity. On your turn, you can enter a rage as a bonus action.

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

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a fury, as shown in the Rage Damage column of the Fury table.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You cannot cast spells, manifest psionic powers or expressions, or concentrate on an effect while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken

damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your fury level in the Rages column of the Fury table, you must finish a long rest before you can rage again.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Fury's Path

At 3rd level, you choose a path that shapes the nature of your rage. You may choose either the Path of the Berserker, the Path of the Possessed, or Path of the Warped One, each path is presented at the end of the fury class features. The choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Ability Score Improvement

When you reach 4th level, and again at 8th, 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.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Savage Instincts

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Brutal Critical

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

This increases to two additional dice at 13th level and three additional dice at 17th level.

Relentless Rage

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Persistent Rage

Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Indomitable Might

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

Unmatched Might

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

Fury's Paths

The power which burns within the Fury's heart is undeniable. But the way they reach and channel their rage varies, some simply focus on the power within while others attract powerful spirits which inhabit their body lending them unnatural strength.

Path of the Berserker

For some fury, rage is a means to an end— violence. The Path of the Berserker is a path of unrestrained fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Frenzy

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion.

Mindless Rage

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Intimidating Presence

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn.

On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Retaliation

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Path of the Possessed

In enclosed, sweltering huts across the Known Lands, select members of a tribe endure a days long ritual that tests the limits of their strength and fortitude. Of the few that survive, one is chosen by the shaman to become the vessel for a specific spirit of the land. Purified and ritually scarred with elaborate swazons favored by the spirit, the chosen warrior then either accepts it as their companion and mentor or discovers that the spirit can be a pernicious and invasive presence, exerting its will like a rider upon their mount.

Shamans perform these rituals due to visions of future perils that must be countered or, in the case of some Ehrazra, to satisfy a bargain made with the spirit. The union thus forged is unbreakable, as the soul of the warrior and the spirit become inextricably entwined, with some Belzinians warning that the link cannot be broken even at death. Even so, many see being chosen as a host for the spirit to be a great honor and spend their lives trying to satisfy the overpowering urgings of the spirit. For their part, the spirit is ruled by a single emotion or desperate purpose and will push their flesh mount as hard as possible to satisfy their insatiable drive.

Race Restrictions

The Path of the Possessed is a Primal Casting class, as such dwarves, elorii, kin, ni'ressen, val may not choose this archetype.

Fury and Power

Your *spiritus imperare* has granted you the ability to cast a small number of primal spells, but only when you rage.

Spell Slots

When you choose this path at 3rd level, you gain 1 spell slot. You gain another spell slot at 11th level, and at 19th level. These spell slots are of a spell level equal to half your level in this class, up to a maximum of 5th level.

You can cast spells when you are raging, but only if you use the spell slots and spells granted by your spiritus imperare. While raging, you may maintain concentration on spells cast with this feature but lose concentration when your rage ends.

You regain all expended spell slots from this feature when you finish a short or long rest.

Spells Known

You know the spells granted by your spiritus imperare.

Spellcasting Ability

Charisma is your spellcasting ability for your spiritus imperare's spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a spiritus imperare spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You are considered your own primal spellcasting focus when casting spells from your spiritus imperare's spell list.

The Jealousy of Spirits

Spiritus imperare are jealous spirits. If you have or take levels in any class or sub-class that grants you a spirit patron, your spiritus imperare becomes your spirit patron. If you have the Pact Magic feature, you can use your spell slots from that feature while raging.

Spiritus imperare (Dominant Spirit)

Starting when you choose this path at 3rd level, you attract the attention of a savage, nearly feral spirit. Your spiritus

imperare grants you spells and spell slots, as well as other abilities at 3rd, 6th, 10th and 14th level in this class. Any ability gained from you spiritus imperare that calls for a saving throw uses your spell save DC.

Your spiritus imperare also exacts a price from you. You must abide by the conditions specified in the price of your spiritus imperare, or it will withdraw its power. This might mean losing access to the abilities it gives you or your spells.

Spirit of Hatred

Usually taking the form of a wolf, shark or wasp, your spiritus imperare is ruled by hate, commonly aimed at a race, nationality, or profession. Although you may not share the same animosity, the spirit within you sometimes gets the best of you, making you say and do things to show its displeasure.

Whispers of Hate (Price): You or your GM must choose a race, nationality, or profession. You find it very hard to treat a creature from your chosen race, nationality, or profession with any level of respect. Unless you and your spiritus imperare share the same animosity, you know that this hatred is from it.

You suffer disadvantage on all Charisma checks when dealing with the subject of your hate. You may make a DC 15 Wisdom check to try and suppress your hatred, letting you make Charisma checks normally for 1 minute. If you fail this check, you must enter a rage and lash out at the subject of your hatred.

Spirits of Hatred's spells

The Spirit of Hatred gives you following spells:

Spell Level	Spells
1st	*Hellish rebuke*
2nd	*Dragon's roar*[S]
3rd	*Mantle of unassailable flame*[S]
4th	*Fire shield*

Blinded by Hate

Beginning at 3rd level, you may give yourself to the hate within. As a bonus action, choose one creature within 30 feet that you can see to become the focus of your hate for 1 minute.

If you attack the focus of your hate using your Reckless Attack feature, you may forgo the advantage you gain on your attack roll and deal an additional 1d8 damage instead. This damage is the same type as your weapon.

While you have a creature selected as the focus of your hate, you cannot benefit from Reckless Attack when you target any other creature with an attack.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Hateful Gaze

Beginning at 6th level, you gain double your proficiency bonus on all Charisma (Intimidate) checks. Also, as an action, you may turn your abhorrence-filled gaze on a creature you can see within 30 feet.

The creature must make a Charisma saving throw and if they fail, they have disadvantage on the next attack they make that targets you. They also have disadvantage on the next saving throw they make to resist the effects of a spell you cast, if cast within 1 hour.

If your target succeeds on its saving throw, it is immune to your Hateful Gaze for 1 day. Undead, constructs and creatures that cannot see are immune to this feature.

Petrifying Gaze

Beginning at 10th level, any time you hit a creature with a melee attack you may, as a reaction, stare own, shaking them to their core. They must succeed in a Wisdom saving throw or become stunned until the end of your next turn.

You may use this ability a number of times equal to your Charisma modifier (minimum of 1), regaining all expended uses at the completion of a long rest.

Consumed by Hate

Starting at 14th level, when you rage you become fully consumed by hate and ignore wounds that would fell a lesser person.

While you are raging, you cannot be charmed or frightened. In addition, at the start of your turn you gain 5 temporary hit points.

When your rage ends, you gain 1 level of exhaustion.

Spirit of Heroism

These spirits appear as eagles, falcons or lions and urge those who bear them to be true Heroes. These furies take up a cause and fight for it, regardless of risk and heedless of the cost. A fury with this spiritus imperare is consumed and obsessed by their righteous cause.

Righteous Cause (Price): Choose a heroic cause. This cause can be things like destroy infernals, protect arcane casters from the Harvesters, seek out cults of the Silence and destroy them, or defend the people of Coryan from the threat of the gar.

When presented with an opportunity to champion your cause you will do everything in your power to complete it. If you rage during such an occasion, you cannot willingly end your rage as a bonus action unless you make a successful DC 15 Wisdom check.

Spirits of Heroism spells

The Spirit of Heroism gifts you with the following spells:

Spell Level	Spells
1st	*Righteous fury*[a]
2nd	*Magic weapon*
3rd	*Beacon of hope*
4th	*Freedom of movement*

Righteous Blows

Starting when you choose this spirit at 3rd level, you find that when you rage you are infused with the unyielding righteousness. While raging, your melee attacks deal additional radiant damage equal to your Constitution modifier.

Righteous Defence

Beginning at 6th level, creatures provoke opportunity attacks from you any time a friendly creature within 5 feet of you is struck with a melee attack by a creature adjacent to you.

Strength of Will

Beginning at 10th level, while raging you are immune to the charmed and frightened conditions. Additionally, if you are stunned you may immediately use your reaction to end the condition.

Righteous is my Cause

Starting at 14th level, any time you rage while in pursuit of your cause you project a 20-foot radius aura of righteousness, infusing your allies with fury. All friendly creatures within your aura cannot be frightened and are *blessed* as if under the effects of the spell. Once you use this ability you may not call upon it again until you complete a short or long rest.

Spirit of Savagery

Taking the form of badgers or wolverines, spirits of savagery revel in bloodshed and wild frenzy. Those who bear these spirits love nothing more than to feel the splash of warm blood over their faces, and seeing the light dim in their victims' eyes.

Unbridled Savagery (Price): Your spiritus imperare demands blood, a gift you are more than willing to give.

While you are raging, when you reduce a creature to 0 hit points, you must kill them. You will not simply knock someone out to spare them.

You may attempt to fight this bloodlust. When you reduce a creature to 0 hit points, if you make a successful DC 15 Wisdom check you suppress your bloodlust and may choose to spare your target. If you do, your spiritus imperare is disgusted with you and ends your rage instantly. If you fail this check, you must kill your target.

Spirits of Savagery's spells

The Spirit of Savagery gifts you with the following known spells:

Spell Level	Spells
1st	*False life*
2nd	*Primal senses*[a]
3rd	*Haste*
4th	*Confusion*

Unchained Savagery

Starting when this spirit is chosen at 3rd level, when you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. Additionally, you can draw or stow two one-handed weapons when you would normally be able to draw or stow one.

Also, while you are raging and engage in two-weapon fighting, if you reduce a creature to 0 hit points you may, as a reaction, take the Dash action.

Primal Hunter

Beginning at 6th level, you gain double your proficiency bonus on all Wisdom (Survival) checks when tracking.

Additionally, you can no longer be surprised while in natural surroundings.

Rip and Rend

Beginning at 10th level, once per turn, when you hit a creature with both of your weapons you may use your reaction to make an additional attack against that creature.

Heart of the Hunter

Starting at 14th level, when you enter a rage all beasts within 30 feet that can see or hear you must make a successful Wisdom saving throw or become frightened for 1 minute.

Additionally, when you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Spirit of Vengeance

Usually appearing as a snake or a scorpion, spirits of vengeance seek out those who committed wrongs and escaped justice. These spirits usually seek revenge for events that happened long ago and most of them only know that the event was painful and traumatic. Over the years, the details slip from these spirits and they lash out whenever they encounter situations that remind them of the vengeance they seek.

Uncaring Vengeance (Price): Choose an event your spirit wishes to avenge; the death of the First Emperor at

the hands of infernals, the destruction of a Coryani town by gar, an invasion of Milandir by Cancori. Any time you are faced with a situation that shares a passing resemblance to the situation that your spirit seeks vengeance for, you become increasingly agitated by the situation as your spirit seeks to control your actions.

You suffer disadvantage on all Charisma checks. You may make a DC 15 Wisdom check to try and suppress your spirit, letting you make Charisma checks normally for 1 minute. If you fail this check, you must enter a rage and attack the focus of your hatred.

Spirit of Vengeance's Spells

The spirit of vengeance gifts you with the following spells:

Spell Level	Spells
1st	*Evil eye*[S]
2nd	*Enemy of my enemy*[S]
3rd	*Bestow curse*
4th	*Retribution*[S]

Better Served

Starting when you choose this spirit at 3rd level, you find that when you rage you are infused with a cold and malicious purpose. While raging, your melee attacks deal additional cold damage equal to your Constitution modifier.

They Shall Not Escape Me

Beginning at 6th level, you gain double your proficiency bonus on all Wisdom (Survival) checks when tracking.

Additionally, when hunting someone in the pursuit of vengeance you gain advantage on all Wisdom (Perception) checks.

Vengeful Strikes

Beginning at 10th level, while you are raging, if a creature deals damage to you it gains disadvantage on the next saving throw it makes to resist the effects of a spiritus imperare spell you cast before the end of your next turn.

Retribution

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Path of the Warped One

The Warped Ones represent the pinnacle of those warriors who have harnessed the power of their own rage and learned to direct it in ways that other berserkers cannot even dream of doing. Warped Ones train for many years, fasting and purifying their bodies and souls, to become perfect vessels for one of the Furies of Hurrian.

Driven by a fanaticism that is a twisted mix of religious fervor and righteous anger, these men and women become possessed by one of Hurrian's wrathful spirits. A long and painful process performed by the tribal shaman, once channeled, the spirit transforms the fury into something akin to an unstoppable force of nature.

The Skobir of the Hinterlands hold Warped Ones in high esteem, seeing them as holy warriors blessed by the Storm Lord. Other Yhing hir tribes view those that follow this path with trepidation and a healthy dose of respect. While not as prevalent as in Skobir society, Warped Ones exist in small numbers in the other tribes that roam the Hinterlands. The more savage societies of the Chauni and the Voel have a high number of Warped Ones. These furies usually hold high places of power within their tribal structure as few can challenge such a juggernaut and survive.

Race Restrictions

Only dark-kin and humans native to the Hinterlands may choose this archetype, at this time.

Double Bladed Fury

Starting when you choose this path at 3rd level, you gain the Two Weapon Fighting option from the Fighting Style feature of the fighter class.

Twisted Form

Also starting when you choose this path at 3rd level, when you rage you may choose to take on a twisted and enlarged form. When you do so, you increase in one size category—from Medium to Large, for example. If there isn't enough room for you to increase in size, you attain the maximum possible size in the space available.

While you are in your enlarged form, your rage damage bonus is doubled. You can also wield two-handed weapons, even ones with the heavy property, in one hand. In addition, two-handed weapons without the heavy property and one-handed weapons with the versatile property have the light property while you wield them in your enlarged form.

However, you suffer disadvantage on attack rolls with weapons that would normally be one-handed or that normally have the light property.

When your rage ends, you suffer one level of exhaustion.

Unnatural Endurance

Beginning at 6th level, any time you suffer damage other than psychic damage, you can use your reaction to gain resistance to that damage.

Twisted Visage

Beginning at 10th level, when you take on your twisted form you frighten those around you with your menacing presence. When you rage, you force all unfriendly creatures within 30 feet that can see and hear you to make a successful Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn.

If an affected creature ends its turn out of line of sight or more than 60 feet away from you, this effect ends for that creature. If an affected creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Unrelenting Blows

Starting at 14th level, you can call on one of the Furies of Hurrian to enhance your Strength to inhuman proportions.

While raging, any time you strike a Medium or smaller creature with melee attack you may force the creature you hit to make a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be knocked back 10 feet where they fall prone.

Holy Champion

The various temples and churches across the Known Lands band together to sponsor orders of holy warriors. These holy champions protect the faithful, promote the ideals of the temple and worship an aspect of one of the deities of Arcanis in their own unique way.

Class Features

As a holy champion, you gain the following class features.

Race Restrictions

See the individual holy champion orders listed below for any restrictions.

Hit Points

Hit Dice: 1d10 per holy champion level.
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per holy champion level after 1st

Proficiencies

Armor: All armor, shields
Weapons: Simple weapons, martial weapons
Tools: None
Saving Throws: Wisdom, Charisma
Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

Equipment

You start with the following equipment in addition to the equipment granted by your background. See **Chapter IV** for regional weapons and armor. If you choose a weapon with ammunition you start with 20 bolts or arrows or 10 shots of blast powder in the case of flintlocks.

- Choose any three simple weapons and two martial melee weapons appropriate to your starting nation.
- Choose either a priest's pack or an explorer's pack
- Chain mail (or national equivalent)
- A holy symbol.

Divine Blessings

You are trained to battle the foes of your religion. You can cast *protection from evil and good* on yourself without expending a spell slot or using a material component.

Once you use this feature, you cannot use it again until after you complete a short or long rest.

Lay on Hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your holy champion level x 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. This feature has no effect on undead and constructs.

The Holy Champion

Level	Proficiency Bonus	Features	Spell Slots per Spell Level				
			1st	2nd	3rd	4th	5th
1st	+2	Divine Blessings, Lay on Hands	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting, Divine Smite	2	—	—	—	—
3rd	+2	Divine Health, Holy Order, Channel Divinity	3	—	—	—	—
4th	+2	Ability Score Improvement	3	—	—	—	—
5th	+3	Extra Attack	4	2	—	—	—
6th	+3	Aura of Protection	4	2	—	—	—
7th	+3	Holy Order feature	4	3	—	—	—
8th	+3	Ability Score Improvement	4	3	—	—	—
9th	+4	—	4	3	2	—	—
10th	+4	Aura of Courage	4	3	2	—	—
11th	+4	Improved Divine Smite	4	3	3	—	—
12th	+4	Ability Score Improvement	4	3	3	—	—
13th	+5	—	4	3	3	1	—
14th	+5	Cleansing Touch	4	3	3	1	—
15th	+5	Holy Order feature	4	3	3	2	—
16th	+5	Ability Score Improvement	4	3	3	2	—
17th	+6	—	4	3	3	3	1
18th	+6	Aura Improvements	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Holy Order feature	4	3	3	3	2

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. Choose any style from fighting styles available to fighters. You can't take a Fighting Style option more than once, even if you later get to choose again.

Spellcasting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does.

Preparing and Casting Spells

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

You prepare the list of holy champion spells that are available for you to cast, choosing from the holy champion spell list. When you do so, choose a number of holy champion spells equal to your Charisma modifier + half your holy champion level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th level holy champion, you have four 1st level and two 2nd level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st level spell *cure wounds*, you can cast it using a 1st level or a 2nd level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of holy champion spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Charisma is your spellcasting ability for your holy champion spells, since their power is derived from the strength of your faith. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a holy champion spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your holy champion spells.

Divine Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or an infernal.

Divine Health

By 3rd level, the divine magic flowing through you makes you immune to disease.

Channel Divinity

Your order allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your order explains how to use it.

When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your holy champion spell save DC.

Holy Champion Order

When you reach 3rd level, you must join one of the holy orders of your church. Up to this time you have been a templar, a warrior of the temple.

When you join your selected order, your vow to uphold its tenets and beliefs. These are described in the entry for each order. The Race entry for each order also provides guidelines on the typical racial make-up of the order.

Your order grants you features at 3rd level and again at 7th, 15th, and 20th level. These features include order spells and Channel Divinity options.

If an order feature requires a saving throw, the DC equals your holy champion spell save DC.

Breaking Your Vows

A holy champion tries to hold true to the beliefs of their order, but even the most rigorous holy champion is fallible. Sometimes the right path proves too demanding, a situation calls for the lesser of two evils, or the heat of the moment causes a holy champion to transgress his or her oath.

If you break your vow to abide by the beliefs of your order, you must seek absolution from a cleric who shares your faith or from another holy champion of the same order. You may be required to spend an all-night vigil in prayer as a sign of penitence, or undertake a fast or similar act of self-denial. Until this is done, at the GM's discretion, you may lose some or all of your class abilities. After a rite of confession and forgiveness, the stain upon you is absolved.

If you willfully violate your vow and show no sign of repentance, the consequences can be more serious. At the GM's discretion, you may be forced to abandon this class and adopt another.

Order Spells

Each order has a list of associated spells. You gain access to these spells at the levels specified in the order description. Once you gain access to an order spell, you always have it prepared. Order spells don't count against the number of spells you can prepare each day.

If you gain an order spell that doesn't appear on the holy champion spell list, the spell is nonetheless a holy champion spell for you.

Ability Score Improvement

When you reach 4th level, and again at 8th, 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.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Aura of Protection

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

Aura of Courage

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Improved Divine Smite

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

Cleansing Touch

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch.

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

Holy Champion Orders

Below are the most common holy champion orders that operate throughout the Known Lands of Ascanis. This is by no means an exhaustive list as there are many other orders, large and small, that defend the beliefs of the temples.

Althares - The Order of the Philosophic Warrior

Just after the infinite planes were created and Illitir sat in the heavens, bathing the entirety of all in His brilliant radiance, Althares began His quest to learn all that could be learned throughout the multiverse. He wrote all that was discovered in the His Book of Knowledge and stored its many volumes in the Celestial Library of Lazur.

Unfortunately, the library and all the volumes of the Book of Knowledge were the first casualty of the God's War. Some religious scholars claim that within the library is the information needed to defeat whatever apocalyptic event drove the Goddess Larissa mad. Even the location of the Library of Lazur has vanished, along with any knowledge still ensconced in its many-chambered halls.

After the defeat of the Other and Its minions, Althares tasked His chosen champions to quest and learn all there was to learn; to seek out all there was to know. With each piece of information rediscovered, the Book of Knowledge is slowly being rewritten. When it is completed, all the secrets of the multiverse will be laid open and the Paradise of the Gods and the realm of Man will become one.

The members of the Order of the Philosophic Warrior adventure throughout all of Ascanis in hopes of fulfilling their sacred quest as commanded by Althares. Members can be found exploring the most ancient of crypts and catacombs, diving below the deepest oceans, exploring lost cities, or locked in intense debate with the most learned minds – all in the hopes of gleaning some new bit of information or uncovering some lost bit of lore.

Race Restrictions

Dwarves, elorii, and n'lessen may not choose this holy champion order. Val and humans account for most of the members of this order with the val'Abebi being the predominant val family due to their affinity with the Lord of Knowledge.

Tenets of the Order of the Philosophic Warrior

Holy champions of this order share the following beliefs and traditions:

Greater Good: Do not hoard the knowledge you've accumulated. Use it for the benefit of all.

Guardianship: The Gifts of Althares are a sacred trust. Ensure that they are not misused or squandered.

Humility: Always be ready to admit where the deficiency in your knowledge lies. Everything you learn helps you discover what you do not know.

Knowledge: Discover the secrets of the past and bring them to light. Be tireless in your efforts to recreate the Book of Knowledge.

Wisdom: You must cultivate understanding and discernment to properly use the knowledge you have.

Background Requirements

Members of the Order of the Philosophic Warrior are raised in the temple and as such to join this order you must have the Initiate of the Gods background and must not possess levels in any other class.

Spells of the Order of the Philosophic Warrior

You gain the following order spells, which are always prepared starting at the levels listed:

Holy Champion

Level	Spells Granted
3rd	*Comprehend languages, heroism*
5th	*Locate object, heat metal*
9th	*Glyph of warding, tongues*
13th	*Locate creature, guardian of faith*
17th	*Legend lore, scrying*

Flintlock Use

Just like Altherian nationals and clerics of Althares, holy champions of Althares are allowed to carry flintlocks regardless of their race or social standing.

The Wisdom of Althares

When you join this order at 3rd level, you gain tutelage on countless topics and training in many skills. You gain half your proficiency bonus, rounded down, when making an attribute check to use a skill or tool for which you do not have proficiency. In addition, you gain proficiency with the flintlock kit.

Channel Divinity

At 3rd level, you gain the following Channel Divinity option.

Know thy Enemy: You can use your Channel Divinity to gain knowledge about a foe. As an action, you can choose one creature within 30 feet that you can see and force it to make a Charisma saving throw. If the creature fails, you learn its type, resistances, immunities, and vulnerabilities.

Additionally, your unique insight into your opponent's flaws allows your melee attacks to bypass any of the creature's resistances or immunities. This ability lasts for 1 minute or until you fall unconscious.

Aura of the Steel Mind

Upon reaching 7th you become divinely tranquil, radiating an aura of calm to those around you. You and friendly creatures within 10 feet gain advantage on all concentration checks while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Martial Scholar

At 15th level your vast knowledge of military engagements and tactics gives you and your allies an edge in battle.

You gain 1 tactical point and two tactical maneuvers from the list of maneuvers in the Tactician fighter archetype. See that archetype for rules governing the use of tactical points and maneuvers.

Divine Inspiration

At 20th level you can gain a fraction of your Lord's wisdom and knowledge.

As an action you can fall into a trance, allowing your subconscious, inspired by your Lord's insight, to guide your hand. For 1 minute, or until you fall unconscious, you gain advantage on all saving throws and double your proficiency bonus on all Wisdom or Intelligence ability checks.

You can end this trance as part of any action on your turn. Once this feature is used you may not use it again until you complete a long rest

Anshar - The Bearers of Woe

Within this mortal coil, imprisoned in a cage of bone and sinew, humanity suffers an unrelenting assault upon mind, body, and spirit. Those few who have heard the calling of the Suffering Goddess, and have been deemed strong of will and flesh, have taken it upon themselves to provide an example of stoic acceptance of life's pain and to intercede on behalf of the weak. Known as the Bearers of Woe, these holy champions of Anshar struggle to understand the mysteries of their faith; the tormented aspect of their Bleeding Goddess.

The Bearers of Woe can be found throughout the Known Lands of Arcanis. They view life as a pilgrimage to transcend suffering so that their passage to the Paradise of the Gods is assured. These holy champions have a strong sense of right and wrong. They feel that existence doles out enough misery without those of sadistic or evil tendencies needing to heap further atrocities upon the masses. When a Bearer of Woe comes across such evil people, they can be as wrathful and relentless as even the most fanatical Nierite.

Race Restrictions

Dwarves, elorii, and ti'resuen may not choose this holy champion order. Val and humans account for most of the members of this order with the val'Inanx being the predominant val family due to their affinity with the Suffering Goddess.

Tenets of the Order of the Bearers of Woe

Holy champions who join this order share the following beliefs and traditions:

Austerity: Wealth and material possessions are only another form of imprisonment. Keep only what you need and give the rest to those less fortunate.

Compassion: Everyone suffers. Do not judge others for the choices that brought their suffering upon them. Share that pain with them, and lighten their burden.

Endurance: Each mortal is doled out a measure of misery that must be endured before passing on to the Paradise of the Gods.

Share the Burden: Not everyone can bear the burden thrust upon them by the Smiling Goddess. Anshar has chosen you as Her champion because your back is strong and can aid others in carrying their burden. Help others endure what they cannot alone.

Trust: Have confidence in your skills, the protection of your faith and the goodness within others.

Spells of the Order of the Bearers of Woe

You gain order spells at the holy champion levels listed:

Holy Champion Level	Spells Granted
3rd	*Cure wounds, heroism*
5th	*Enhance ability, misty step*
9th	*Brittle bones*[S], *vampiric touch*
13th	*Dimension door, freedom of movement*
17th	*Jut remove*[S], *mass cure wounds*

Path of Poverty

Upon joining this order, you must forgo the use of all weapons, for She has given you all you require. You keep only modest clothing and buy only what you need, donating the rest to the poor and downtrodden. You are not required to employ material components with a monetary cost for holy champion spells. Depending on the situation, your GM might require a material component regardless of this feature.

Path of Flesh and Bone

All followers of Anshar are trained in the arts of fighting unarmed. Starting when you join this order at 3rd level, you gain the following benefits when you are unarmed, wearing light or no armor, and not wielding a shield:

- Your AC equals 10 + your Dexterity modifier + your Constitution modifier
- You can use your Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- You can roll a d4 in place of the normal damage for you unarmed strikes. This die changes to a d6 at 5th level, a d8 at 11th level, and a d10 at 17th level.
- When you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.

Adaptive Training

When you join this order, at 3rd level you are trained to adapt your chosen fighting style to better suit your new path.

If you chose the Defense Fighting Style, you can now benefit from it when not wearing armor. Similarly, you can benefit from the Defensive Duelist style or Dueling style while unarmed. You can also benefit from the Protection style without wielding a shield.

Channel Divinity

When you join this order at 3rd level, you gain the following Channel Divinity option.

I Shall Bear Your Pain: As an action, you can use your Channel Divinity to heal an ally, taking some of their wounds upon yourself. You touch one willing creature and they regain a number of hit points equal to 10 hit points per holy champion level. You suffer half the amount healed in psychic damage.

Hand of Anshar

Beginning at 7th level your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, spells that enhance weapons, such as *magic weapon*, may be cast upon your body, affecting your unarmed attacks. Any time you cast such as spell upon yourself the spell's duration is doubled.

Aura of Endless Steps

At 7th level, those who travel with you find the burdens lightened. As long as you are conscious, you and friendly creatures within 60 feet of you gain advantage on all Constitution saving throws to resist exhaustion when performing a forced march.

I Shall Endure

At 7th level, when you are reduced to half or fewer of your hit point maximum, you gain resistance to bludgeoning, piercing, and slashing damage. You lose this resistance as soon as you are at or above half your hit point maximum.

You Shall Know My Pain

Once you reach 15th level, any time you are struck in melee you may use your reaction to make an unarmed strike against your attacker. If your strike hits, you deal an additional 2d8 points of psychic damage.

Perseverance

At 20th level you gain the ability to ignore pain that would break lesser heroes. As an action, you may slip into a trance for 1 minute or until you fall unconscious.

While in your trance you gain resistance to bludgeoning, piercing and slashing damage from non-magical weapons as well as immunity to the stunned condition. You also gain 5 temporary hit points at the beginning of every one of your turns.

You can end this trance as part of any action on your turn. Once this feature is used you may not use it again until you complete a long rest.

Beltine - Order of the Beltinian Hospitalers

Many believe that Beltine is concerned only with the Afterlife, the disposition of souls and the forging of new souls from Her Cauldron. In fact, the Grey Lady does have interests in the living, particularly in the safety and wellbeing of the Children of the Gods.

One of Her aspects is that of the Merciful Caretaker, depicted as an elderly woman caring for the fallen upon the battlefield. The Order of the Beltinian Hospitalers is devoted to this aspect, providing care to the injured, protecting the fallen, and giving a quick and painless final passage to those that are beyond even their legendary healing abilities.

A schism developed during the Shadowed Age that has haunted the order to the present day. A very charismatic and highly placed member began to preach a heretical view of the teachings of Beltine to those she felt were sympathetic to her views.

The sect's leader, one Mitzani Pelven, put forth the belief that certain souls are so corrupt and beyond redemption that there was no need to wait until they died for their souls to be judged. Such beings, when found, should be put to death as one would a rabid animal.

This faction practiced heretical rituals which transformed the members into hulking killing machines – with pallid grey skin and long, sinewy arms that dragged their fearsome iron claws across the ground.

These creatures are called Grey Crones, and spread terror across much of the Known Lands until the Order of the Beltinian Hospitalers managed to slay Mitani Pelven and her lieutenants, scattering the remaining heretics. These malignant creatures still haunt Arcanis, and the order have vowed to track them down and destroy them utterly. The Hospitalers will not rest until the last of these abominations is sent screaming into the Cauldron.

Race Restrictions

Dwarves, elorii, and ni'reusen may not choose this holy champion order. Val and humans account for most of the members of this order with the val'Ishi being the predominant val family due to their affinity with the Forger of Souls.

Tenets of the Order of the Beltinian Hospitalers

Holy champions who join this order share the following beliefs and traditions:

Generosity: Help all those who come to you, regardless of reward.

Hunt the Undead: All incorporal undead bring terror and suffering to the world. Seek them out and send them to their rest. The get of Nerreth are an abomination in the sight of the Grey Lady. These corporeal undead should be destroyed whenever possible.

Mercy for All: Ease the pain of those who suffer and help those who are injured. You must accept the honest surrender of your enemies and provide healing if required. If an enemy betrays your trust, such as by attacking you or your companions, then you are no longer bound to protect them.

Neutrality: Pain and suffering do not stop at the borders of nations and neither should you. Ease the pain of your enemies as well as your allies.

Nonviolence: You are a healer, first and foremost. You should not cause harm when a problem can be solved by other means.

Spells of the Order of the Beltinian Hospitalers

You gain the following order spells, which are always prepared starting at the levels listed:

Holy Champion Level	Spells Granted
3rd	*Healing word, sanctuary*
5th	*Calm emotions, warding bond*
9th	*Gray mists*[A], *spirit guardians*
13th	*Death ward, guardian of faith*
17th	*Dispel evil and good, mass cure wounds*

Ancestors of the Beltinian Order of Hospitalers

Soul's Name	Soul's Past Ability Granted
Maxillus the Savior One of the finest healers ever known, when the First Emperor fell, it was this man who tended to his wounds. His fairness and compassion became the inspiration for the order. He is still called upon to guide the healing of his brethren.	Any time you cast a spell or use an ability that restores hit points you may reroll all 1's and 2's. You must use the new rolls regardless of results.
Coramier the Hunter One of the first to hunt down and destroy the Gray Crones, Coramier's soul remains as a shepherd and guide to the souls within the Cauldron. He delights in assisting his brothers and sisters in their hunts.	You gain advantage on all Wisdom (Survival) checks when tracking. Also, if you are proficient with the Survival skill you can add double your proficiency bonus to Wisdom (Survival) checks.
Oralius of the Grey Cloak One of the most successful hunters of Grey Crones in the order's history, Oralius was said to wear a cloak made of their tanned flesh.	You gain advantage on all melee attack rolls against undead. You also deal an additional 1d8 radiant damage on melee attacks against such creatures.
Ardioun of the White Staff One of the most militant members of the order, Ardioun was an undisputed master of the staff and a relentless hunter of the walking dead.	While wielding a quarterstaff you gain a +1 bonus to your Armor Class and you can use your reaction to make an opportunity attack on creatures that move adjacent to you.
Toramire, Silvered-Tongue A val'Mehan Hospitaler is a rare thing indeed, and Toramire was one of the finest negotiators ever to walk this path. His soul may still be called upon for advice and guidance.	You gain advantage on all Charisma (Persuasion) checks. Also, if you are proficient with the Persuasion skill, you can add double your proficiency bonus to Charisma (Persuasion) checks.
Enavass the Swift A famed soul, Enavass was well known for her quickness and skill in battle, and had the uncanny ability to run through a crowded melee to reach a fallen warrior.	You gain a +1 bonus to your Armor Class and your movement does not trigger opportunity attacks.

Weapons of Our Mother

Beltinian Hospitalers are masters of their holy mother's chosen weapons. When wielding a quarterstaff, you benefit from the Great Weapon Fighting Style. When wielding a pair of maces (known as 'iron rods' among the Hospitalers) you benefit from the Two-Weapon Fighting Style.

Channel Divinity

When you join this order at 3rd level, you gain the following two Channel Divinity options.

Censurion of Humility: When a fight is about to break out, you may use your Channel Divinity to give diplomacy a chance to prevail. As an action, you may force all humanoids within 30 feet, both friend and foe, that have an Intelligence of 2 or higher to make an Intelligence saving throw. Creatures that fail this saving throw are charmed by you for 1 minute or until they take any damage. This ability is sacred to your order and you would not allow it to be used by one side, even your own, to gain a tactical advantage over another.

Merciful Strike: When you successfully strike a creature with a melee weapon attack, as a reaction you can use your Channel Divinity to attempt to stun that creature. Roll a number of d6's equal to your holy champion level. If the result is equal to or more than the targets current hit points, that target is stunned until the end of their next turn.

If your target is already stunned, incapacitated, or paralyzed, your target gains the unconscious condition, remaining so for 1d6 turns. This ability may only be used on living humanoids or beasts.

Mercy in Victory

Starting at 7th level, you can, as an action, declare any incapacitated creature (friend or foe) or creature who has surrendered to you as your charge. As long as you remain adjacent to or stand over your charge you may intercept any attack upon them and treat it as an attack upon yourself. In addition, anyone who attacks your charge provokes an opportunity attack from you. This does not provide you with more than one reaction between turns.

If your charge attacks anyone or casts a spell that requires a saving throw, your protection on them instantly ends. For 1 minute, your former charge suffers disadvantage on all saves against your spells, and grants you advantage on all attacks against them.

Improved Lay on Hands

At 15th level the amount of hit points you can heal with Lay on Hands is increased to 10 hit points per level.

Ancestor in Waiting

Starting at 20th level, you may, as an action, call upon the oldest souls within the Cauldron to bless you for 1 hour. The souls that you may call upon are listed in the Ancestors of the Beltinian Order of Hospitalers table.

You may end this state on your turn as part of any action, and it ends immediately if you fall unconscious. Once you use this feature you cannot use it again until you complete a long rest.

Upon your passing, you become one of the Blessed Ancestors, and your soul is added to the ranks of those with whom members of the order may consult. The exact abilities of your soul are subject to the GM's discretion.

Belisarda - Order of the Twelve Oaks

Dating back to the time of the Great Betrayal, the Order of the Twelve Oaks is a small group, self-tasked with using the lessons of the past to ensure the future of the elorii. They believe that the elorii have both dealt and suffered terrible atrocities, but that these were only fires to temper them for their yet-unknown true purpose.

They feel that many elorii have grown arrogant and withdrawn over the intervening millennia, and fear that they have forgotten the terrible actions of their own past, to the extent that now they seek only vengeance and not forgiveness.

Members of this order task themselves with three goals. First, it is their duty to remember the devastation caused by their own people and take responsibility for those actions. In penance, all members of the order are pledged to the ancient ways and shall greet anyone they encounter with compassion and friendship, lending aid to any in need, be they elorii, human, val, or even si'tezsen. However, they have been betrayed before, and have sworn never again to allow their people to be slaughtered by those they thought were friends.

Thus, the order's second duty is to remain ever vigilant, examining closely those they have welcomed as friends and ensuring that they do not pose a threat to the elorii people. Finally, the order recognizes that the elorii will be whole again only when the Elemental Lords walk among them once more. Thus, the order's last duty is to prepare the way for the events that will return their deities to their rightful place.

Race Restrictions

Only elorii may choose this holy champion order.

Tenets of the Order of the Twelve Oaks

Holy champions who join this order share the following beliefs and traditions:

Acceptance: As slaves of the xothrics, we committed genocide during the numerous Extinction Wars. We must not commit such sins again. Greet anyone encountered with compassion and friendship and lend aid if they are in need.

Recovery: There are scattered remnants of the eloran empire scattered across the Known Lands. Search for ancient texts and relics and preserve the eloran culture.

Retribution: While compassion is a hall-mark of our people, be prepared to withdraw the welcoming hand and unsheathe your blade. Betrayal and belligerence must be met in kind. Novaras - never forget.

Sacredness of Life: All forms of life are to be treasured and nurtured. Killing should be used as a last resort. However, undead are a perversion in the eyes of Beliarda and should be destroyed.

Vigilance: The Eternal People have been betrayed before. You are the guardian of the elorii and must protect them from all threats.

Spells of the Order of the Twelve Oaks

You gain the following order spells, which are always prepared starting at the levels listed:

Holy Champion Level	Spells Granted
3rd	*Bless, protection from evil and good*
5th	*Calm emotions, warding bond*
9th	*Create food and water, fly*
13th	*Locate creature, death ward*
17th	*Conjure elemental, dispel good and evil*

Specialized Mount

Anytime you cast *find steed* you may only summon forth a giant elk.

Channel Divinity

When you join this order at 3rd level, you gain the following Channel Divinity option:

Oath of Retribution: When a creature you can see within 30 feet attacks one of your allies, as a reaction you may use your Channel Divinity to swear an oath of retribution against that creature. For 1 minute, you gain advantage on all attack rolls against the target of your oath.

Improved Lay on Hands

At 3rd level, when you use Lay on Hands you may opt to remove the charmed condition from a willing creature for 10 points from your healing pool.

One of Many

Beginning at 7th level you project an aura of fellowship between you and any allies within a 10-foot radius.

As long as you are conscious, when a friendly creature within your aura is attacked you may, as a reaction, grant them resistance against the attack. You suffer damage equal to the damage taken by that ally from the triggering attack.

At 18th level, the range of this aura increases to 30 feet.

The Truth is Revealed

Starting at 15th level, you may cast *true seeing* without expending a spell slot or needing a material component.

Once you use this feature you cannot do so again until you complete a long rest.

Avatar of Life

At 20th level, as an action, you may become the living embodiment of your Goddess' power. For 1 minute you gain the following benefits:

- At the start of every round all friendly creatures within 10 feet of you regains hit points equal to your Charisma modifier.
- At the start of every round, any undead within 10 feet of you suffers 10 points of radiant damage.
- You gain immunity to necrotic and radiant damage.

You may end this state on your turn as part of any action, and it ends immediately if you fall unconscious. Once you use this feature you cannot use it again until you complete a long rest.

Cadic - The Twilight Warrior

For evil to triumph, all good men must do is nothing.

The corollary to that proverb is that sometimes evil must be done by honorable men for the greater good to triumph. No one understands this more clearly than the holy champions of Cadic. Untrustworthy, backstabbing, dishonorable, cutthroats, thieves, and murderers: they have been called all these epithets and more. Ironically, the Order of the Twilight Warriors is made up of some of the most honorable and decent men upon all Arcanis. As justification for their Machiavellian approach, they point to the Fourth Holy Scroll of Song and Shadows, where Cadic stole into the realm of Shadows, told the first lie, and committed murder and theft – all so that Illiir might be resurrected and the evils of the world banished.

Most members of the order feel that lying, cheating, and stealing are a necessary evil if the end result is the betterment of the majority or the furtherance of honorable and good ideals. If the price of mankind's salvation is the cost of one man's honor or soul, then these dedicated champions of Cadic feel it is a small price to pay. The order believes that each member must draw his own line as to what he feels is necessary to fulfill these obligations. Some draw the line at lies and half-truths, while others will go to any lengths, including cold-blooded murder, to ensure the safety of the innocent. As long as these acts are not done for self-aggrandizement or personal gain, they are acceptable and expected. Woe to the Twilight Warrior who slips into

the dark and does not return, for he is hunted down by the full force of the order, which will not rest until the errant member is put down.

Race Restrictions

Dwarves, elorii, and n'ressen may not choose this holy champion order. Val and humans account for most of the members of this order with the val'Borda being the predominant val family due to their affinity with the Lord of Shadows.

Tenets of the Twilight Warrior

Holy champions who join this order share the following beliefs and traditions:

Guardian Against the Shadow Realm: During the Mythic Age, Lord Cadic entered the Shadow Realm and slew its master, making a cloak from its hide. Many creatures from that realm harbor thoughts of vengeance against this act, and while a God is beyond their power to harm, His children are not. You stand as a bulwark against the creatures of shadow that would feed upon humanity.

Honor: Honor is a precious gift that is given only when necessary; it is not to be thrown away like a used rag. Your word is your bond, and should only be broken after careful consideration and as a last resort.

No Mercy: The wicked and corrupt do not deserve your mercy, give them none.

Pragmatism: Do what you must to fulfill your duties. Do not be constrained by the trappings of honor or law.

Stealth: Being unseen and unnoticed is the greatest defense of all. Do not use anything, be it armor, shield or other equipment, that hampers your stealth.

Spells of the Twilight Warrior

You gain the following order spells, which are always prepared starting at the levels listed:

Holy Champion Level	Spells Granted
3rd	*Hunters mark, shadow step*[S]
5th	*Darkness, darkvision*
9th	*Feign death, major image*
13th	*Arcane eye, freedom of movement*
17th	*Mind fog*[S], *passwall*

Tools of the Trade

You gain proficiency with the poisoner's kit, thieves' tools and Stealth. Upon taking your oaths to the order of the Twilight Warrior, you must forgo the use of any armor that imposes disadvantage on Stealth.

Eyes of our Lord

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

Channel Divinity

When you join this order at 3rd level, you gain the following two Channel Divinity options:

Never Unarmed: As an action, you touch your holy symbol and whisper a prayer to Cadic, and store a single weapon (and a score (20) of any appropriate ammunition if it's a ranged weapon) in a pocket within the realm of shadow. Once stored you may draw forth the weapon (and ammunition, if any) as a bonus action by simply placing your hand within any shadow and drawing it forth. You may only store one such item at a time. If you attempt to store a second weapon before removing the first, the ability fails to work.

Cloak of Cadic: As an action, you can touch your holy symbol and whisper a prayer to Cadic, reducing the illumination in a 60-foot radius to dim illumination. This effect lasts for 1 minute and moves with you, affecting all light sources within the area. You can end this effect early as a bonus action on your turn.

Improved Lay on Hands

At 3rd level, when you use Lay on Hands you may opt to remove the poisoned condition from a willing creature for 5 points from your healing pool.

Aura of Shadow

Starting at 7th level, while you are conscious, you and any friendly creatures within 10 feet of you gain advantage on all Dexterity (Hide) skill checks. You or your allies must be within an area of dim illumination or darker to gain this benefit.

This aura's range increases to 30 feet at 18th level.

Hand of Death

Upon reaching 15th level you have become an instrument of death. Any time you successfully attack a surprised creature and use your Divine Smite, that creature must make a Constitution saving throw or suffer double the total damage from your attack.

Shadow Lord

Starting at 20th, you have become inexorably linked with the shadows you have walked in for so long. As an action, you can become a living shadow. For 1 minute you gain the following benefits:

- You are amorphous and can move through a space as narrow as 1 inch wide without squeezing.
- You gain immunity to necrotic and poison damage.
- You may cast *shadow step** with an increased range of 100 feet. If you also possess the bloodline ability Walking the Web of Shadows, you increase the range of your *shadow step** to 200 feet.

You may end this state on your turn as part of any action, and it ends immediately if you fall unconscious. Once you use this feature you cannot use it again until you complete a long rest.

The Fire Dragon - Sentinels of the Blazing Wyrm

In the misery, death, and confusion that marked the exodus of the Black Talons from the Surthrogoran Empire, a small group of valiant Black Talons stood above the rest, ready to lay down their very lives for the sole purpose of buying the remainder of their clutch time to escape. This core of hardened veterans stood firm in the face of insurmountable odds, unwavering in their faith toward the old matriarch.

Seven times the full might and fury of Surthrogos charged headlong into these unblinking defenders, and seven times their lines held. The fearless and fearsome Black Talons piled up a ring of barbed-tail corpses hip deep before they finally fell and were dragged down.

Sentinel of the Blazing Wyrm is the most prestigious social rank a male Black Talon can attained, save for Warlord of the Clutch. The Black Talon Matriarchy created the Sentinels during the grueling march out of Surthrogos to safeguard against the genocidal tendencies of their xuthric enemies.

Since the Black Talons' relocation into human-held lands, the Sentinels have come to stand as a bulwark of defense against any foes who would threaten the very heart of their sʼtressen society: the precious eggs from which each new generation springs.

Race Restrictions

Only sʼtressen may choose this holy champion order.

Tenets of the Sentinels of the Blazing Wyrm

Holy champions who join this order share the following beliefs and traditions:

Bravery: You must test yourself against all challenges and rise above them, fearlessly.

Community: Guard the hatching fires from any threat. Ensure that your clutch prospers.

Compassion: Compassion is not a weakness, but a strength. It strengthens the bonds between clutchmates and allies.

Loyalty: Never waver in your devotion to your people and to the Blazing Wyrm.

Self-control: You are not a beast. You are a child of the Blazing Wyrm. Do not descend into savagery.

Spells of the Sentinels of the Blazing Wyrm

You gain the following order spells, which are always prepared starting at the levels listed:

Holy Champion Level	Spells Granted
3rd	*Scales of the dragon*[B], *smite infidel*[B]
5th	*Dragon's roar*[B], *magic weapon*
9th	*Glyph of warding, breath of the dragon*[B]
13th	*Guardian of faith, fire shield*
17th	*Circle of power, dispel evil and good*

Ssethric Steed

Every time you cast *find steed* you summon forth your order's chosen mount, a mor'let. See **page 407** for the mor'let's stats.

Channel Divinity

When you join this order at 3rd level, you gain the following Channel Divinity options:

Blazing Talons: As an action, you can use your Channel Divinity to wrap your claws in crackling flames. For 1 minute, you add your Charisma modifier to attack rolls with your unarmed strikes (minimum bonus of +1) and your claws deal fire damage instead of your normal unarmed strike's damage. Your claws also emit dim light in a 20-foot radius beyond that. For the duration, your claws are considered magical weapons for the purposes of bypassing resistances.

You can end this effect on your turn as part of any other action. If you fall unconscious, the effect ends.

Dragon's Presence: You can speak with the voice of the Fire Dragon. As an action, you can use your Channel Divinity to force all creatures within 10 feet that can see or hear you to make a Wisdom saving throw or gain the frightened condition until the end of their next turn.

Protective Ward

Starting at 7th level, you gain resistance to fire damage.

Additionally, when a friendly creature adjacent to you is attacked with a melee attack, their attacker provokes an opportunity attack from you.

Shimmering Scales

At 15th level you near your apotheosis and your scales take on a shimmering sheen. You reduce all bludgeoning, piercing and slashing damage by 3. This feature does not stack with other features, abilities, feats, or spells that reduce damage in a similar fashion.

One with Our Lord

Upon reaching 20th level, you become a living manifestation of the Fire Dragon's will and take on a few of His traits. You gain the following benefits:

- You gain immunity to fire damage.
- You have blindsight out to 10 feet.
- As an action, you can exhale fire in a 90-foot cone. Each creature in that area must make a Dexterity saving throw. Affected creatures suffer 18d8 fire damage on a failed save, or half as much damage on a successful one. Once this ability is used you may not use it again until you complete a long rest.

Hurrian - The Order of the Storm Lord

The Storm Lords are holy champions of Hurrian that worship His aspect as the Lord of the Tempest. According to dogma, Hurrian acquired this aspect during the God's War when He is said to have consumed the elorii Elemental Lord of Air. Before this, Hurrian held sway only over those warriors who reluctantly took up arms in the defense of their homes, families and way of life. The doctrine of the Storm Lords is a combination of these two disparate domains into one focused discipline.

The order teaches that all war is like a roiling, wild storm. No matter how precise and exacting a battle plan might be, it never survives contact with the enemy. Storm Lords try to understand and master this swirling chaos so as to better control the flow of a battle. Though Storm Lords do not revel in bloodshed, as do the Slarrics, they understand that evil must be met with force and utterly destroyed, or it will rise up to plague humanity again and again.

Storm Lords travel all over the Known Lands of Arcanis pursuing the tenets of their order. They seek to safeguard the innocent and those too weak to help themselves. They feel it is their sacred duty to confront and destroy evil wherever it may reside, while also teaching the peaceful ways of the Reluctant Warrior to all who will listen.

Race Restrictions

Elorii and si'tressen may not choose this holy champion order. Of the dwarves, only the Tir Benoqi may join this order. Val and humans account for most of the members of this order with the val'Tessen being the predominant val family due to their affinity with the Lord of Storms.

Tenets of the Order of the Storm Lord

Holy champions who join this order share the following beliefs and traditions:

Be Honest and Open: An honest and open attitude comes directly from Hurrian's teachings, which exhort you to "treat each man as brother or sister and your family shall be infinite."

Destroy Infernals: Always seek out and put an end to the corruptive influence of infernals. As long as they walk upon Arcanis, the children of the Gods are at risk.

Justice: Punish the wicked and those who would use their strength to oppress their fellow men.

Reluctance: War is a roiling storm that brings destruction and death to the innocent and guilty alike. Do not charge headlong into battle when it can be prevented.

Unrelenting: Once swords are drawn, seek to end the battle as quickly as possible. Do not give into blind fury but strike with the precision and power of lightning.

Spells of the Order of the Storm Lord

You gain the following order spells, which are always prepared starting at the levels listed:

Holy Champion Level	Spells Granted
3rd	*Smite heretic*[S], *thunderwave*
5th	*Warding bond*, *whirling blade*[S]
9th	*Call lightning*, *haste*
13th	*Freedom of movement*, *thunderous strike*[S]
17th	*Righteous edict*[S], *lightning armor*[S]

The Steed of Our Lord

Every time you cast *find steed* you summon forth your order's chosen mount, a shadow lion. See **page 408** for the shadow lion's stats.

Channel Divinity

When you join this order at 3rd level, you gain the following Channel Divinity options:

Blade of Lightning: As an action, you can use your Channel Divinity to imbue one weapon you are holding with electricity. For 1 minute, you add your Charisma modifier to attack rolls with that weapon (minimum bonus of +1) and your weapon deals lightning damage instead of its normal damage. The weapon also emits dim light in a 20-foot radius. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying the weapon, or if you fall unconscious, the effect ends.

The Thunder's Voice: You speak with the might of the Storm Lord. As an action, you can use your Channel Divinity to force all creatures within 10 feet that can see or hear you to make a Strength saving throw or be stunned until the end of their next turn or until they take any damage.

Aura of Grounding

Starting at 7th level, you and friendly creatures within 10 feet of you gain resistance to lightning and thunder damage while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Ride the Lightning

Once you reach 15th level, you can bolt across the battlefield like lightning.

Immediately after you cast *thunderous strike*[S], as a bonus action you and your mount can instantly teleport to any clear space within the 20-foot radius area of the spell.

You can use this ability a number of times equal to your Charisma modifier (minimum 1), regaining all expended uses after you finish a long rest.

The Storm Lord

At 20th level, you become a vessel for the power of the storm. As an action, you can cloak yourself in Hurrian's power. For 1 minute you gain the following benefits:

- When you or a friendly creature adjacent to you is attacked you may, as a reaction, deal 10 points of lightning damage to the attacker.
- Hostile creatures within 10 feet of you suffer disadvantage on saving throws to resist any of your holy champion spells that deal lightning or thunder damage.
- You gain immunity to lightning and thunder damage.

You may end this state on your turn as part of any action, and it ends immediately if you fall unconscious. Once you use this feature you cannot use it again until you complete a long rest.

Illiir - The Order of the Harbingers of the Dawn

No other order of holy champions exemplifies truth, honor, and integrity more so than the Harbingers of the Dawn. Champions of order, stability, and civilization, these tireless holy warriors strive to keep the nations and empires of the world safe from the dark tide of barbarism.

These Harbingers, or Dawn Lords as they are sometime called, feel it is their divinely imposed duty to safeguard civilization and its institutions against those who would tear it down or change it for the worse. Those societies that lack structure, allowing lawlessness to run rampant, should be torn down and replaced by societies more suitable to the eyes of Illiir.

During the Mythic Age, when the Gods lived amongst their children, Illiir created a perfect world for all to live and thrive in. Neroth stole this paradise from all of mankind due to His jealousy of the love all beings had for the Ruler of the Pantheon. Neroth's act of envy plunged the world into darkness and allowed evil and chaos to creep back into the world, eating away at the divine laws laid down by the Gods. Many atrocities were committed, brother turned upon brother, and mankind started to revert to a more savage state until finally order was restored.

Eventually, Illiir was returned to His rightful place, and saw what had taken place in His absence. He deemed that

humanity must strive and earn a place in paradise rather than have it gifted to them. Thus, He created the Paradise of the Gods in the Heavens, a place where all souls wish to eventually spend eternity.

Race Restrictions

Dark-kin, elorii, gnomes, kio, ni'noum and undir may not choose this holy champion order. Of the dwarves, only those from Solanos Mor may join this order. Val and humans account for most of the members of this order with val'Assante being the predominant val family due to their affinity with the Lord of Perfection.

Tenets of the Order of the Harbingers of the Dawn

Holy champions who join this order share the following beliefs and traditions:

Civilization: Strengthen the bonds of community wherever you go. Bring the light of law and order throughout Arcanis.

Honor: Treat all you meet with fairness and gentility. Give your word sparingly, as it is your bond. Deceive no one, including yourself.

Perfection: Seek perfection within yourself and in the process, assist others in their own quests for personal improvement.

Practice: Never allow your skills to diminish, keep your body fit and your mind sharp. Welcome the sun with rigorous activity and the setting sun reading or playing complex games to sharpen your wit.

Purity: Seek out and destroy all forces of evil and agents of chaos. They have no place in the Paradise of the Gods.

Spells of the Harbingers of the Dawn

You gain the following order spells, which are always prepared starting at the levels listed:

Holy Champion Level	Spells Granted
3rd	*Bless, find familiar*
5th	*Scorching radiance*[S], *zone of truth*
9th	*Beacon of hope, daylight*
13th	*Banishment, guardian of faith*
17th	*Dispel evil and good, hallow*

Familiar Limitation

Any time you cast *find familiar*, regardless of how you learned the spell or acquired the ability, you find a celestial falcon. See **page 403** for your falcon's stats.

Judge the Heretics

You are well versed in the methods of the enemy. You gain advantage any time you attempt an Intelligence (Religion) or Intelligence (Arcana) check regarding heretical topics, such as identifying the symbol used by an infernal cult or identifying a heretical ritual. What is and is not heretical is defined by the leaders of your church, whether that is the Mother Church of Coryan or the Milandric Orthodox Church.

Channel Divinity

When you join this order at 3rd level, you gain the following Channel Divinity options:

Radiance of My Lord: As an action, you can use your Channel Divinity to imbue one weapon you are holding with radiant light. For 1 minute, you add your Charisma modifier to attack rolls with that weapon (minimum bonus of +1) and your weapon deals radiant damage instead of its normal damage. The weapon also emits bright light in a 20-foot radius and dim light in a 20-foot radius beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying the weapon, or if you fall unconscious, the effect ends.

His Blinding Glory: As an action, you can hold aloft your holy symbol and use your Channel Divinity to flood a 20-foot radius around you with intense light. All creatures within the light must make a Constitution saving throw or be blinded until the end of your next turn.

Unassailable Soul

Once you reach 7th level you gain advantage on all saving throws against spells and abilities of infernals. Also, you are immune to being possessed.

Charm Immunity

At 15th level you become immune to the charmed condition. Additionally, whenever a friendly creature you can see within 30 feet becomes charmed you can use your reaction to end the effect charming that creature.

You can use this feature a number of times equal to your Charisma modifier (minimum 1), regaining all expended uses when you finish a long rest.

Perfect Glory of Illiir

At 20th level you tap into a glimmer of the Head of the Pantheon's perfection. As a physical representation of perfection, you gain half your proficiency bonus to all ability checks, even ones that you already add your proficiency bonus to.

Also, as a bonus action, you can wrap yourself in daylight. You shed bright light in a 20-foot radius and dim light for another 20 feet beyond that. Within your light, any effects that produce darkness are dispelled. You can end this effect as a bonus action on your turn.

Larissa - Order of the Fatespinner

Larissa, the Smiling Goddess, first held domain over both love and divination. Her oracular powers were greatly beneficial to the rest of the Pantheon during the God's War, but Her experiences then caused Her to delve deeper and deeper into the future in hopes of forestalling or pre-empting anything that might endanger the Children of the Gods.

She looked too far; whatever She saw in that dim future drove Her to embrace hedonistic practices to blot out that image out of Her mind.

Larissa's Champions, the Fatespinner, were founded by the Oracular sect of the temple. This sect opposes the Hedonistic sect of the temple, who are more powerful and influential in the secular world. The Fatespinners believe it is their sacred duty to somehow avert the horrific calamity that is coming. They believe they can do this, not by confronting it, but by making small and subtle changes in the Tapestry of Fate. A small ripple can eventually become an unstoppable wave if it is set in motion at the right place and time.

By aiding those they feel worthy or necessary in the coming battle in small and measured ways, they can change the final destiny of Arcanis and save their Goddess from madness.

Race Restrictions

Elorii and si'ressen may not choose this holy champion order. Of the dwarves, only those from Taltipet may join this order. Val and humans account for most of the members of this order with the val'Sheen being the predominant val family due to their affinity with the Smiling Goddess.

Tenets of the Order of the Fatespinner

Holy champions who join this order share the following beliefs and traditions:

Acceptance: Though you guide the hand of fate, do not fight to control it. Allow its currents to take you wherever the hand of your Goddess guides you.

Moderation: Dress conservatively and do not over indulge in food and drink. To lose focus upon the strands of fate is to lose one's self within its grasp.

Peace: Seek peace in yourself and those around you.

Pity: Have pity upon the mad, for your Goddess suffers from the same malady.

Vigilance: Prepare yourself in body and in mind for the battle to come. An ultimate darkness drove the Smiling Goddess mad and it coils about the future. Seek out corruption and end it before it spreads and perhaps the doom before Arcanis can be foretalled.

Spells of the Order of the Fatespinner

You gain the following order spells, which are always prepared starting at the levels listed:

Holy Champion Level	Spells Granted
3rd	*Bless, guiding bolt*
5th	*Augury, calm emotions*
9th	*Blink, clairvoyance*
13th	*Divination, guardian of faith*
17th	*Commune, Leomar's fickleness*[*]

Her Lady's Will

When you join this order at 3rd level you gain proficiency in one of the following skills: Acrobatics, Deception, Insight, or Persuasion.

Channel Divinity

When you join this order at 3rd level, you gain the following Channel Divinity options:

My Fate is my Own: After you make an attack roll, saving throw, or ability check but before you know the result, you can expend your Channel Divinity to reroll with advantage.

Twist of Fate: Any time a creature within 60 feet of you is about to roll an attack roll or saving throw with either advantage or disadvantage you may, as a reaction, use your Channel Divinity to steal that instance of advantage/disadvantage. You cannot use this option if you currently possess a stolen instance of advantage/disadvantage.

Until you complete a long rest, you can grant your stolen advantage/disadvantage to any creature within 60 feet that you can see, including yourself, when they are about to make an attack roll or saving throw.

When you complete a long rest, you lose any stolen advantage or disadvantage you have.

Pull Upon the Tapestry of Fate

Once you reach 7th level you learn to reach into and pull upon the strings within the tapestry of fate. When you finish a long rest, you can roll a d20 twice on the **Table of Fates** and keep the results. Later, you can grant a result rolled to yourself or any creature you can see within 60 feet as a bonus action.

Each fate roll can only be used once. When you finish a long rest, you lose any unused fate rolls.

Upon reaching 18th level when you finish a long rest you can roll a d20 four times on the **Table of Fates** and keep two fate rolls of your choice.

Portents of Things to Come

Upon reaching 15th level, you gain the ability to cast *precognition*[*] without expending a spell slot or using a material component.

Once you use this feature, you cannot use it again until you complete a long rest.

Gaze Upon the Strands of Fate

Upon reaching 20th level, as an action, you may open your mind to the infinite possibilities and probabilities of the Tapestry of Fate in maddening detail. This state of mind lasts for 1 minute. During that time, as a bonus action on your turn, you may grant any friendly creature within 30 feet of you that you can see advantage on all attack rolls, saving throws, or skill checks rolls until the end of your next turn.

Alternatively, also as a bonus action on your turn, you can force any creature within 30 feet that you can see of you to make a Charisma saving throw. If that creature fails, they suffer disadvantage on all die rolls until the end of their next turn. You cannot use this ability to grant a creature advantage while affecting a creature with disadvantage, and any attempt to do so simply fails.

During the duration, if a creature you grant advantage through the use of this feature rolls double 1's or any creature affect with disadvantage rolls double 20's, this effect ends and you are frightened until the end of your next turn.

Once you use this feature you cannot use it again until you complete a long rest.

Table of Fates

Roll	Fate Effect
1	Your target misses its next attack roll.
2	Your target misses its next saving throw.
3	Your target fails on its next ability check.
4	Your target suffers disadvantage on their next attack roll.
5	Your target suffers disadvantage on their next saving throw.
6	Your target suffers disadvantage on their next ability check.
7	The next time your target takes damage they suffer an additional 2d8 damage of the damage type.
8	Until the end of your next turn, whenever your target makes an attack roll or saving throw they must roll a d4 and subtract the number rolled from their attack roll or saving throw.
9	You may grant disadvantage to one creature's next saving throw or attack roll, but you also suffer disadvantage on your next roll of the same type.
10	When you grant this fate upon another or yourself, your GM randomly determines if that target suffers advantage or disadvantage on their next attack roll or saving throw, whichever comes first.
11	Your target suddenly drops anything they are holding or falls prone if their hands are empty.
12	You may grant advantage to your target's next saving throw or attack roll, while you enjoy advantage on your next roll of the same type.
13	Until the end of your next turn, whenever your target makes an attack roll or saving throw they must roll a d4 and add the number rolled to their attack roll or saving throw.
14	The next time your target takes damage they gain resistance against the damage dealt.
15	Your target is granted advantage on their next ability check.
16	Your target is granted advantage on their next saving throw.
17	Your target is granted advantage on their next attack roll.
18	Your target automatically succeeds on their next ability check.
19	Your target automatically succeeds on their next saving throw.
20	Your target automatically succeeds on their next attack.

Neroth - The Deathbringers of Neroth

They travel through the night, drawing stares of scorn or fear from those they are sworn to protect. Evil was inadvertently unleashed upon the world by their Lord and they are tasked with finding it and sending it screaming back to the Crucible of Sins. Evil will always exist in a world where man has free will, but there are times when these petty evils grow and become overwhelming. That is when the Deathbringers arrive; to deal with those so corrupted that their removal from this world is necessary.

With Illtir's death during the Mythic Age, all the Evils of the world were released upon the world. Seeing mankind besieged as darkness encroached from every side, Neroth anointed four of the bravest and noblest of humanity as His champions. He crafted for them heavy axes which he called "Little Deaths" and sent them forth to turn the tide and inspire their fellows to acts of heroism.

In the present age, Deathbringers hunt down the evils that were loosed upon Arcanis during the Mythic Age. Wherever the corrupters of mankind appear, and acts of extreme lust, greed, hatred, or pride crush the innocent or those too weak to defend themselves, a Deathbringer will appear to challenge it. Some say that Deathbringers can smell evil upon the wind due to their uncanny ability to appear where they are most needed.

Race Restrictions

Dwarves, elorii, and ni'ressen may not choose this holy champion order. Val and humans account for most of the members of this order with the val'Mordane being the predominant val family due to their affinity with the Lord of Death.

Tenets of the Deathbringers of Neroth

Holy champions who join this order share the following beliefs and traditions:

Inspire: Be a beacon of hope for those who seek to cleanse the world.

Righteousness: Seek out corruption and evil in all its forms. When confronted by evil strike it down.

Selflessness: To truly guard one's soul from corruption one must be free of the bonds of selfishness. Seek to protect, feed, and heal the poor and forgotten, for in suffering, corruption finds a foothold.

Terrorize: The evil and corrupt must fear your presence, for you are their doom.

Tranquility: Never let your base instincts impair your judgment. Master your emotions and you master yourself.

Spells of the Deathbringers of Neroth

You gain the following order spells, which are always prepared starting at the levels listed:

Holy Champion Level	Spells Granted
3rd	*bless, false life*
5th	*Shroud of oblivion*[*], *spiritual weapon*
9th	*Return to dry rot*[*], *vampiric touch*
13th	*Death ward, phantasmal killer*
17th	*Righteous edict*[*], *call revenant*[*]

Undying Mount

Anytime you cast *find steed* you may only summon forth a skeletal warhorse, see **pg. 404** for stats.

Channel Divinity

When you join this order at 3rd level, you gain the following Channel Divinity option:

Neroth's Grasp: As an action, you can use your Channel Divinity to imbue one weapon you are holding with the hunger of the Death Lord. For 1 minute, you add your Charisma modifier to attack rolls with that weapon (minimum bonus of +1) and the weapon deals necrotic damage instead of its normal damage. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying the weapon, or if you fall unconscious, the effect ends.

Sense the Undead

At 3rd level you gain the ability to sense the presence of undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic. You can sense the presence of an undead, but not it identity.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Aura of Dread

Beginning at 7th level you begin to radiate an aura of dread. As long as you are conscious, at the beginning of your turn all hostile creatures within 10 feet of you must make a Wisdom saving throw or suffer disadvantage on all attacks against you for 1 minute.

At the end of each of its turns, a creature affected by your aura can make a new Wisdom saving throw to end this effect on themselves. Any creature that makes either the initial saving throw or any of the subsequent saving throws is immune to your aura until the next dawn.

At 18th level you may, as an action, temporarily extend this aura out to 30 feet, forcing all enemies within the area to make a Wisdom saving throw or become frightened of you until the end of your next turn. Any creature that makes this saving throw is immune to your aura until the next dawn.

Death's Hand

Starting at 15th level you may judge when it's a creature's time to die.

When you hit a creature with a melee attack you may, as a reaction, call down the power of your dread lord. Roll a number of d6s equal to your level. If the result is higher than your target's current hit points that target is dead.

Once you use this feature, you cannot use it again until you complete a long rest.

Neroth's Gift

Upon reaching 20th level you receive the Gift of Neroth, you gain all the racial traits listed in the "Undead Heroes" side bar (pg. 47) as well as the following traits:

Forever Bound to Flesh: Your intellect cannot be separated from your mortal vessel. When you reach 0 hit points you become incapacitated instead of unconscious and you make death saving throws as normal. If you fail three death saving throws, you are destroyed. The energy that animates your corporeal form dissipates and your intellect begins to fray at the edges. *Revivify* and similar magic that restores the living to life has no effect on you.

If you are destroyed, you can be restored by the *animate dead* spell or similar magic, as long as it is cast within 1 minute of your destruction. To restore you to undeath in this way requires an additional material component, a black onyx worth 300gp, which is consumed.

If you are not restored after 1 minute, your intellect disperses completely, and you cease to exist.

Necrotic Exhaustion: If you use a class feature, racial trait or magic item that would normally cause you to gain

a level of exhaustion, you must temporarily bleed off some of the energy animating your corporeal vessel. Instead of gaining a level of exhaustion, your hit point maximum is reduced by 10. This reduction cannot be removed by any means except completing a long rest.

Nerath's Chosen: The Lord of the Tombs has done more than bless you, He has chosen you for some unknown, divine purpose. Although you are not alive, you are affected by any spell, potion, or magical effect that restores hit points, lost limbs, or otherwise mitigates injuries as if you were a living creature. Such effects that normally wouldn't affect undead only heal half the usual number of hit points unless they are cast by an undead (including yourself) or a worshiper of Nerath.

Nier - The Holy Judge of Nier

Feared throughout Arcanis as relentless and unforgiving, the Holy Judges of Nier are tasked by their grim and merciless deity as judge, jury, and executioner of heretics and those who would blaspheme the gods. Those who have strayed from the true path of salvation must be shown the error of their ways and eliminated before they can corrupt the weak-willed with their lies and sacrilegious ethos.

The Holy Judges of Nier travel throughout the length and breadth of the Known Lands, ensuring that divine law is obeyed and that those that follow false or lesser gods do not contaminate the faithful. Holy Judges primarily target the high priests and holy champions of foreign gods or infernal cults that try to infiltrate and undermine the teachings of the Pantheon.

While searching for these foul practitioners, Holy Judges delight in honing their strength of arms in bloody and violent combat. Creatures that would prey upon mankind quickly find themselves the hunted when a Holy Judge learns of their existence. Holy Judges are also highly sought after in passing judgment on more mundane matters in areas and communities where magistrates or other officials are few and far between.

Race Restrictions

Elorii and ss'ressen may not choose this holy champion order. Of the dwarves, only those from Nol Dappa may join this order. Val and humans account for most of the members of this order with the val'Virdan being the predominant val family due to their affinity for the Lord of Flaming Destruction.

Tenets of the Order of the Holy Judge of Nier

Holy champions who join this order share the following beliefs and traditions:

Executioner: You shall be ruthless in battle as in you are in pronouncing judgment. Do not take joy in judging the guilty for it is your sacred duty.

Incorruptible: The popularity the Judges of Nier have with the common folk stems from the inability of the rich and powerful to sway their verdicts. The pronouncement of a Judge of Nier is incorruptible and just, regardless of the status of the guilty.

Judge and Jury: When called forth to judge over a matter, seek evidence and separate truth from falsehood. When the facts are presented, be impartial. Judge wisely, and do not allow your emotions to cloud your decision.

Live by the Law: To properly apply the laws of your religion you must live by those same laws. Do not question the hierarchy or question the scriptures.

Purge: Hunt down heretics wherever they hide, ruthlessly and without mercy, and then use your lord's fire to purify them.

Spells of The Holy Judge of Nier

You gain the following order spells, which are always prepared starting at the levels listed:

Holy Champion Level	Spells Granted
3rd	*Burning hands, unite heretic*[a]
5th	*Magic weapon, Nier's blade*[b]
9th	*Mantle of unassailable flame*[a], *righteous strike*[b]
13th	*Banishment, wall of fire*
17th	*Dispel evil and good, flame strike*

Judge the Heretics

You are well versed in the methods of the enemy. You gain advantage any time you attempt an Intelligence (Religion) or Intelligence (Arcana) check regarding heretical topics, such as identifying the symbol used by an infernal cult or identifying a heretical ritual. What is and is not heretical is defined by the leaders of your religion, whether that is the Mother Church of Coryan, the Milandric Orthodox Church or the Church of the Dark Triumvirate.

Channel Divinity

When you join this order at 3rd level, you gain the following Channel Divinity options:

Render Judgement: As an action, you can hold aloft your holy symbol and use your Channel Divinity to force all creatures within 30 feet to make a Wisdom saving throw. Any creature that fails their saving throw is frightened of you until the end of your next turn. Any creature that succeeds on their saving throw is not frightened, but they are still left shaken, suffering disadvantage on the first attack roll they make before the end of your next turn.

Conflagration

Starting at 7th level you and any friendly creatures within 10 feet of you gain resistance to fire damage while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Gavel of Nier

At 15th level you can strike out with righteous fury against all who oppose you.

When you hit a creature with a melee attack, as a bonus action, you may force all foes within 30 feet of that creature to succeed on a Strength saving throw or be knocked prone.

You can use this feature a number of times equal to your Charisma modifier (minimum 1), regaining all expended uses on a long rest.

Energumen

Once you reach 20th level, as a bonus action, you can enter a state of divine fury.

For 1 minute, you become immune to the frightened and stunned conditions and gain advantage on Strength ability checks and Strength saving throws. In addition, your melee attacks deal an additional 2d6 fire damage.

You can exit your fury on your turn as part of any action and it ends immediately if you are knocked unconscious.

Once you use this feature you cannot use it again until you complete a long rest.

Saluwé - Order of the Verdant Champions

During the God's War, the Celestial combatants and their mortal followers laid waste to the mythical eastern continent before concluding their battle upon the continent of Orutra. Even before the destruction and subsequent absorption of the elorii Earth Elemental Lord, Mārok, Saluwé held sway over the land and all that grew upon it. The utter devastation of the eastern continent was a near mortal wound to Her, one that is still evident in Her aspect of the Woman of the Barren Womb.

The Order of the Verdant Champion was the first order of holy champions created by the Temple of Saluwé to safeguard the living land and assure that such a cataclysmic event is not repeated upon Orutra. These champions of the Earth Goddess prefer the vast rolling plains or dense forests to urban environments, but are readily found in cities as it is there that threats to the wild often germinate and sprout.

Verdant Champions are not as radical as some of the sects of the Saluwéan Temple, understanding that humanity must build cities to live and plow fields to grow food. However, they directly oppose the wholesale destruction of the pristine landscape due to war or by those who revel in destruction or blight for its own sake. The Blight Bearers of Cancori and the Verdant Champions have had a centuries old blood feud due to that foul Nerothian order's penchant for spreading plagues to man, plant, and animal alike.

Race Restrictions

Dwarves, elorii, and si'tosun may not choose this holy champion order. Val and humans account for most of the members of this order with the val'Dellenov being the most predominant val family due to their affinity for the Earth Goddess.

Tenets of the Order of the Verdant Champions

Holy champions who join this order share the following beliefs and traditions:

Balance: Balance the needs of man and the protection of nature, for both have their place upon Arcanis.

Composure: Through strict meditation you can maintain a peaceful attitude and emotional control. This does not mean you are emotionless automatons. On the contrary, to experience all the wonder and splendor that the Wild Goddess has created, you must be free to feel awe and joy. The meditation techniques are used to control any negative impulses, such as rage.

Hunt: Within the shadows of the wild often stalk the corrupt and wicked; they are your prey, especially those who have given themselves into the savagery of the wolf.

Justice: The blood of the innocent is sacred, but the wicked and cruel should feel your wrath.

Nurture: Protect the young and heal the injured. Teach all to respect Saluwé's gifts.

Spells of the Order of the Verdant Champions

You gain the following order spells, which are always prepared starting at the levels listed:

Holy Champion Level	Spells Granted
3rd	*Hunter's mark, entangle*
5th	*Moonbeam, pass without trace*
9th	*Meld into stone, protection from energy*
13th	*Freedom of movement, stoneskin*
17th	*Commune with nature, wall of stone*

Our Lady Provides

Use only that which nature provides. Do not clad yourself in metal armor or bear shields of metal. Likewise, wield only weapons made mostly of unworked materials, such as quarterstaffs and spears.

Solid Ground

Many of your abilities only function when you are in contact with solid ground, requiring the touch of bare earth to draw upon your connection with Saluwé. For purposes of these abilities, "solid ground" is defined to mean any solid, deep, non-moving surface that is not either suspended in the air or floating upon water or some other fluidic matter (such as lava).

An island would count as solid ground, but a ship on the ocean or a small chunk of rock in the middle of a magma lake would not. Your GM has final decision about whether any particular terrain counts as solid ground.

Temporarily breaking contact with the earth (such as by jumping or being picked up and thrown) does not count as a disruption for purposes of these abilities; you are still considered to be on solid ground unless you leave it completely for a prolonged period of time, i.e. more than a few seconds. Flying, even hovering an inch above the ground, does count as breaking contact with solid ground.

Thorn of Saluwé

When you join this order at 3rd level, as a bonus action, you may create a magical spear of earth and stone which springs up from the ground into your outstretched hand.

This spear is a perfectly balanced spear, as strong as steel, and has the finesse quality. The spear remains in existence only so long as it is within your grasp and you remain on solid ground. If this spear is ever thrown it instantly returns to its base components, dealing no damage to your target.

Upon reaching 5th level, your Thorn of Saluwé gains a +1 bonus to hit and damage. This bonus increases as you continue to advance in the holy champion class, becoming +2 at 9th level and +3 at 17th level.

Channel Divinity

When you join this order at 3rd level, you gain the following Channel Divinity options:

Thorn's Edge: As an action, you can use your Channel Divinity to imbue a spear you created with the Thorn of Saluwé ability with a keen edge. For 1 minute, you add your Charisma modifier to damage rolls with the spear (minimum bonus of +1).

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying your spear, or if you fall unconscious, the effect ends.

Saluwe's Embrace

Beginning at 7th level, as an action, you can call forth a suit of armor made of stone and earth that springs up from the ground itself. The armor of Saluwé's Embrace grants you an Armor Class of 15 + your Charisma modifier. This armor remains in existence as long as you remain conscious and upon solid ground. This armor can be called forth even when you are wearing light or hide armor.

At 18th level, you gain advantage on all Dexterity (Stealth) skill checks when in natural surroundings.

Like the Mountain

Upon reaching 15th level your connection to the earth strengthens.

You gain advantage on all Strength and Strength based skill checks. You are also immune to the poison condition and gain resistance to poison damage. You must be on solid ground to gain both these benefits.

Strength of Earth and Stone

Upon reaching 20th level, as an action, while you are upon solid ground, you may transform your physical form into that of a living stone statue. For 1 minute you gain the following abilities:

- You gain resistance to bludgeoning, piercing and slashing damage from non-magical weapons.
- You gain immunity to the stunned condition and acid damage.
- You ignore any of the effects of exhaustion.

You may return to your normal form on your turn as part of any action, and it ends immediately if you lose contact with solid ground or fall unconscious. Once you use this feature you cannot use it again until you complete a long rest.

Sarish - The Order of the Inner Demon

When the rift was torn open between the world of Arcanis and the Hells, hordes of infernals swarmed through, infesting the world. A group of Sarishans quickly understood that the only way to survive was to fight fire with fire. Poring through ancient tomes and holy texts, these priests finally discovered the rituals necessary to bind an infernal within the body of a mortal and force it to grant that mortal a portion of its power. The first dozen members of the order served humanity with honor and distinction, acting as role models for the members to this day.

Even though the Time of Terror is long gone, its legacy remains to plague Arcanis. Members of the Order of the Inner Demon may be found anywhere in the Known Lands, rooting out infernal cults and destroying unbound infernals roaming the land.

Members of the order do not focus solely on their primary prey. No one knows evil as intimately as those of the Inner Demon do. When they see mortals corrupted by evil desires or performing wicked acts, they will not hesitate in delivering these foul individuals to the Cauldron with horrific efficiency.

Children born when the stars are in a certain conjunction are delivered to Sarishan priests within days of their birth. These children are then trained from a very early age in harsh and extensive mental techniques, giving them the unbending will necessary to withstand the trials that await them in adulthood.

At the age of eight, the children are sent to the ancient Sarishan Temple of the Venator Invictus, the Invincible Hunter, nestled in the Corlathian Mountains near the Dwarven Enclave of Encali. Here their training continues in various mental disciplines as well as a variety of martial techniques. During the next ten years, a rune master begins to tattoo their bodies with intricate runes and sigils. This is an excruciatingly painful exercise and a test of the initiate's mental control and his ability to withstand prolonged pain and suffering.

Upon the initiate's eighteenth birthday, the High Priest of the Temple performs a sacred ceremony where they summon and vaporize an infernal and quickly inhale the noxious fumes, holding it in their cheeks. He then blows the infernal into the initiate's mouth, sealing the spirit of the creature within the aspirant. It is then that the years of mental discipline come into play.

The infernal immediately rails against its imprisonment and attempts to possess the initiate's body. The runes inscribed upon the body flare with an unholy light as their purpose is finally made clear; they serve to transform the aspirant into a living binding circle, trapping the infernal within. Should the initiate fail and the infernal take control, both the foul spirit and the unfortunate initiate are both immediately destroyed. Once the struggle is complete and the aspirant achieves total control over her body and mind, they are inducted as a full member of the Order of the Inner Demon.

Race Restrictions

Dark-kin, elorii, and u'lenen may not choose this holy champion order. Of the dwarves, only those from Encali may join this order. Val and humans account for most of the members of this order with the val'Mehan as the most predominant val family due to their affinity to the Binder of Demons.

Tenets of the Order of the Inner Demon

Holy champions who join this order share the following beliefs and traditions:

Endurance: Bearing an infernal within yourself is no easy task and you will face hardships beyond measure. Sarish calls upon you to endure and grow strong.

Greater Good: You bear your infernal in order to have the power and knowledge to root out evil in all its forms. Use your skills and strengths for this purpose.

Humility: You will fail in your task. At some point, you will succumb to temptation or be forced to let evil escape your blade. You are only human. Seek out and accept atonement and strive to improve your skills for the next challenge.

Insight: The infernal within you will tempt you and strive to influence your attitudes and beliefs at all times. Be aware of your mind and how it works. Do not blind yourself to the machinations of the infernal within.

Self-Control: The infernal within constantly strives to influence your actions and drive you to evil. Resist their honeyed words and blasphemous temptations.

Background Requirements

Members of the order of the Inner Demon are raised in the temple and trained from a very young age to deal with the rigors that stand before them. To join this order, you must have the Initiate of the Gods background and must not possess levels in any other class.

Spells of The Order of the Inner Demon

You gain the following order spells, which are always prepared starting at the levels listed. You gain spells through the order and from the particular type of infernal bound within you.

Holy Champion Level	Spells Granted
3rd	*Protection from good and evil*
5th	*Misty step*
9th	*Magic circle*
13th	*Banishment*
17th	*Righteous edict*[a]

Infernal Mount

Anytime you cast *find steed* you summon forth an infernal warhorse. See **page 404 (Appendix 1: Bestiary)** for your infernal steed's stats.

The Lure of Darkness

Members of this order are constantly battling the infernal trapped within them. You suffer disadvantage on all Charisma (Persuasion) checks.

Any time you reduce a living creature to 0 hit points without killing them you must make a Wisdom saving throw (DC 10 + your proficiency bonus). If you fail this saving throw, you spend your turn viciously attacking that creature, killing them (unless they have some ability which allows them to cling onto life), even if it is in your best interests to spare your victim.

In addition, evil actions you commit create cracks in the ritualistic binding that keeps your bound infernal under control. With each evil action your infernal gains strength and attempts to further influence your personality. If you commit a number of evil acts equal to your Charisma modifier you instantly lose control of your bound infernal and succumb to their will.

You may cleanse yourself and strengthen your control over your infernal with the help of a Sarishan Binder or Sorcerer-Priest. The Sarishan must cast *bindings of Sarish* on you as a daylong ritual, after which one evil act is removed from your soul.

Sarishans commonly require services for aiding you in this way, and such services become more and more dangerous each time you need to have the spell cast upon you.

Channel Divinity

When you join this order at 3rd level, you gain the following Channel Divinity options:

Mark Infernal: As an action, you can use your Channel Divinity to mark an infernal with a Sarishan seal. Choose an infernal within 60 feet to make a Charisma saving throw. If that infernal fails, it is marked by you for 1 minute or until you fall unconscious. A marked infernal suffers disadvantage on all saving throws against spells cast by you or a member of any other order or tradition dedicated to Sarish.

Sense the Unclean

At 3rd level you gain the ability to sense the presence of infernals within 60 feet of you that are not behind total cover. Such creatures in disguise (such as polymorphed or shape changed) receive a Charisma saving throw to remain undetected. You can sense the presence of an infernal, but not its identity.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

The Demon Within

The ritual used provides different abilities depending on the infernal bound within you. Select one of the options presented below, some of which may have additional requirements that you must meet.

Hemovax Bound

Requirements: The hemovax requires a hearty host and is a constant test on your system. You must have a Constitution of 14 to have this particular infernal bound into you.

Hemovax Bound Spells

You gain additional order spells at particular levels, as listed in the table below:

Holy Champion Level	Spells Granted
3rd	*False life*
5th	*Ray of enfeeblement*
9th	*Vampiric touch*
13th	*Black tentacles*
17th	*Blood storm*[A]

Blood Vision

When the hemovax is first bound into you, your eyes become dark red orbs. You can see perfectly in non-magical darkness out to a range of 30 feet. You can also, as a bonus action, judge the physical condition of any living creature within 30 feet that you can see. You can tell if they are healthy, injured (50% hit points or below), or staggered (10% hit points or below).

Channel Divinity

When joining the ranks of the Hemovax Bound, you gain the following Channel Divinity option:

Sense Lifeblood: As a bonus action you may use your Channel Divinity to sense the life force of those around you. For 1 minute you gain the ability to see the life energy of any living creature within 60 feet. You can see living creatures regardless of lighting and you can even see living creatures through walls and other obstacles. This ability is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt.

Blood Scales

Once you reach 7th level you may, as a bonus action, pull blood to the surface of your body and harden it into scales.

For 1 minute or until you fall unconscious, your hit point maximum is reduced by 5 and you gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.

Once you use this feature you may not use it again until you complete a short or long rest.

Blood of Another

At 15th level, any time you **kill** a living creature you gain temporary hit points equal to your holy champion level + your Charisma modifier.

A Taste for Blood

Upon reaching 20th level you grow two noticeably long fangs. You may attack a living creature with your fangs as an unarmed strike, dealing 1d8 + your Strength modifier piercing damage. You regain a number of hit points equal to the damage you deal with your fangs.

Succubus Bound

Requirements: A succubus requires a powerful personality to keep it in check. You must possess a Charisma Score of 14 to have this particular infernal bound into you.

Succubus Bound Spells

You gain additional order spells at particular levels, as listed in the table below:

Holy Champion Level	Spells Granted
3rd	*Command*
5th	*Charm person*
9th	*Vampiric touch*
13th	*Confusion*
17th	*Dominate person*

Wicked Claws

When you join the ranks of the Succubus Bound, you gain the ability to morph your hands into wickedly sharp claws as a bonus action. You can also retract your claws as a bonus action. You gain the following benefits when your claws are extended:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- You can roll a d4 in place of the normal damage for your unarmed strikes. This die changes to a d6 at 5th level, a d8 at 11th level, and a d10 at 17th level.
- Your unarmed strikes deal slashing damage. At 6th level, your unarmed strikes deal magical slashing damage.
- When you use the Attack action with an unarmed strike with your claws on your turn, you can make one unarmed strike with your claws as a bonus action.

Channel Divinity

When joining the ranks of the Succubus Bound, you gain the following Channel Divinity option:

Draining Embrace: When you hit a creature with your claws or when you are grappling a creature you may, as a bonus action, use your Channel Divinity to draw out that creature's life force. Your target must make a Charisma saving throw, taking 4d8 psychic damage on a failed save, or only half this damage on a successful save.

Charming Embrace: When you hit a creature with your claws or when you are grappling a creature you may, as a bonus action, use your Channel Divinity to fog that creature's memory. Your target is forced to make a Charisma saving throw and if they fail, your target instantly forgets everything that took place over the last 5 minutes.

Memories altered through the use of this ability can only be recovered with a *restore curse* spell or a similar effect.

Dangerous Beauty

Once you reach 7th level you take on an uncanny beauty. When you are in your natural form, you add double your proficiency bonus to all Charisma ability checks and you no longer suffer disadvantage on Charisma checks due to The Lure of Darkness.

Shapechanger

Once you reach 7th level you can change your form. As an action, you can polymorph into a Small or Medium humanoid or back into your true form. Other than your outward appearance, size, and speed, your statistics stay the same. Any equipment you are wearing or carrying is not transformed. If you die while transformed, you revert to your natural form.

You can use this feature a number of times equal to your Charisma modifier (minimum of 1), regaining all expended uses after a short or long rest.

Infernal Resistances

Once you reach 15th level you gain resistance to two of the following damage types: cold, fire, lightning, or poison.

Once you select your resistances you cannot change them later.

Greater Metamorphosis

Once you reach 20th level, as an action you can take on some of the physical traits of your bound infernal. For 1 minute, or until you fall unconscious, you gain the following benefits:

- Your hands transform into claws as per your Wicked Claws feature, and the damage die of your claws changes to 2d6
- You grow a pair of infernal wings that grant you a fly speed of 60 feet.
- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

You may return to your normal form on your turn as part of any action. Once you use this feature you cannot use it again until you complete a long rest.

Yarris - The Sea Lord

The oceans cover over three-fourths of Arcanis' surface area. They can be as placid and still as glass or become a roiling and unforgiving tempest in a matter of moments. The oceans' white-capped skins are home to a myriad of creatures large and small, mundane and exotic, wondrous and terrifying.

To a Sea Lord, one of the holy champions of Yarris, the sea is home and all those creatures that live beneath its waves are resources from which to draw power. Ironically, these Lords of the Oceans are usually found far from the coast, in the most inhospitable environments, searching for the Lost Pearls of Yarris.

At the inception of the Imperium of Man, Illiir bid each god bestow upon humanity a gift. Yarris gave the fledgling empire nine pearls, each the size of a man's head and unique in power. Each of the pearls was granted dominion over some facet of Yarris' realm. Should a province suffer from famine, naught dip the Pearl of Bounty in a nearby river and by morning the banks will be overflowing with fish. If a hurricane threatens to drown a coastal city, raise the Pearl of the Tempest in the face of the storm and instantly the winds will abate.

As the Imperium grew larger and larger, the pearls were taken further afield. Rampaging humanoid bands and unscrupulous thieves set their eyes on the priceless pearls and one by one each of the pearls were lost to the wilds of Ascanis.

The Sea Lords feel it is their sacred duty to find the pearls and restore them to their rightful place in the ancient Temple of the Pantheon in the First City. The members begin their quest for the pearls from their moment of induction to the day they breathe their last.

Thus, Sea Lords can be found far from their beloved coasts and oceans, traveling to the most inhospitable of places on or under Ascanis in the hopes of fulfilling their duty and recovering another of those sacred items. Thus far, only the third and the fifth of the nine pearls have been restored.

Race Restrictions

Dwarves, elorii, and n'ressen may not choose this holy champion order. Val and humans account for most of the members of this order with the val'Ouan being the most predominant val family due to their affinity for the Lord of Oceans.

Tenets of the Order of the Sea Lord

Holy champions who join this order share the following beliefs and traditions:

Change: Anything can happen out at sea. Storms can strike without warning, the wind blows where it will, and even the currents alter their course over time. Adapt and flow, like water over stones.

Protect: Protect those who sail upon the sea when you can. When aboard a ship, respect the captain and care for the crew. Be one with those who work upon His waters.

Respect: You cannot control the sea, nor stop the river when it floods. You must learn to work with the waters and understand them.

Seek the Pearls of Yarris: When the ancient Imperium of Man fell, the Pearls of Yarris, holy objects given to mankind by the Sea Lord Himself, were lost. Search for these lost artifacts and return them to His temple.

Tempest: Once the battle is joined, become the crushing waves of a storm and lay low all that stand against you.

Spells of the Sea Lord

You gain the following spells at the levels listed:

Holy Champion Level	Spells Granted
3rd	*Create or destroy water, fog cloud*
5th	*Hold person†, riptide*[*]
9th	*Water breathing, water walk*
13th	*Freedom of movement, control water*
17th	*Hold monster†, tsunami of water*[*]

†You can only use these spells to affect creatures made primarily of water, such as water elementals, humanoids, and beasts.

Aquatic Supremacy

You have a distinct advantage while submerged in water. You can breathe normally while underwater and gain swim speed of 30 feet.

At 7th level, being underwater imposes no penalty on your movement or attacks.

At 15th level you gain advantage on all attack rolls while underwater.

Finally, at 20th level, aquatic creatures have disadvantage when they make melee attacks against you.

Channel Divinity

When you join this order at 3rd level, you gain the following Channel Divinity options:

Blood and Water: You can use your Channel Divinity to make a creature primarily made of water freeze in its tracks. As an action, you grasp your holy symbol and speak a prayer to Yarris. Choose one living creature primarily made of water that you can see within 30 feet. That creature must succeed on a Constitution saving throw or be stunned until the end of your next turn. Humanoids, beasts, and water elementals are all examples of creatures you can affect with this ability.

Resist the Icy Grasp of the Sea

Starting at 7th level, friendly creatures within 10 feet of you gain resistance to cold damage while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Gifts of the Deep

Upon reaching 7th level, you gain the ability to call upon the capabilities of the creatures that live within Yarris' domain. As an action you may choose one of the following abilities, which you retain for 1 minute while out of the water or 1 hour while submerged.

If you emerge from the water while utilizing this feature, it remains active for 1 minute unless you re-submerge your entire body in water before that time passes. Any time spent out of water counts against the hour that this feature lasts while submerged.

You may end your gift on your turn as part of any action, and it ends immediately if you fall unconscious. You may have more than one ability active at once. You can use this feature a total number of times equal to your Charisma bonus, regaining all expended uses after completing a long rest.

Shark's Teeth: Your teeth sharpen to resemble those of a shark. You gain a bite attack as an unarmed strike that deals 1d6 + your Strength modifier piercing damage. You may use this bite as a regular unarmed strike or as a bonus action when you take the Attack action.

When you reach 15th level your bite damage increases to 1d10 + your Strength Modifier.

Natural Camouflage: You gain the ability to change your skin color much like an octopus, granting you advantage to all Dexterity (Stealth) skill checks to remain hidden from sight. You must have a large portion of your skin exposed to properly take advantage of this ability.

Armor of the Crab: You grow natural armor like that of a crab. While not wearing armor and not wielding a shield your Armor Class is equal to 10 + your Constitution modifier + your Charisma modifier.

Improved Gifts of the Deep

When you reach 15th level you add the following gifts to the list of abilities you can activate with Gifts of the Deep:

Tentacles of the Octopus: Your arms elongate to become 10-foot-long tentacles. Your tentacles give your unarmed strike a reach of 10 feet and make them deal 1d8 + Strength Modifier in bludgeoning damage. When you hit a creature with your unarmed strikes, you can attempt to grapple them as a bonus action. While this gift is active you cannot do things that would specifically require hands (such as picking a lock).

Echolocation: You can sense your surroundings like a dolphin. You gain blindsight to a range of 10 feet, which extends to 120 feet while underwater. You can't use this ability while deafened.

Sting of the Jellyfish: You produce a deadly toxin, which you may deliver with your Shark's Teeth, Tentacles of the Octopus, or by spiting at a creature within 20 feet as a ranged attack. A creature exposed to your toxin must make a Constitution saving throw or suffer 4d12 poison damage and suffer the poisoned condition for 1 minute. Creatures who succeed on their saving throw take only half damage and are not poisoned.

Mastery of Her Gifts

Upon reaching 20th level you regain expended uses of Gifts of the Deep on a short or long rest. In addition, calling on the Gifts of Yarris is now a bonus action.

Psion

Many seek to control the world around them by manipulating its forces. Shamans appeal to spirits, priests and holy champions to the Gods and their Valinor, and even the arcanists of the Known Lands require incantations and rituals to manifest their will. Those who follow the path of the psion understand that the best way to control the world is by manipulating reality with the power of their mind and nothing else. Only those with the strongest self-discipline can explore the depths of this path, as the self may be the most difficult opponent one ever faces.

You are one of the *Awakened*, a being possessing the rare ability to fragment your consciousness, allowing you to simultaneously sustain different mental processes. You can focus on complex problems while in stressful situations, create and maintain multiple pathways of power within the landscape of your mind, or shatter a pathway to channel the power of its collapse into an intense expression of power.

Racial Restrictions

Unlike other classes, the psion, and the majority of other psionic casting classes, requires the *Psionic Potential* racial feature, something only the val currently possess.

Hit Points

Hit Dice: 1d8 per psion level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per psion level after 1st

Proficiencies

Your choice of psionic tradition will provide you with additional proficiencies. See your chosen tradition for details
Armor: Light armor
Weapons: Simple weapons
Tools: None
Saving Throws: Per your Psionic Tradition
Skills: Choose one of the following skills: Athletics, History, Insight, Investigation, Perception, and Psionics

Equipment

You start with the following equipment in addition to the equipment granted by your background. See **Chapter IV** for Regional weapons and armor. If you choose a weapon with ammunition you start with 20 bolts or arrows or 10 shots of blast powder in the case of flintlocks.

- Choose two simple weapons appropriate to your starting nation.
- Choose either a scholar's pack or a dungeoneer's pack.
- The equivalent of leather armor from your starting nation.

The Psion

Level	Proficiency Bonus	Features	Powers Known	Mental Foci	Manifesting Level
1	+2	Awakened, Primary Psionic Discipline, Psionic Tradition	4	1	1st level
2	+2	Refocus, Psionic tradition feature	4	2	1st level
3	+2	Complex Mind	4	2	2nd level
4	+2	Ability Score Improvement	5	2	2nd level
5	+3	Secondary Psionic Discipline	5	3	3rd level
6	+3	Psionic Tradition feature	5	3	3rd level
7	+3	Fractured Mind	5	3	4rd level
8	+3	Ability Score Improvement	6	3	4rd level
9	+4		6	4	5th level
10	+4	Psionic Tradition feature, Tertiary Psionic Discipline	6	4	5th level
11	+4	Grand Expression	6	4	5th level
12	+4	Ability Score Improvement	7	4	5th level
13	+5		7	5	5th level
14	+5	Psionic Tradition feature	7	5	5h level
15	+5	Quaternary Psionic Discipline	7	5	5th level
16	+5	Ability Score Improvement	8	5	5th level
17	+6		8	6	5th level
18	+6	Subconcious Reflexes	8	6	5th level
19	+6	Ability Score Improvement	8	6	5th level
20	+6	Fount of will	9	6	5th level

Awakened

All Awakened creatures possess the ability to fracture their consciousness, allowing them to maintain and focus on multiple patterns of power simultaneously.

Mental Foci

Mental foci (the plural for focus) are pathways which allow you to maintain a number of lesser abilities, and can be expended to manifest powerful spell-like effects. At 1st level, you have one mental focus, allowing you to remain focused on a single focused ability. You gain additional mental foci as you advance in level, as listed on **Table: Psion**. You regain all expended mental foci after completing a short or long rest.

There are two ways to utilize your mental focus: to maintain Focused Abilities, and to expend those foci to power Expressions.

Focused Ability: These are effects that remain active for as long as you have a mental focus dedicated to it. Initiating a focused ability produces a M (mental) power display (see Psionics pg. 288). Any time you are reduced to 0 hit points all of your actively focused abilities instantly end, but the foci that maintained them are not expended. Once you regain consciousness, as an action, you can reapply your unused mental foci to your previously focused abilities.

Expression: You can expend a mental focus to create a potent effect. Manifesting an expression instantly ends the focused ability which the mental focus was maintaining. Unless otherwise noted, expending an active mental focus requires an action. Expression effects that are spell-like operate at a spell level equal to your manifesting level, as shown on **Table: Psion.**

Psionic Powers

Psionic powers are rudimentary psionic effects, similar to cantrips. You know a number of psionic powers as shown on **Table: Psion**, and continue to gain more psionic powers though your psionic tradition, your choice of psionic disciplines, and as you advance in level. Any time you gain a psionic power, you may also choose to swap a psionic power you already know and replace it with another from the psionic power list.

You manifest a psionic power's base effects without using a mental focus. Beyond that, each psionic power that offers one or more Expressions which require the expenditure

of a mental focus, providing additional effects as your manifesting level increases.

Psionic Disciplines

Psionic disciplines are collections of similar abilities and effects that grant you persistent abilities, focused abilities, and expressions, which become available as you increase in psion level. For complete information on disciplines see **Chapter VII: Psionics**.

You start with a single discipline, referred to as your primary discipline at level 1. You gain additional disciplines when you reach 5th, 10th, and 15th level which are referred to as your secondary, tertiary, and quaternary disciplines, respectively.

While you gain the abilities of your primary discipline at your full psion level you gain abilities with your secondary discipline as if you were a psion 4 levels lower, your tertiary discipline as if you were a psion 9 levels lower, and lastly your quaternary as if you were a psion 14 levels lower (to a minimum of 1st level psion).

Psionic Tradition

Starting at 1st level, you must choose which psionic tradition (Kineticist, Savant, or Sentinel) you follow, each of which is detailed below. Your psionic tradition dictates your saving throw proficiencies, your manifesting ability score, and grants you additional skill proficiencies at 1st level. You gain additional abilities at 1st level and continue to grow in power, gaining abilities at 2nd, 6th, 10th, and 14th level.

Manifesting Ability

Your manifesting ability score modifier is used to determine your attack modifier or saving throw DC when manifesting any spell, ability, or psionic power. Your manifesting ability is determined by your psionic tradition.

Manifesting save DC = 8 + your proficiency bonus + your manifesting ability modifier.

Manifesting attack modifier = your proficiency bonus + your manifesting ability modifier

Refocus

Starting at 2nd level, as an action, you can redirect a mental focus from one focused ability to another, ending one effect and starting the other. Refocusing does not expend that mental focus.

Complex Mind

Beginning at 3rd level, your mind becomes so fractured that it is almost impossible for non-Awakened to read it. You gain advantage on all saving throws to resist the *charmed* condition, as well as attempts by non-psionic creatures to read your mind (such as through the *detect thoughts* spell). If the effect doesn't normally allow a saving throw, you can still attempt a special DC 20 saving throw using your manifesting ability score, with advantage, to resist the effect.

Fractured Mind

When you reach 7th level, you become adept at briefly fracturing your deep mind. As a bonus action, you can create a shard of your subconscious mind that maintains concentration on an active spell or other effect that requires concentration.

Your shard can concentrate for a number of turns equal to your manifesting ability modifier. During that time, you can concentrate on a second spell or effect.

If you take damage, your shard immediately stops concentrating. If you are concentrating on a second effect, you can maintain either the first or second effect, as long as you make your Constitution saving throw.

Once you use this feature, you cannot use it again until you complete a long rest.

Grand Expressions

When you reach 11th level, you learn how to manifest grand expressions, powerful abilities and effects similar to powerful spells. A psion manifests a grand expression by conceptualizing a complex and powerful thought form, somewhat like a highly unstable mental focus of terrible power, which collapses immediately in a burst of mental energy, creating the grand expression.

You may manifest one of any of the grand expressions granted by your psionic disciplines of 11th level once. At higher levels you receive access to more powerful grand expressions, but still may only manifest one each of any particular level. For example, at 16th level you may manifest one each of your 11th, 15th, and 15th level grand expressions.

You regain all uses of this feature after a long rest.

Subconscious Reflexes

At 18th level your subconscious begins to reflexively strike back at those who attack your mind. On the turn immediately after you manifest a psionic defense power, you may manifest a psionic attack power as a bonus action.

Fount of Will

At 20th level, when you roll initiative and have no active mental foci, you regain two mental foci that you may instantly apply to your focused abilities.

Psion Traditions

Across the Known Lands, the Awakened are drawn by a silent call to seek out experienced mentors whose instruction can hone their nascent abilities into formidable psionic arsenals. A mentor's tradition reflects their style and ability, and that tradition is imprinted on each of their initiates.

Kineticist

You practice one of the most brutal forms of the psionic traditions, that of the Kineticist. This tradition manifests its power through sheer bravado and willpower, allowing you to manifest pure kinetic bolts that can snap wood, metal, and bone with disturbing efficacy.

Manifesting Ability: Charisma
Saving Throws: Constitution, Charisma
Additional Proficiencies: Choose one of the following skills. You may not choose the same skill that you chose as your class skill: Acrobatics, Sleight of Hand, Deception, Performance.

Tradition Power

You learn the psionic power *telekinetic bolt*.

Inertial Barrier

Upon reaching 2nd level you begin to subconsciously tap your kinetic abilities, creating a telekinetic buffer around your body.

Focused Ability: While maintaining focus on this ability you may manifest *mage armor* on yourself at will. Additionally, while maintaining focus on this ability, any time you deal force damage with a psionic ability or effect you gain 5 temporary hit points, which remain for 1 hour.

Brutal Precision

Beginning at 6th level, any psionic ability or effect you create that deals force damage scores a critical hit on a roll of 19 or 20.

Overwhelming Force

Upon reaching 10th level, when manifesting a psionic ability or effect that deals force damage, as a bonus action you can increase the damage by 1d8. If the psionic ability or effect that deals force damage can be manifested as a bonus action, you can increase the damage by 2d8 as an action.

You may use this feature a number of times equal to your Charisma modifier (minimum of one), regaining all expended uses when you finish a long rest.

Redirect Force

Starting at 14th level, any time you suffer force, bludgeoning, piercing or slashing damage, as a reaction you can gain resistance to that damage.

On your next turn, any psionic ability or effect that you create that deals force damage has its damage increased by an amount equal to the damage you suffered.

You may use this feature a number of times equal to your Charisma modifier (minimum of one), regaining all expended uses after finishing a long rest. (minimum of one).

Savant

More often than not, you are the smartest person in the room, a psionic genius who sharpens their mind with cold, hard logic. While many psions become obsessed with gaining or mastering the powers they can achieve with their foci, you delve into the very nature of foci. You've learned to juggle many thoughts at once and to create lesser pathways of power within yourself. Many savants are socially awkward and have little patience for those who lack the mental ability to keep up.

Manifesting Ability: Intelligence
Saving Throws: Dexterity, Intelligence
Additional Proficiencies: choose two of the following skills. You may not choose the same skill you chose as your class skill: Arcana, History, Investigation, Linguistics*, Perception, Psionics*or Religion (* denotes new skills, see **page 170**).

Tradition Power

You learn the psionic power *tools and trinkets*.

Jack of all Trades

At 2nd level you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Mind Palace

Also at 2nd level, you learn how to create a complex matrix of thoughts and memories.

Focused Ability: While maintaining focus on this ability, whenever you make an Intelligence check and add your proficiency bonus, you add double your proficiency bonus instead.

Fleeting Moment of Clarity

Starting at 6th level, you can make the distractions of the world melt away into a single moment of clarity.

Expression: When you make an attack with a weapon or an ability check, as a reaction you can gain a +10 bonus to the roll. You can choose to use this ability after you make the roll, but you must do so before you know if you succeeded.

Sequestered Mind

Once you reach 10th level you gain the following.

Focused Ability: When you become charmed or frightened, or gain an insanity, as a reaction you may redirect a mental focus to this ability and instantly sequester that affected part of your mind. You will remain unaffected by the condition/insanity as long as you keep the affected portion of your psyche from infecting the rest of your consciousness, though you must continue to utilize a mental focus upon this ability as long the condition is active. Once the condition ends or has been removed you may assign the mental focus to any other focused ability.

Unending Focus

At 14th level Choose one of your focused abilities, either from your disciplines or from another source. That ability no longer requires a mental focus to activate or maintain.

This ability is persistent, and requires no mental focus, and once chosen may not be changed.

Sentinel

Commonly referred to as Mind Guard, Psi-Shield, or as the Primus Defensatrix in Coryan, the Sentinel is more than a common bodyguard. Sentinels are flawless defenders, specializing in protecting not only their own mind, but the mind of their charge.

Manifesting Ability: Wisdom
Saving Throws: Strength, Wisdom
Additional Proficiencies: Choose two of the following skills. You may not choose the same skill that you chose as your class skill: Animal Handling, Athletics, Insight, Intimidation, Investigation, Perception, and Survival Additionally, you gain Proficiency with shields, medium armor, and heavy armor.
Starting Equipment: You may choose to start play with your national equivalent of chain mail armor appropriate to your nation, instead of the leather armor.

Tradition Power

You learn the psionic power *tower of iron will*.

Psionic Aegis

At 2nd level, you learn how to shield a companion with your mind. As an action, you can designate one willing creature within 30 feet that you can see as your charge, forming a bond with them. No one (you or your charge) may have more than one such bond active at a time. The bond doesn't require a mental focus.

While a bond is active, you gain the following benefits:

- You share a mental link with your charge, allowing both of you to communicate with each other telepathically as long as the distance between you is less than a number of miles equal to your proficiency bonus + your Wisdom modifier.
- You can sense the location of your charge, as long as they are within range of the telepathy between you. If your charge is moving, you know the direction of their movement.
- If your charge is within 60 feet of you and they are attacked, you can manifest a power, expression, or focused ability that requires a reaction as if the attack was directed at you. The power, expression, or ability you manifest can target either yourself or your charge.

Danger Sense

Also at 2nd level, you develop an unparalleled sixth sense and can foresee hostile intentions mere moments before an attack.

Focused Ability: While maintaining focus on this ability you add double your proficiency bonus to any Wisdom (Perception) checks you make to detect an ambush on you our your charge. You also add double your proficiency bonus to your passive Perception to detect such ambushes.

Additionally, while focused on this ability, you cannot be surprised by any awakened creature or a creature that can deal psychic damage. This doesn't mean you know the location of an attacker, only that there is an impending attack.

Enhanced Link

Starting at 6th level, you mind becomes so powerful a guardian that even flesh is warded by its reach.

Focused Ability: While maintaining focus on this ability, as long as you and your charge are within 30 feet of each other, your charge gains a +1 bonus to AC and saving throws, resistance to all damage, and advantage on saving throws to resist *detect thoughts* or similar effects.

Additionally, each time your charge takes damage, you take half the amount of damage suffered by your charge.

If your charge drops to 0 hit points, your focus on this ability ends but is not expended.

While maintaining focus on this ability, neither you nor your charge can be the target of a warding bond spell.

Reactive Defence

Starting at 10th level, your mind becomes a legion of guards, defending and attacking in equal measure.

Whenever you manifest a psionic defense power that targets your charge, you can manifest a psionic attack power as a bonus action until the end of your next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1), regaining all expended uses when you finish a long rest.

Reflexive Counter

Starting at 14th level, you learn how to counter spells with impressive efficiency.

Expression: When you or your charge are targeted by a power or spell, you can manifest counterspell as if you had used a 6th level spell slot.

Ranger

Civilization may have entrenched itself upon the Known Lands for millennia, but there are still vast tracts of unspoiled land that few humans or humanoids have ever set foot upon. Rangers are those who feel the tug of wanderlust pushing them to go into these primordial forests and see what no one has ever seen - or at least not for a very long time.

By traveling beyond the comforts of civilization and into the wilderness, you have joined an elite group that call the pristine wilderness their home. There you have learned skills and tricks that others can only dream of, such as tracking a beast that leaves nary a trace or walking across a field of dry leaves without making a sound. Rangers are always traveling and learning about new people and cultures - never happy until they know what's beyond the next hill.

Class Features

As a ranger, you gain the following class features:

Race Restrictions

None.

Hit Points

Hit Dice: 1d10 per ranger level
Hit Points at 1st level: 10 + your Constitution modifier
Hit Points at Higher levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: Simple weapons, martial weapons
Tools: Herbalist Kit
Saving Throws: Strength, Dexterity
Skills: Choose two from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background. See **Chapter IV** for Regional weapons and armor.

- Choose either the scale mail or leather armor national equivalent
- Choose any two martial melee weapons and two simple melee weapons appropriate to your starting nation
- Choose either a dungeoneer's pack or an explorer's pack
- Choose either a bow or crossbow and a quiver of 20 arrows/bolts

Favored Enemy

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as dark-kin and gaz) as your favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them such as their habits or capabilities. Additionally, you gain a +2 bonus on weapon damage rolls against them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

The Ranger

Level	Proficiency Bonus	Class Ability
1	+2	Favored Enemy, Natural Explorer
2	+2	Fighting Style, Herb Craft, Quarry (1d6)
3	+2	Ranger Archetype, Skirmisher
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Favored Enemy, Natural Explorer improvements, Quarry (2d6)
7	+3	Ranger Archetype feature
8	+3	Ability Score Improvement, Land's Stride
9	+4	Natural Explorer improvement
10	+4	Extra Attack (2)
11	+4	Ranger Archetype feature, Quarry (3d6)
12	+4	Ability Score Improvement, Natural Explorer improvement
13	+5	Additional Fighting Style, Herb Craft Improvement
14	+5	Favored Enemy improvement, Vanish
15	+5	Ranger Archetype feature
16	+5	Ability Score Improvement
17	+6	Herb Craft Improvement
18	+6	Feral Senses
19	+6	Ability Score Improvement
20	+6	Foe Slayer

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters or groups you have encountered on your adventures.

Natural Explorer

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, subterranean, or swamp. 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.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th, 9th, and 12th level.

Fighting Style

At 2nd level, and again at 13th level, you adopt a particular style of fighting as your specialty. Choose any style from the Fighting Style feature of the fighter class. You can't take a Fighting Style option more than once.

Quarry

Once you reach 2nd level, you may, as a bonus action, choose one target you can clearly see as your quarry. The creature remains your quarry for a number of days equal to your ranger level or until you choose a new quarry. When tracking your quarry, you gain advantage on all Wisdom (Survival) checks.

Once per turn, when you make an attack against your quarry with a melee or ranged weapon, you deal an additional 1d6 damage of your weapon's type. This extra damage increases to 2d6 at 6th level, 3d6 and 11th level.

Upon reaching 6th level your quarry's movement provokes an opportunity attack from you even if they disengage, and upon reaching 10th level, you may retain your quarry indefinitely or until you select a new quarry.

Herb Craft

At 2nd level you have acquired a wealth of herbal lore, which becomes quite useful in healing common ailments and treating wounds.

When you forage for food while traveling, you may also gather a number of herbal bundles equal to your proficiency bonus. If you only forage for herbs, you can find an additional 1d6 herbal bundles.

Without a herbalism kit, freshly cut herb bundles will lose their potency within 3 days. You can use a herbalism kit to preserve your harvest, making your herbal bundles last an additional number of days equal your ranger level.

You can store only a number of herbal bundles equal to your level in this class + your Wisdom modifier.

You can use your herbal bundles in the following ways:

Ointment of Healing: As an action, you use 1 or more herbal bundles to apply a healing poultice to a creature. Roll a number of d4's equal to the number of herbal bundles you used to create the poultice (up to a maximum number of bundles equal to your proficiency bonus) and add your Wisdom modifier; the creature you apply the poultice to regains that many hit points. Any creature treated with an *ointment of healing* cannot benefit from another until they complete a long rest.

The die rolled for your ointment's healing increases as you gain levels in this class, becoming d6's at 5th level, d8's at 10th, and d12's at 15th.

Refreshing Tea: You may prepare a special tea to speed up natural healing. You must use 1 herbal bundle for every six creatures that will drink this tea. Any creature that does so and regains hit points at the end of the short rest also gains an additional 1d6 hit points. This die increases as you gain higher levels, becoming 1d8 at 5th level, 1d10 at 10th, and 1d12 at 15th.

Fortifying Tea: Upon reaching 13th level you learn how to brew a powerful but foul smelling tea. This tea takes 1 hour to brew and uses 2 herbal bundles. Any creature who drinks this tea gains advantage on all saving throws against disease and poison until they complete a long rest.

Restorative Tea: Upon reaching 17th level you learn how to brew a powerful sweet tasting tea. This tea takes 1 hour to brew and uses 5 herbal bundles. Any creature who drinks this tea loses two levels of exhaustion. The tea also ends either any one reduction to one of the creature's ability scores or any one effect reducing the creature's hit point maximum.

Optional Rule: Crafting with Herb Craft

At your GM's discretion you can use herbal bundles to craft potions, healing kits, antitoxin, or even poison. Treat each herbal bundle as 10 gp worth of components for such crafting. The time required to craft an item with herbal bundles is reduced by number of days equal your proficiency bonus (minimum of 1 day).

For example, a 10th level ranger could craft a healing potion (50 gp) in 1 day, using 5 herbal bundles. Also at your GM's discretion, items made with herbal bundles may have a temporary lifespan, losing potency after a number of days equal to your proficiency bonus.

Ranger Archetypes

At 3rd level, you choose an archetype that you strive to emulate. You can choose either the Hunter, Master of the Hounds, or Talon of the Hawk archetypes. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Skirmisher

Starting at 3rd level, while in one of your favored terrains you can use the Hide action as a bonus action on your turn.

Ability Score Improvement

When you reach 4th level, and again at 8th, 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.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 10th level.

Land's Stride

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

Vanish

Starting at 14th level, you can use the Hide action as a bonus action on your turn regardless of the terrain you are in. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Feral Senses

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

Foe Slayer

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Ranger Archetypes

On Arcanis Rangers are as varied as the land and the beasts which tread upon it.

Hunter

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting threats, from rampaging gar to towering giants.

Additional Proficiencies: When you take this archetype you gain proficiency with Survival.

Hunter's Prey

At 3rd level, you gain one of the following features of your choice.

Colossus Slayer: Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer: When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker: Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Defensive Tactics

At 7th level, you gain one of the following features of your choice:

Escape the Horde: Opportunity attacks against you are made with disadvantage.

Multiattack Defense: When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will: You have advantage on saving throws against being frightened.

Multiattack

At 11th level, you gain one of the following features of your choice:

Volley: You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal. You make a separate attack roll for each target.

Whirlwind Attack: You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Superior Hunter's Defense

At 15th level, you gain one of the following features of your choice:

Evasion: When you are subjected to an effect, such as a flame strike or a lightning bolt spell 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.

Stand Against the Tide: When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice within range of its attack.

Uncanny Dodge: When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Master of the Hounds

While the nobles of the various nations of Arcanis disagree on many things, they almost universally share a passion for one thing: their hounds. Regarded as noble companions and faithful comrades, hunting dogs are a staple around noble estates.

For most this is simply a social hobby, but for a few, their hound becomes much more: a companion, a friend, a brother in all things. Those nobles share a deep bond with their animals, often treating them better than they do themselves, or their families.

As this bond strengthens and grows, the Master of the Hounds gains an almost preternatural understanding of their canine companion's abilities, and so long as the two of them are together, they make a formidable foe indeed.

As such almost all rangers who become a Master of the Hounds have some sort of noble upbringing. Many are val, born to their noble titles, but some are humans or other races whose families have attained nobility. Check with your GM if you plan on taking this archetype; they may restrict your choice of background to reflect your noble upbringing.

Additional Proficiencies: When you take this archetype you gain proficiency with Animal Handling.

Race Restrictions

Dwarves, elorii and si'tessen cannot become Master of the Hounds; their cultures do not share the long history of nobility and hounds working side by side. Dark-kin cannot become Master of the Hounds due to animals being either wary or hostile due to their infernal taint.

Favored Hound

At 3rd level, you choose one of the many hounds you have raised to become a special companion.

As a special downtime activity that takes 1 month, you can forge a unique bond with a mastiff, making it your favored hound. Your favored hound gains all the benefits of your Animal Companion ability. You can have only one favored hound at a time.

If your favored hound is ever slain, you can forge a new bond with another mastiff, making it your new favored hound. If you use this ability to forge a new bond with another mastiff while your current favored hound is still living, your current favored hound leaves you and is replaced by the new mastiff.

Animal Companion

Your favored hound gains a variety of benefits while it is linked to you.

Your favored hound obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its action, decisions, attitudes and so on. If you are incapacitated or absent, your favored hound acts on its own.

When using your Natural Explorer feature, you and your favored hound can both move stealthily at your normal pace.

Your favored hound adds your proficiency bonus to its Armor Class, Attack rolls, saving throws, and damage rolls.

Unless already proficient, your favored hound gains proficiency with Perception and Survival and with all saving throws.

For each level you gain after 3rd, your favored hound gains an additional hit die increasing their maximum hit point by half the hit die +1 + their constitution modifier. (an animal with a d8 hit die would have their maximum hit points increased by 5 + their constitution modifier for each hit die they gained).

Whenever you gain the Ability Score Improvement class feature, your hound's abilities also improve. Your favored hound can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your favored hound can't increase an ability score above 20 using this feature.

Finally, any time you use your *storyteller of healing* on your favored hound, they regains three times the amount of hit points they normally would.

Hunter's Companion

At 5th level, the bond between you and your hound strengthens even more. When you and your favored hound are within 10 feet of each other, your favored hound benefits from your Skirmisher, Land's Stride, and Vanish class features. Your favored hound has the same favored terrain as you do.

Additionally, your favored hound gains your bonus to tracking while tracking a creature designated as your quarry or a favored enemy.

Unwavering Devotion

At 7th level, your favored hound trusts you implicitly and will not turn against you. While your favored hound can see you, they are immune to the charmed and frightened conditions.

Hamstring

At 11th level, you and your favored hound learn how to fight together and coordinate your attacks to strike foes where it hurts. Once per turn, you can deal an extra 1d10 damage to one creature you hit with an attack while both you and your favored hound are adjacent to it.

Head of the Pack

At 15th level, you and your favored hound can understand each other on an instinctual level.

Any time your favored hound is adjacent to you and the target of a melee attack you may use your reaction to quickly shift places with your hound, redirecting the attack to yourself.

Your favored hound can use its reaction to make an opportunity attack on the creature that triggered this feature.

Talon of the Hawk

Within the secret society known only as the Sanctorum of the Arcane, there exists a smaller, even more secret sect called the Hawk. All know of its existence, yet its members remain shrouded in mystery. If there is anything that will make a Harvester reconsider their plans, it is the golden hawk pin that these rangers use to signify their allegiance.

Talons of the Hawk train hard and study the Harvesters' own techniques to better combat them. They have sworn that one day they will wipe the Sorcerer King from the face of the land. One day, magic will be free to reveal themselves. Until then, the Hawk shall not sheathe its talons.

Additional Proficiencies: When you take this archetype you gain proficiency in Arcana.

Race Restrictions

You must possess the ability to be an Eldritch or Elder spell caster.

Hunted by Ymandragore

The Sorcerer King of Ymandragore hunts all arcane casters. Displaying your sorcerous skills openly or in a public setting is a sure way to end your career early.

Spellcasting

Beginning at 3rd level you start to learn how to cast a small number of arcane spells. You also learn how to manipulate the power of Creation and bend it to your will.

Arcane Flexibility

You gain 1 arcane point and gain more arcane points as you reach higher levels in this class, as shown in the Arcane Points column of the **Talon of the Hawk** table. You can never have more arcane points than shown on the table for your level. You regain all spent arcane points when you finish a long rest.

See **Chapter VI: Magic of Arcanis** for more information on arcane points and how to use them.

Cantrips

You know two cantrips of your choice from the eldritch sorcerer spell list, or from the elder sorcerer spell list if you are capable of learning the Elder Tradition. You learn an additional cantrip once you reach 10th level.

Metamagic

One of the first lessons you were taught was how to properly hide your spell casting. You gain the Subtle Spell Metamagic option.

You gain an additional Metamagic option at 11th level and again at 15th level.

You can only use one Metamagic option on a spell when you cast it, unless otherwise noted.

Talon of the Hawk

Ranger Level	Arcane Points	Cantrips Known	Spells Known	-Spell Slots per Spell Level- 1st	2nd	3rd	4th
3	1	2	2	1	—	—	—
4	1	2	2	2	—	—	—
5	2	2	2	3	—	—	—
6	2	2	3	3	—	—	—
7	2	2	3	4	1	—	—
8	3	2	3	4	1	—	—
9	3	2	3	4	2	—	—
10	3	2	3	4	2	—	—
11	4	3	4	4	3	1	—
12	4	3	4	4	3	1	—
13	4	3	4	4	3	2	—
14	5	3	4	4	3	2	—
15	5	3	5	4	3	3	1
16	5	3	5	4	3	3	1
17	6	3	5	4	3	3	2
18	6	3	6	4	3	3	2
19	6	3	6	4	3	3	3
20	7	3	6	4	3	3	3

See **Chapter VI: Magic of Arcanis** for a complete list of Metamagic options and how to use them.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the eldritch sorcerer spell list. You can only select spells from the elder sorcerer spell list instead if you are capable of learning the Elder Tradition.

The Spells Known column of **Talon of the Hawk** table shows when you learn more Talon of the Hawk spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Talon of the Hawk spells you know and replace it with another spell from the Talon of the Hawk spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

If you choose your Talon of the Hawk spells from the elder sorcerer spell list, your spellcasting ability is Intelligence. If you choose your Talon of the Hawk spells from eldritch sorcerer spell list, your spellcasting ability is Charisma. You use your Intelligence or Charisma whenever a spell refers to your spellcasting ability. In addition, you use your spellcasting ability modifier when setting the saving throw DC for a Talon of the Hawk spell cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier

Spell attack modifier = your proficiency bonus + your spellcasting ability modifier

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your Talon of the Hawk spells.

Spell Slots

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

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

Instinctive Counterspell

At 3rd level, you can cast *counterspell* once without expending a spell slot, and regain the ability to do so after finishing a short or long rest.

Mage Slayer

At 7th level, while engaged in combat with spellcasters, you know the best moment to strike. Any time a creature casts a spell within your reach they provoke opportunity attack.

Combat Caster

At 11th level you have learned how to combine weapons and spells to devastating effect. When you take the Attack action you may cast a cantrip as a bonus action.

Enhanced Counterspell

At 15th level, you have become adept at rapidly gathering power to quickly interrupt spells. Any time you are required to make an ability check to successfully dispel or counter a spell, you may add half your proficiency bonus to the ability check.

Rogue

Rogues rely on cunning and guile to overcome their problems. Be they thieves, politicians, con artists, emissaries, or diplomats, the trait that binds all rogues together is their aptitude at finding the chink in the armor – literal or metaphorical – of the situation. They exploit foes' weaknesses, see the trigger before the trap, the pattern in the chaos. Anyone with an analytical eye and a quick hand is well suited to exploit the skills and abilities of the rogue and you are as like to encounter one in the Senate of Coryan as you are on the streets of Abessios.

Class Features

As a rogue, you have the following class features.

Race Restrictions

None

Hit Points

Hit Dice: 1d8 per rogue level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per rogue level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons, gladius, hand crossbows, longswords, side swords, shortswords
Tools: Thieves' tools
Saving Throws: Dexterity, Intelligence
Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.

Equipment

You start with the following equipment, in addition to the equipment granted by your background. See **Chapter IV** for Regional weapons and armor.

- Choose two weapons that you are proficient with appropriate to your starting nation.
- Choose either a shortbow or light crossbow and quiver of 20 arrows or bolts.
- Choose either a burglar's pack, a dungeoneer's pack, or an explorer's pack.
- Leather armor or national equivalent, two daggers, and thieves' tools.

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

The Rogue

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Roguish Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Roguish Archetype feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Roguish Archetype feature
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Roguish Archetype feature
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Archetypes

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Choose either Archaeologist, Assassin, Bard, or Thief. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th 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.

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion

Beginning at 7th 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.

Reliable Talent

By 11th 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.

Blindsense

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Slippery Mind

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Elusive

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Stroke of Luck

At 20th level, you have an uncanny knack for succeeding when you need to do so. 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.

Archetypes

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype reflects your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

Archaeologist

Archaeologists are equal part scientist, intellectual, and explorer and possess a unique blend of practical and scholarly skills. They dedicate their lives to the pursuit of lost lore from bygone ages. You may be an elorii seeking to recover the lost scrolls of Salos, or a member of the Emerald Society seeing to recover artifacts from the Imperium of Man. Or you could be a treasure hunter looking to sell artifacts to private collectors, attaching a price to the priceless.

Historian

When you take this archetype at 3rd level, you gain proficiency in both History and Investigation.

Linguist

Also starting at 3rd level, you begin to develop an uncanny knack to pick up and master new languages.

You gain literacy, and advantage on Intelligence (Linguistics*) checks you make to decipher an unknown language. You also learn a number of languages equal to your proficiency bonus. Each time your proficiency bonus increases, you learn a new language of your choice. See **Chapter 4** for more information about the languages of Arcanis.

Tomb Raider

Starting at 9th level, you have advantage on a Wisdom (Perception) and Intelligence (Investigation) checks when attempting to locate traps and advantage on Dexterity (thieves' tools) when attempting to disarm them.

Well Read

Once you reach 13th level, you gain half your proficiency bonus (rounded down) to any Intelligence check you make that doesn't already include your proficiency bonus.

Additionally, you have developed a discerning eye that grants you advantage when attempting ability checks to determine the authenticity of or recall facts pertaining to objects of note. This feature benefits you for such tasks as identifying a painting by a famous artist, or determining the authenticity of a sword which is claimed to be from the Autumne Empire, and also determining the sale value of such items.

Use Magic Device

At 13th level, you have also learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Encyclopedic Memory

At 17th level, you have developed an almost unnatural ability to recall knowledge. When you make an Intelligence check to recall facts or stories you may use a 15 instead of the die roll. You still add your proficiency bonus and other modifiers as appropriate.

You can use this feature a number of times equal to your Intelligence modifier +1, regaining all expended uses after completing a long rest.

Assassin

There are many who require the services of a discrete killer. You have displayed a knack for such clandestine missions and are regularly recruited for such tasks. Perhaps you are drawn by the lure of coin, a taste for blood, or a willingness to sully your hands in the service of a nation or cause; regardless, you now bring death to those that deserve it, or at the very least, those that have made the wrong enemies.

Poisoner

When you choose this archetype at 3rd level, you gain proficiency with the poisoner's kit.

Assassin's Mark

You have learned to recognize a foe's weak points and know just how to exploit them. Starting at 3rd level you may mark a single creature within 30 feet that you can see as a bonus action. This target remains your mark until the target is killed, you use a bonus action to mark another target, or it leaves your sight for 1 hour.

You gain the following benefits against your mark:

- Whenever you benefit from your Sneak Attack feature while attacking your mark, you deal additional damage equal to half your rogue level.
- If your mark is reduced to 0 hit points, they suffer disadvantage on death saving throws.
- Your movement doesn't provoke opportunity attacks from your mark.
- If your mark uses the Disengage action, their movement still provokes opportunity attacks from you.
- If you attack your mark while they are surprised, you gain advantage on your attack roll, and if you hit, your attack becomes a critical hit.

You may mark a target a number of times equal to half your rogue level, regaining all expended uses after completing a long rest.

Murderous Precision

Starting at 9th level, you dispense with lesser foes with disturbing ease. When you successfully attack your mark, if they are a humanoid with a challenge rating at or below a certain threshold (as shown on the table below), they must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus) or be instantly reduced to 0 hit points. You need not strike to kill; you may opt to simply knock your mark out instead.

Rogue Level	Target's CR...
9th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Lost in a Crowd

At 13th level, you have mastered the art of hiding in a crowd. You can treat a group of six or more individuals engaged in combat within a single 50 foot area or any populated urban area (for example a market square) as an area that is lightly obscured.

Hand of Death

Starting at 17th level, you have become a master assassin. When you use your Assassin's Mark feature, if you damage your marked creature, they must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). The creature takes an additional 6d10 damage on a failed save, or half as much on a successful save. This damage is of the same type as the weapon you used to attack the creature.

Bard

There have always been those who understand the power of performance through words in poetry, song, stories, and speeches. Minstrels perform as musical entertainers. Storytellers chronicle the deeds of legends as tales. Orators deliver rousing speeches with persuading rhetoric. Poets use the art of wordcraft to describe ideas and scenes. You have a range of diverse knowledge and an understanding of social skills, and as an entertainer and sage you are often welcomed and offered hospitality in exchange for a few tales.

Performer

When you choose this archetype, you gain skill proficiency in Performance. You also gain two of the following tools proficiencies of your choice: disguise kit, forgery kit, ink pen, gaming set, musical instrument (may choose two games or instruments).

If you are already proficient in Performance, you double your proficiency bonus on ability checks with that skill or when using that tool.

Inspiring Words

Beginning at 3rd level, you learn how to inspire the best in others. Maybe you tell your ally the story of a conquering hero in a similar situation, relate a parable appropriate to the situation at hand, deliver a motivational speech, recite rousing poetry, or sing a moving song.

To inspire your ally, you must use a bonus action and

choose a friendly creature within 60 feet of you who can hear you. That creature gains one Inspiration die, a d6.

Once within the next 10 minutes, the inspired creature 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 Inspiration die, but they must decide before the GM says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A creature can have only one Inspiration die at a time.

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

Your Inspiration die changes when you reach certain levels in the rogue class; the die becomes a d8 at 9th level, a d10 at 13th level, and a d12 at 17th level.

Song of Rest

Also beginning at 3rd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest.

If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points. The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level

Jack of All Trades

Upon reaching 9th level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Countercharm

At 15th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn.

During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Silver-Tongued

At 17th level, you have learned how to talk your way out of almost anything. As an action, you speak to a creature and force them to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). Your target must be able to understand you and they have advantage on their saving throw if you or your companions are fighting it. If your target creature fails, they are charmed by you for 1 minute or until they take any damage.

The creature can make another saving throw if they are asked to do something they would not normally do (e.g., "let us in; no one will know"). Once this effect ends, if the creature was forced to do something it would not normally do, it may make another Wisdom saving throw to realize something was affecting its mind, at which point it will become hostile.

You may use this ability a number of times per day equal to your Charisma modifier (minimum 1). You regain all expended uses after completing a long rest.

Thief

You hone your skills in the lucrenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Fast Hands

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Supreme Sneak

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Use Magic Device

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Thief's Reflexes

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Shaman

"Listen, child, do you hear that? It is the rustling of the spirits. They speak of innocent blood spilled. They whisper warnings of terrible dangers to come. They tell of the fall of cities and Empires. Do you not hear their cries? No? Then you will surely fall to the doom they announce."

—Falin, Viking kir shaman

Across Arcanis, there are those who hear the calling of the spirits, the song of the wind, the whispers of trees, and the gentle murmuring of water. Though the civilizing influence of the Coryani Empire has swayed many to the Mother Church, there are still those who honor and pay homage to the powerful spirits that constantly surround all living things.

Their names may change from culture to culture, but most know these men and women as shamans: the speakers of the spirits. Though the Mother Church discounts them as heretics, infernalists, or simply ignorant savages, the power of the shaman should not to be discounted or scorned. They can sway the forces of nature to do their bidding and summon spirits that can make the most faithful Belenian quake with fear.

Cultures and the Shaman: Shamans are commonly found in the Hinterlands, the League of Princes, among the ss'reean who usually worship Jeggal Sag, as well as many barbarian tribes in remote areas. The elorii do not have a tradition of primal magic and in fact look down on the practice. A shaman from the Coryani Empire, the Kingdom of Milandir, or the Free City-States of Almeric would necessarily be a hermit or might have attracted the attention of a curious or mischievous spirit. Such shamans will never be part of common society and are viewed with suspicion, pity, and fear.

The Warlock Class in Arcanis

While the warlock exists in Arcanis, the class is not yet available to Heroes. Not only are warlocks feared and actively hunted by most cultures in Arcanis, otherworldly patrons jealously covet their power and demand service befitting their nature from those who receive their blessings. While both The Fiend (powerful infernals such as Devil-Kings in the Fiendish Expanse) and The Great Old One (the Silence, the Varn, or even the Myrantian gods) patrons fit the flavor of Arcanis, the Archfey patron is not appropriate because fey do not exist in Arcanis.

Class Features

As a shaman, you have the following class features:

Race Restrictions

Dwarves, elorii, and kio may not be shaman. Vah cannot take the shaman class as the spirits are wary of their celestial birthright, fearing the more powerful Valinor. The spirits will not become a val's spiritual patron for fear of offending their divine progenitors. Of the Ss'reean only males may become shamans.

The Shaman

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Boons
1st	+2	Between Worlds, Taboos, Pact Magic, Spiritual Patron	2	2	1	1st	–
2nd	+2	Spirit Gifts	2	3	2	1st	2
3rd	+2	Spiritual Path	2	4	2	2nd	2
4th	+2	Ability Score Improvement	3	5	2	2nd	2
5th	+3	–	3	6	2	3rd	3
6th	+3	Spiritual Path feature	3	7	2	3rd	3
7th	+3	–	3	8	2	4th	4
8th	+3	Ability Score Improvement	3	9	2	4th	4
9th	+4	–	3	10	2	5th	5
10th	+4	Spiritual Path feature	4	10	2	5th	5
11th	+4	Patron's Gift (6th level)	4	11	3	5th	5
12th	+4	Ability Score Improvement	4	11	3	5th	6
13th	+5	Patron's Gift (7th level)	4	12	3	5th	6
14th	+5	Spiritual Path feature	4	12	3	5th	6
15th	+5	Patron's Gift (8th level)	5	13	3	5th	7
16th	+5	Ability Score Improvement	5	13	3	5th	7
17th	+6	Patron's Gift (9th level)	5	14	4	5th	7
18th	+6	–	5	14	4	5th	8
19th	+6	Ability Score Improvement	5	15	4	5th	8
20th	+6	Extended Patronage	5	15	4	5th	8

Hit Points

Hit Dice: 1d8 per shaman level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per shaman level after 1st

Proficiencies

Weapons: Simple weapons
Tools: None
Saving Throws: Wisdom, Charisma
Skills: Choose two skills from the following list: Arcana, Deception, History, Intimidation, Investigation, Nature, or Performance
Armor: Light armor

Equipment

You start with the following equipment, in addition to the equipment granted by your background. See **Chapter IV** for regional weapons and armor.

- a short bow and 20 arrows or any simple weapon
- a scholar's pack or an explorer's pack
- Leather armor, any simple weapon, and two daggers

Between Worlds

You can detect the presence of spirits as well as disturbances in the fabric of the spirit realm.

As an action, you can open your awareness to the Spirit Realm. Until the end of your next turn, you know the location of any spirit within 60 feet of you that is not behind total cover. You know the general intent of any spirit that you detect with this ability (*e.g.*, "I sense curiosity", "they mean us harm", or "they wish to tell us something").

Instead of sensing spirits, you can choose to sense spiritual residue in the same area. Spiritual residue is the result of strong traumatic events such as murder or torture. While you may know the nature of the event, you cannot discern any details. In most cases, such spiritual residue fades with time, but some extremely traumatic or pivotal events leave a permanent stain on a location or item.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

With this heightened sensitivity to the spirit world, you mark yourself as more than a common mortal. At all times, even when not using this class feature, all spirits within 60 feet are aware of your presence and know what you are. How the spirits will react is completely up to your GM.

Souls and Spirits

On Arcanis, souls and spirits are very distinct from one another.

A soul is the essence of a living, mortal sentient creature, that some conjecture to be the fount of passion, creativity and empathy. The soul's appearance can reflect the choices made throughout a being's life, with dark blotches or black tumors representing particularly traumatic experiences or actions, while love and other positive events make it shine brightly. When separated from the physical, souls migrate towards their consigned afterlife, which for humankind is the Cauldron or the Paradise of the Gods. Those who lose their way, or are somehow anchored to the Mortal Realm, manifest in a variety of ways, such as ghosts, wraiths, specters, and other incorporeal undead creatures.

Spirits on the other hand, are the essence of non-sentient living or non-living things or places, such as rocks, trees, rivers, and mountains. Spirits can also be the manifestation of thoughts or ideals that numerous peoples have invested belief in over time to give it form. Examples of this can be the spirit of the warrior, the caregiver, or other abstract concepts.

For centuries, Yhing-hir shamans have venerated the spirits of the plains, large rivers, mountain peaks, and even animals. Scholars conjecture that these manifestations are the result of people believing in these spirits over so many years, that they somehow willed them into existence. Shamans scoff at this idea, saying that the spirits have existed long before mankind arrived upon the shores of the Known Lands and will be here long after the last human has taken his final breath.

Events can also leave a spiritual imprint if it was traumatic or eventful. Examples of this can be a battlefield where thousands of lives were lost, a blood drenched altar where many were sacrificed over the years, or a memorial where a person is venerated or remembered. In the latter case, while the spirit may manifest to look and sound like the person remembered, the actual soul is long gone and presumably in the Cauldron. The spirit that appears reflects the expectations presumed by those imbuing it with the power to manifest.

Beltinian priests believe that the land of spirits or the Spirit Realm lies like a shroud upon the Mortal Realm, with most of the denizens of either unaware of each other's presence. There are a few, such as shamans and certain priests, who can pull back the caul and peer into the other side. The Beltinians believe that all souls must pass through the Spirit Realm before reaching the Cauldron. In fact, there are some apocryphal texts that call the surrounding area leading to the entrance to the Cauldron the Grey Wastes and places them adjacent and connected to the Spirit Realm.

Souls that are lost and endlessly wander the Grey Wastes eventually lose their sense of self becoming mindless echoes of what they were. Could an accumulation of these spirits over time eventually become what the barbaric shamans know as lesser spirits? The Spirit Realm is a vast and unknown region whose secrets have yet to be plumbed.

Pact Magic

Your pacts with spirits have bestowed upon you the ability to cast spells.

Cantrips

You know any two cantrips of your choice from the shaman spell list. You learn additional shaman cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Shaman table.

Spell Slots

The Spell Slots column of the Shaman table shows how many spell slots you have. The Slot Level column of the same table shows what the caster level of those slots is; all of your spell slots are the same level. To cast one of your shaman spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *unseen servant*, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the shaman spell list.

The Spells Known column of **The Shaman Table** shows when you learn more shaman spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new shaman spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the shaman spells you know and replace it with another spell from the shaman spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is the spellcasting ability for your shaman spells. You use your Charisma whenever a spell refers to your spellcasting ability. Also, you use your Charisma modifier when setting the saving throw DC for a shaman spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use a primal focus as a spellcasting focus for your shaman spells.

Geas & Taboos

When you start your spiritual journey, you gain the patronage of a powerful spirit. Later, you also gain the favor of many lesser spirits. Spirits always demand something from you as their power always comes at a price.

Spirit patrons are the most demanding, imposing a taboo, which requires strict adherence. Not doing so, or showing disrespect to your patron, may cause your spirit patron or lesser spirits to punish or abandon you, usually at a very inconvenient time. Angering your spirit patron may result in either losing spell slots *or* your shaman class features depending on the severity of the infraction.

Lesser spirits who grant boons may also impose a geas that requires strict adherence. Betraying a lesser spirit's geas denies you their boon, or in extreme cases the loss of their talisman.

Regaining the attention and good will of your patron or a lesser spirit can commonly be completed by praying during a long rest. Severe infractions or repeated infractions with apparent disregard for the spirit's demands, will require more effort.

Atonement for a broken taboo requires a sacrifice of goods (fine wine, food, livestock, etc...) in the amount of 10 gp per shaman level plus prayers, purification and fasting over a period of two days per shaman level.

Atonement for a broken geas requires a sacrifice of goods in the amount of 5 gp per shaman level plus prayers, purification, and fasting lasting five days.

Spiritual Patron

At 1st level, you forge a bond with a powerful spiritual patron. The nature of your relationship with your patron is up to you. Your spiritual patron may be a demanding or jealous spirit constantly requiring small tokens of respect, it may act as an advisor, teacher, and ally in the spiritual world. Your patron's characteristics are as unique as you are, sometimes manifesting as an animal or particular element.

Each spirit patron grants you a gift and offers to teach you specific spells, which are added to your known spells. Your patron also negotiates with lesser spirits on your behalf, but these gifts come with a cost. Each patron also possesses a taboo that you must respect.

Each spirit patron is represented by a sigil, totem, or similar device that you must always carry with you. This symbol is your link to your spirit patron and acts as a primal focus.

Spiritual Patrons

Jeggal Sag

Racial Restriction: Si'ruuan shamans may only choose Jeggal Sag as their patron. Jeggal Sag has no interest in taking on shamans from other races.
Typical Appearance: A ghostly representation of an immense copper scaled dragon

Though Jeggal Sag appears to his followers as a spirit in the form of an immense copper dragon in both dreams and visions, Jeggal Sag has a physical form buried beneath an ancient mound in the territory claimed by the Sunhregoran Empire. Jeggal Sag is believed to be the offspring of Kanegore and Yig, the once great gods of the reptilian sarthrics. Jeggal Sag was mortally wounded during the Dragon War, but before he could be killed by the angelic Valinor, the beasts of the world interposed themselves to protect the fallen dragon. Eventually, the Disciples of Jeggal Sag, as his followers are called, built an earthen mound to protect his slumbering body. The mound eventually became a holy site to all of his disciples and they are expected to travel to there at least once in their lifetime.

Talisman of Jeggal Sag: You possess a talisman unique to the Disciples of Jeggal Sag. A flat disc with the stylized representation of five talons arranged in a semi-circle. Many see it more of a holy symbol than a talisman or fetish used by other shamans, this talisman acts as a primal spellcasting focus.

Protect the Beasts (Taboo): You protect beasts from harm, be it a from a natural disaster or indiscriminate hunters who hunt for sport. Hunting for food is permissible, as this is the natural order of the world. This taboo does not mean you cannot defend yourself against beasts, but you will attempt to avoid combat and attack only if the beast attacks first.

Additional Spells

Jeggal Sag offers to teach you the following spells. These spells are added to your spells known as you advance in level.

Jeggal Sag spells

Shaman Level	Spells
1st	*animal friendship*
3rd	*primal sense*[a]
5th	*conjure animals*
7th	*dominate beast*
9th	*dragon's fury*[a]

Tongue of beasts

You gain the ability to *speak with animals*, at will, as if you were under the effect of the spell.

The Nurturer Spirit

The Nurturer is common to many cultures that venerate primal spirits. She is venerated as the protector of women, prayed to during childbirth, and turned to when grief or pain is too overwhelming.

In the Hinterlands, Sushka, the Bearer is seen as the Nurturer spirit of the Yhing hir appearing as a visibly pregnant woman. For the undir, Mima Anesi, (mima is Undan for mother) is their Nurturer spirit. Mima Anesi commonly manifests as a kindly and matronly undir woman of a sad mien. Undir legend explains that this is due to the loss of her son, King Crow.

Do No Harm unto Others (Taboo): You respect all life, you will not instigate combat or any action that would lead to the harm of others. Causing emotional or psychological harm also falls under this taboo. Exceptions to this taboo includes hunting and acting in self-defense. Even when forced to fight you will attempt to use the least force necessary to subdue or render a foe unable to attack you or your allies. Torture or executions of the helpless is strictly forbidden. This taboo does not extend to unnatural creatures, such as elementals, undead, constructs, and infernals.

Additional Spells

The Nurturer spirit offers to teach you the following spells. These spells are added to your spells known as you advance in level.

The Nurturer spells

Shaman Level	Spells
1st	*healing word*
3rd	*lesser restoration*
5th	*mass healing word*
7th	*death ward*
9th	*greater restoration*

Nurturer's Touch

You can heal wounds with a touch. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your shaman level × 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. This feature has no effect on undead and constructs.

The Prince of Night

The Prince of Night is unique to the undir spiritual pantheon. He is the wizened, old man that has paid for his vast knowledge and wisdom with his youth and vitality. Sometimes called Terrible Grandfather, the Prince of Night is a powerful patron that can guide those who seek to uncover hidden truths and lost knowledge. Often equated to an amalgam of the human deities Akhanet and Cadic, the Prince of Night is neither, though he shares the God of Knowledge's unquenchable thirst for information, his province is the blackest night, not the shadows, like the patron deity of assassins. Some believe that the "darkness" is a metaphor for ignorance, but some of the gifts granted by this spirit seem to suggest that it is more than a euphemism.

Like their patron, Dacoi of this spirit are voracious in the hunger for knowledge, but miserly in sharing it with others. Dacoi with this patron are often sought out by the undir who crave for the Prince's wisdom, but know that whatever nuggets they can wrest from the Dacoi, it is never the whole story. These shamans firmly believe that their hard-won knowledge is on a need-to-know basis.

Racial Restriction: the Prince of Night is only available to undir, and the Prince of Night has no interest in taking on shamans from other races.

Whispers and Secrets (Taboo): You must keep whatever secret is entrusted to you. When told something in confidence, you must not break it, even in the direst of situations. Secrets uncovered and known are your currency, meant to be used to garner favors or to destroy your enemies. You must sell this knowledge dearly, even to your friends and allies.

Additional Spells

The Prince of Night offers to teach you the following spells. These spells are added to your list of possible spells to learn as you advance in level.

The Prince of Night spells

Shaman Level	Spells
1st	*comprehend languages*
3rd	*detect thoughts*
5th	*nondetection*
7th	*divination*
9th	*modify memory*

Grandfather's Insight

You can add double your proficiency bonus to all Wisdom (Insight) and Intelligence (Investigation) checks.

Ulumai Pantheon

Even before the arrival of the kio, the undir had a robust civilization that, while composed of various tribes scattered across a large swath of land, was nevertheless vibrant and consistent in its customs. Their religious practices center around venerating a pantheon of spirits they call the ulumai or the Family. This pantheon consists of the following spirits:

Dida Govet The Provider, Protector of Sailors, father figure, and Spirit of the Ocean.
Mima Anais Fertility spirit, Guardian of Lovers, mother figure, and Spirit of Rivers and Lakes.
The Prince of Night Keeper of Secrets, the Wise Man, Spirit of the Darkness.
Chaldur The Tempest, wrathful spirit, and Spirit of the Winds.
Melkie Guardian of the Dead, He Who Intercedes, Whisper from the Barrow
Sai The Trickster Spirit, Spirit of Cunning, She Who Pokes the Bear, The Diviner

The ulumai were once led by a powerful spirit known as the Crow King, but he appears to have fallen from favor, as the modern undir no longer include him in their prayers. The ulumai are opposed by the "ghede", a group of evil spirits that Mother Church priests believe represent infernals that invaded the undir lands during the Time of Terror, but the undir shamans shake their heads at these more learned clerics.

The shamans of the undir are known as Dacoi and can be either male or female. Dacoi enjoy a high social status within the clan and are the only ones who may contradict the clan leader without fear of reprisal. Most Dacoi are seen as benevolent figures within the undir community, fashioning good luck charms, love potions, wards against evil spirits, and general advice on life. Some Dacoi turn to the power offered by the ghede to harm or work against the general welfare of the undir people, but these are far and few between and are quickly ostracized or hunted down for their malevolent acts.

As is their wont, when they first encountered the undir, the Coryani equated the primitive people's spiritual pantheon to the deities of the Pantheon of Man, seeing the Prince of Night as Cadic, Dida Govet as a Illir, Sai as Larissa and so on. Wisely, the dacoi chose not to contradict the powerful Coryani and allow them to believe what they wished.

Ironically the average undir and Coryani citizen have much in common. Both worship a pantheon of deities, and while they may have a favored or patron deity or spirit, they venerate and ask for blessings from the entirety, depending on their situation. When embarking on an ocean voyage, both ask for protection from the deity that governs the waters, or when going into battle, they may ask for the blessings of their warrior spirits. Nevertheless, even the undir recognize that the Coryani are favored by Gods and that those Gods are far more powerful than their own pantheon of spirits. While this is enticed some of the newer generations of undir to turn their back on the old ways and emulate the Coryani customs and religious practices, the majority who live in rural communities still venerate the ulumai and offer sacrifices and prayers in their name.

The Trickster

The Trickster is a cunning and intelligent spirit, who values cleverness and the intellect over brute strength. It is always challenging the status quo, never content to leave things well enough alone. Mischievous, but not evil or malicious, the Trickster finds humor in even the grimmest of situations, albeit a dark one. Oddly, the Trickster is also seen as a teacher, striving to bestow wisdom through lessons that only the most fortunate survive.

In the Hinterlands, Chok'ti represents the Trickster spirit and appears as a large wolf lizard, a large quadruped reptile resembling an iguana which hunts in packs like wolves. They are admired by the Yhing hir as cunning and clever beasts. For the undir, Sai is their Trickster spirit, appearing as a young, waifish maiden with a mischievous grin, or at times, a seductive smile. Undir shamans chosen by Sai are often seduced by the spirit, with the dacoi often seeing the spirit as a demanding lover that must be appeased by both word and deed. Sai may grant her dacoi with visions of the past and the near future, making those shamans welcome at the side of any undir chieftain.

Curiosity & Chaos (Taboo): You must always strive to uncover the truth in any situation, or uncover those things that others want to be forgotten. You cannot turn away from undiscovered truths, especially if doing so upsets the status quo. Never pass up the opportunity to shake things up as stagnation is anathema to the Trickster.

Additional Spells

The Trickster offers to teach you the following spells. These spells are added to your list of possible spells known as you advance in level.

The Trickster spells

Shaman Level	Spells
1st	*disguise self*
3rd	*invisibility*
5th	*blink*
7th	*arcane eye*
9th	*mislead*

Trickster's Instincts

You can add double your proficiency bonus to all Wisdom (Insight) and Intelligence (Investigation) checks.

The Warrior

The Warrior spirit embodies strength and aggressiveness. Shamans who choose the Warrior as their spiritual patron tend to be belligerent and will only submit to the leadership of another who has proven to be or is demonstrably the greater warrior.

In the Hinterlands, this spirit is known as the Stallion and manifests as a large and imposing black horse with fire erupting from its eyes and snout. When a Yhing hir fury goes berserk, he is said to be "riding the Stallion", meaning that the ferocity of this spirit is raging within their breast. These shamans are always welcome at a Yhing hir warlord's council.

Race Restriction: The undir cannot choose this spiritual patron as one no longer exists in the shamai.

How the Undir Lost their Warrior Spirit

The undir warrior spirit was once known as King Crow, who manifested as a powerful, bare chested warrior with the head of a crow. Centuries ago, when the undir fell under the protection of the kio and the elorii of Entaris, a great war was fought between these two elder people that resulted in the deaths of many thousands. This war was instigated due to the actions of a handful of undir tribes under the influence of King Crow. After peace was re-established, both the elorii and the kio demanded that the undir destroy all the effigies, fetishes and altars to this spirit. Those that could not be destroyed were buried away in long forgotten crypts and barrows and all the remaining dacoi that were touched by King Crow entombed with them.

Warrior's Soul (Taboo): You must never pass up an opportunity for combat, though you may execute a tactical retreat only if attacking will result in obvious suicide. If this is not the situation, you will urge attacking as the most viable option to the situation. This does not mean rushing in headlong without a plan, as tactics are a warrior's greatest weapon.

Additional Spells

The Warrior offers to teach you the following spells. These spells are added to your list of possible spells to learn as you advance in level.

The Warrior Spells

Shaman Level	Spells
1st	*bless*
3rd	*spiritual weapon*
5th	*haste*
7th	*stoneskin*
9th	*retribution*[A]

Warrior Training

The Warrior grants you the gift of training with combat equipment. You gain proficiency in shields and medium armor.

A Warrior's Talisman

Beginning at 3rd level, you may make a single weapon your warrior's talisman by performing a special ritual while holding it. The ritual is performed over the course of 1 hour, which can be done during a short rest. Once complete, as a bonus action you can ask your patron to store your talisman safely within the Spirit Realm. If you are not proficient with your chosen weapon, you become so.

As an action, you can call forth your warrior's talisman, making it appear in your hand. Your warrior's talisman acts as a primal focus for you and while you wield it, and counts as a magical weapon for the purposes of overcoming resistance and immunity to non-magical attacks and damage.

Finally, wherever you travel within the Spirit Realm, your warrior's talisman manifests with you. In the land of the spirits, the Warrior's chosen never goes unarmed. If you die, the weapon appears next to your body.

Boons

As you grow in power, you start to gain the attention of spiritual allies who offer to guide you. Each spirit is attracted to you by a small talisman or charm that honors the spirit and grants you their boon. Should you ever lose or are denied access to a talisman or charm, you are denied access to that boon, but must still follow the geas associated with it.

Each boon from the spirits has an associated geas that usually manifests as a required behavior pattern. Unless otherwise stated, the geas must be satisfied at least once per week, and if you should fail to do so, you lose the benefits of the spirit's boon until you have atoned.

Some of the geas imposed by spirits may conflict with others. For example, the Cat and Dog spirits demand contradictory behaviors. You may select two such boons, but because you cannot satisfy them both, you will always be atoning for one or the other.

At 2nd level, you gain two boons of your choice. These boons are detailed at the end of the class description, with some boons possessing prerequisites that must be met to select it. As you advance in level, you gain additional boons, as shown in the boons column of the shaman table.

Once a boon is selected, it may not be exchanged for another. Spirits are jealous things and do not give their boons easily.

Spiritual Path

At 3rd level, you must choose a Spiritual Path: the Ducoi, Eherara, Spirit Speaker, or Skin-Dancer, each of which is detailed at the end of the class description below. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th level.

Path Restrictions: Male n'ruwen who become shamans can only select the Skin-Dancer archetype. While undir shamans may only choose the path of the Ducoi.

Ability Score Improvement

When you reach 4th level, and again at 8th, 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.

Patron's Gift

At 11th level, your patron bestows upon the shaman powerful spells called Patron's Gift. Choose one 6th-level spell from the shaman spell list as this patron's gift. You can cast your patron's gift spell once without expending a spell slot. You must finish a long rest before you can do so again. At higher levels, you gain more shaman spells of your choice that are cast in the same way: one 7th- level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your patron's gift when you finish a long rest.

Extended Patronage

At 20th level, you can call upon your spiritual patron to aid you. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature.

Once you have regained spell slots with this feature, you may not use it again until you have completed a long rest.

Boons

If a boon has prerequisites, you must meet them to learn it. You can learn a boon at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Badger

Prerequisites: *9th level, Warrior spirit patron*

When you hit a creature that is below its hit point maximum with your pact weapon, you deal additional damage equal to your Charisma modifier (minimum 1) of the same type as your pact weapon.

Tenacity (Geas): The badger doesn't always start fights but is always determined to end them. While engaging an enemy in combat, you will continue to attempt to do damage to that enemy every round over healing or casting beneficial spells on yourself or party members.

Bear

Any time you cast a spell of 1st level or higher that restores hit points to a creature, you restore additional hit points equal to your Charisma modifier. Spells that create items that restore hit points, such as *goodberry*, are not affected by this boon.

Protector of the Weak (Geas): While bears can be ferocious, the spirit of Bear is benevolent. She is a healer and mother, and her lesson to the shaman is that all beings have a time when they need help or comfort. You may never strike a helpless creature. Additionally, you must always protect children and those unable to defend themselves.

Butterfly

You can cast *disguise self* at will, without expending a spell slot.

Mistaken Identity (Geas): You may never reveal your identity. You always assume a false identity. If your true identity is discovered or revealed, this geas is broken.

Chameleon

Prerequisites: *7th level.*

You can cast *polymorph*, at a level equal to your pact magic spell slot, using a shaman spell slot. You cannot do so again until you finish a long rest.

Mimic (Geas): The Chameleon will mimic the personalities of those around it. If the consensus of the group you are adventuring with is to take a particular action, you will not object to it.

Cat

Prerequisites: *3rd level.*
You gain proficiency in Acrobatics and Stealth. If you are already proficient, your proficiency bonus is doubled for ability checks that use these skills.

Independent (Geas): Cat teaches that each creature must be independent, free from an oppressive overseer or superior. The shaman who accepts Cat's gift also learns the lesson of independence, and thus may never be a member of a hierarchical organization that demands obedience. This geas includes a ban on belonging to a secret society.

If you are already a member of such an organization when you choose this spirit gift, you must leave the organization. If leaving would endanger your life, such as leaving specific secret societies, you may remain a member but must give up any but the most basic level of membership. Afterwards, you no longer feel the need to accept jobs or report to the organization. This may lead to the organization kicking you out, of course, but such is life.

Crow

Prerequisites: *5th level; Prince of Night*

You can now cast any shaman spell with the ritual tag that you know as a ritual.

Additionally, you may choose two 1st level spells that have the ritual tag from any spell list, which do not need to be part of the same spell list. You learn these spells as ritual spells; these spells not count against the number of spells you know. You can cast these spells only as rituals.

On your adventures, you may learn new ritual spells you come across them, either by watching them being cast or finding them in some written form. Once witnessed or found, and as long as they are of a level equal to or lower then your slot level as found on the Shaman table, you may spend a short rest as you appeal to your spiritual patron, who then teaches you the ritual. After the short rest is complete, the ritual has been committed to your memory and can never be forgotten. You may know a maximum number of ritual spells equal to half your shaman level.

Teacher (Geas): You must always seek to teach those around you something about the world or themselves. Merely giving a lecture to a group of people does not satisfy the geas. The knowledge given must have personal significance or serve a useful purpose. It could be as simple as educating a fellow traveler on the social customs of the Yhing hir, as practical as teaching someone who has never been in the wilderness how to build a campfire, or as profound as helping someone struggling with their faith to find the answer to a religious question.

Dog

Prerequisites: *3rd level.*
You gain proficiency in Perception. You gain a +5 to your passive Perception and can track by scent. If you are already proficient, your proficiency bonus is doubled for any ability checks you make with Perception.

Loyalty and Obedience (Geas): The lesson Dog teaches the shaman is how to be a benefit to his companions and superiors. You must join a hierarchical organization, or become part of a band in which there is a definite designated leader. If you are already a member of such an organization, you must commit to the organization totally, trying to complete any mission assigned. You will always report back to your organization with extra information, even if not on a specific mission. Shaman with this gift rarely becomes a leader of any organization, instead they are content to serve as an advisor.

Dolphin

You have a swim speed of 30 feet, and as a bonus action, you may Dash while swimming. Additionally, you can hold your breath for a number of rounds equal to double your Constitution score. If you are an undir, you gain the ability to breathe in water.

Playful (Geas): Dolphin is a playful spirit, always joyously ready to riddle or game with his friends and allies. You love games of all kinds, and you cannot pass up the opportunity to learn or play a new game. Doing so breaks this geas.

Dragonfly

Prerequisites: *5th level.*

You can cast *haste*, at a level equal to your pact magic spell slot once without expending a spell slot or material components. You cannot do so again until you finish a long rest.

Spreader of Joy (Geas): As dragonfly brings joy to the wise, so too does the shaman bring joy to the people of the world. You must never wear drab or dark colors, and you must strive to bring art and music to people.

You must either create a piece of art or give a musical performance in each city, town or village you visit. If you create a work of art, you must gift it to someone who lives in that location or left in a public place. If you give a performance, it must be seen or heard by at least one resident.

Eagle

You can cast *heroism*, at a level equal to your Pact Magic slot level, once without expending a spell slot or material components. You cannot do so again until you finish a long rest.

Nobility (Geas): You must in all ways maintain a dignified demeanor. You must not do anything that would be considered foolish or frivolous.

Fire

You can cast *burning hands*, at a level equal to your Pact Magic slot level, once without expending a spell slot or material components. You cannot do so again until you finish a long rest.

Passion (Goal): You must do all in you power to discover and encourage the passions and dreams of those whom you meet. Rousing passions and dreams is easily done among friends, and so you must look outside of your circle of friends and acquaintances to complete this goal.

At least once per month, you must aid one individual in fulfilling a passion, which can take the form of offering money to help someone start a business, go to a school, or even just move. It could also mean spending time helping a farmer achieve a good harvest or a forlorn lover find a mate (or rekindle an old flame).

Horse

While wearing light or no armor, your base speed is increased by 10 feet. You can wield a shield and still benefit from this boon.

Freedom (Goal): You long for wide-open spaces and must avoid confined spaces whenever possible. For instance, if you have an option of sleeping in an inn or outside, you will always choose to sleep outside.

Lion

You cannot be frightened.

Leadership (Goal): You lead by actions, not words. Whether it's taking the point position in a march, or being the first to introduce herself to others, you should always lead by example. You always present an exemplary and dignified demeanor. The Lion is not a buffoon, and neither should you be.

Owl

Prerequisites: *Prince of Night*

You have advantage on all (Intelligence) History and (Intelligence) Nature checks.

Introspection (Goal): You must spend an additional hour each day meditating upon your inner world, seeking to gain a better understanding of your motivations and being.

Additionally, you should share some aspect of your internal life with one of your companions, usually by revealing some secret part of your soul or psyche. This secret could be as simple as confessing love for another, or as complex as explaining your motivations for taking part in a given mission. These confessions are meant to help others think about, or consider, their own inner worlds.

Rabbit

You can cast *jump* on yourself at will, without expending a spell slot or material components.

Humility (Goal): Rabbit teaches you to accept that each person is valuable and that all are equal. To think of yourself as greater than others goes against Rabbit's teachings. You may never boast about your exploits or be prideful of your abilities.

Also, you must initially decline all visible awards or honors that are offered (such as medals, trophies, etc.). If the individual presenting the award/honor insists, or if it would give serious offense to refuse, then you may accept. This goal does not prevent you from becoming a leader of a group, but you will not boast about your leadership.

Raccoon

You can choose the ability to speak a language (you are not literate in this language, just possess the ability to understand and speak it, if you are capable) and one skill to be proficient with at the start of the day. You may change both the language and skill chosen after a long rest.

Curiosity (Goal): The Raccoon is always curious of its environment. You will fidget with objects around you, touching things that perhaps you shouldn't.

Shadow Lion

Prerequisites: *6th level, Warrior patron*

While wielding your warrior's talisman, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Bravery (Goal): You must always participate in battle, never hiding from your duty to fight for friends and family. This goal does not prohibit you from using your magic during combat.

You may not leave the field of battle until victorious or all of your companions have safely escaped (in other words, you must be the last one to flee; you can flee if that is obviously the right course of action).

Spider

Prerequisites: *Trickster patron*

You gain the ability to look into the webs of fate and rewrite the future. After completing a long rest, roll a d20 and record the result. You may choose to use that result in place of any one attack roll, saving throw, or ability check you make with that result. You lose any unspent result after you complete a long rest. Additionally, if you do not have proficiency in an artisan tool, you gain proficiency in the artisan tool of your choice.

Creative (Goal): Spider teaches that the act of creation brings us closer to the divine but also that creativity must be shared and fostered. As each person expresses their creativity, all people grow closer to the divine and less constrained by their own fears.

Once per week, you must create an artistic item through a handicraft, such as knitting, sewing, weaving, carving, etc. This item must then be given away to an individual who can make use of it.

Stone

You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

Stalwart (Geas): Stone teaches you that the stalwart companion is the greatest of all gifts. You must provide some form of aid to every companion you are traveling with when the opportunity presents itself. While this could be as simple as healing them or lending them money, you are encouraged to find something more meaningful to show that you are a stalwart companion.

Turtle

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Conservation (Geas): The Turtle teaches you to conserve your energies. You will always seek the efficient way to achieve your goal. On long marches, you will insist on sitting in the back of a wagon, use your magic to light camp fires or warm your food or pay others to do the most menial of tasks. In combat you fight in the most efficient way possible, always seeking to end the battle quickly.

Vulture

Prerequisite: *7th level*

When you reduce a hostile creature to 0 hit points, as a reaction you can consume part of its spiritual essence, and gain temporary hit points equal to 5 + your Charisma modifier. These temporary hit points fade after 1 hour.

Waste Not (Geas): Vulture does not waste any part of the kill. You must take a piece of those fallen foes from your battles if time permits. This could be an item or a piece of the creature; the vulture doesn't differentiate between flesh and steel.

Water

You can cast *riptide**, at a level equal to your Pact Magic slot level, once without expending a spell slot or material components. You cannot do so again until you finish a long rest.

Fluidity (Geas): You may never permanently take a rigid stance on any topic. You must always be willing to hear all sides of an argument.

You must also demonstrate your fluid nature occasionally, by changing your stance on a given topic or course of action. This change must be a true commitment, and not merely playing the devil's advocate.

Wolf

Once per turn, you gain advantage on any one attack with a weapon attack or cantrip if that creature is within 5 feet of an ally that isn't incapacitated.

Tactician (Geas): Wolf teaches you the safety of the pack is always foremost, and to waste the pack on a meaningless fight is foolish. You must look for all possible ways to avoid a fight.

You cannot hold back once a fight begins. You must be an active participant, seeking to put down the enemy and ensure the safety of your pack. You are not prohibited from healing companions during a fight, but you cannot hang back and wait for the situation to develop – you must engage the enemy and seek to win the day for your pack.

Spiritual Paths

Shamans devote themselves to specific groups of spirits and ways of interacting with the spirit world. They refine and focus their efforts, always looking for a deeper connection with the spirits that give them power.

Dacoi

Most of the undir believe ardently in the protector spirits that watch over them, offering the spirits each their favored sacrifice of fruits, burnt offerings, and blood to please them. With the coming of the Coryani Empire to their shores, the Pantheon of Man was somehow merged with the spirits in the local undir religion. Dacoi are undir shamans who practice the Old Ways, and pay homage to this strange amalgam of spirits and Gods.

Race Restrictions

Only undir may choose this spiritual paths. Undir shaman are the only shaman which may follow this spiritual path.

Geas and Taboo

The Dacoi pay homage to the spirits in a unique way that draws on both their animistic heritage and the prayers and rituals of the Pantheon of Man. When you take this path at 3rd level, whenever you pass by a temple or shrine to the Pantheon of Man, you must leave an offering of some kind and spend a moment in prayer.

Expanded Spell List

As a dacoi, you choose from an expanded list of spells when you learn a shaman spell. The following spells are added to the shaman spell list for you.

Dacoi Expanded Spells

Spell Level	Spells
1st	*Sanctuary*
2nd	*Augury*
3rd	*Bestow curse*
4th	*Divination*
5th	*Commune*

Blessings and Curses

At 3rd level, the spirits teach you how to bring both good fortune and misery.

You learn the spells *bane* and *bless*. These spells are added to your list of spells known, and they are considered shaman spells when you cast them.

Powerful Blessings and Curses

At 6th level, you master the art of weal and woe.

Whenever you cast *bane* or *bless*, the die that a creature rolls due to the spell is increased to a d6.

Sanctification

At 10th level, you learn a unique ritual, formed from the knowledge from your spiritual patron.

You can cast *hallow* as a ritual. When cast in this way, you can expend an additional 500 gp of material components (incense, herbs, fruit, and grains) for one of the following options:

- Increase the radius of the area affected by the spell to 120 feet
- Bind a second extra effect into the area of the spell
- Impose disadvantage on a creature's Charisma saving throw to resist extra effects bound to the area of the spell
- Impose disadvantage on the ability check a creature makes when they attempt to affect the spell with *dispel magic*.

At 18th level, you can select two of these options by expending an additional 1,000 gp in material components. You cannot select the same option twice.

Once you use this feature, you cannot use it again until you complete a long rest.

Bountiful Blessings

At 14th level, blessing and cursing creatures have become second nature to you.

A number of times equal to your Charisma modifier, you can cast either *bane* or *bless* without expending a spell slot. You regain all expended uses of this feature when you complete a long rest.

The Ehtzara

The Ehtzara are the mystic sorcerers of the Hinterlands who gain power and learn spells from summoned spirits and gain innate knowledge of the natural landscape and its denizens. They are a mix of three ancient traditions: the original Yhing hir beliefs of ancestor worship before they were trapped in the Hinterlands, the pagan elemental practices of the indigenous Pengik tribe, and the amalgamations of southern magic, superstitions, and religious beliefs.

The training and discipline for the Ehtzara is rigorous, and an initiate of this group must accept that they will no longer be treated as normal and often not even as natural. They are imbued with many useful and devastatingly effective capabilities, however, and they command respect and fear from all they encounter.

Like most shamans in the Known Lands, the Ehtzara are no exception to the misconception that they deal with demons and devils to grant them power, and they are ascribed with every malicious act or freak occurrence around them for miles. The difference with the Ehtzara is that they embrace this superstition, use their frightful presence and ominous reputation to intimidate others and chase off would-be attackers or angry mobs. The sinister Ehtzara who lead the heretical Cult of the Jackal in the deserts of the Hinterlands

have earned their malicious reputation. Not all Ehrzara are evil, though, and many live on the edge of communities, giving assistance or help in return for payment, food and shelter, as well as a blind eye to their unsavory trade. They tend to wayward shrines and forgotten cairns to learn ancient lore and appease their spirit patrons.

Race Restrictions

Se'reusen and undir may not choose this archetype.

Note: The Ehrzara Path first appeared in *Forged in Magic: Reforged*. The rules here replace that presentation of the Ehrzara.

Geas and Taboos

At 3rd level, you make a small personal traveling shrine or altar, inscribed with the names of your most powerful spirit patrons. You must spend time in meditative communion at dawn or dusk to appease your patrons. This communion involves sacrificing gifts such as honey, wine, rich foods, herbs, gems, or blood (depending on the spirits you wish to appease) on holy days, important events, and even before or after great undertakings.

If the shrine is stolen, defiled, or damaged, you must craft a new one (requiring a week and 300 gp in materials and sacrifices). Until you replace your old shrine, you cannot recover spell slots and cast all cantrips as if you were 5 levels lower (minimum of 1st level). This reduction lasts until you make a new shrine.

Additionally, you must tend to neglected altars, shrines, and icons that you come across, regardless of the religious beliefs of those who created the shrine. You must show them the proper respect, such as righting a fallen icon, dusting off or pulling weeds from a shrine, or simply bowing or leaving a tithe as you pass.

Spiritual Etiquette

At 3rd level, your time dealing with the spirits grants you advantage on all Wisdom (Insight) and Charisma (Persuasion) checks when dealing with them. Additionally, you may, at the GM's discretion, roll an Intelligence check to recall the name and reputation of particularly powerful spirits.

To use this feature, you must abide by this additional geas: You must bow and give the proper respect when in the presence of any spirits. This geas does not mean you cannot defend yourself against such creatures, but you will usually try to avoid combat and attack only if the creature in question attacks first.

Expanded Spell List

As an Ehrzara, you choose from an expanded list of spells when you learn a shaman spell. The following spells are added to the shaman spell list for you.

Ehrzara Expanded Spells

Spell Level	Spells
1st	Command
2nd	Blindness/Deafness
3rd	Speak with Dead
4th	Banishment
5th	Geas

Spirit Robes

Also at 3rd level, you create your first true fetish, your *spirit robe*. This robe is black with a tasseled hood or cowl with the hems adorned with the names of your spirit patron in silver thread.

Once created, your spirit robe becomes permanently bound to you. When donned, it must never be taken off except at dusk or dawn while performing a special prayer.

While you wear your robes and no other armor, you have an AC of 13 + your Dexterity modifier. You can wield a shield and still gain this benefit.

Bind Spirit Fetish

At 6th level, you learn how to create a unique kind of fetish, a spirit fetish, as a downtime activity. Spirit fetishes are the same as regular fetishes but require a personal bond, a special deal between you and the spirits.

You cannot give a spirit fetish to someone else nor let anyone take it from you; if anyone else handles one, it crumbles to dust. You can craft a spirit fetish only if you adhere to your taboos and spiritual etiquette. Crafting a spirit fetish requires spending time and making sacrifices, as per the Create Spirit Fetish table. You must also meet a minimum level requirement, as shown in the same table.

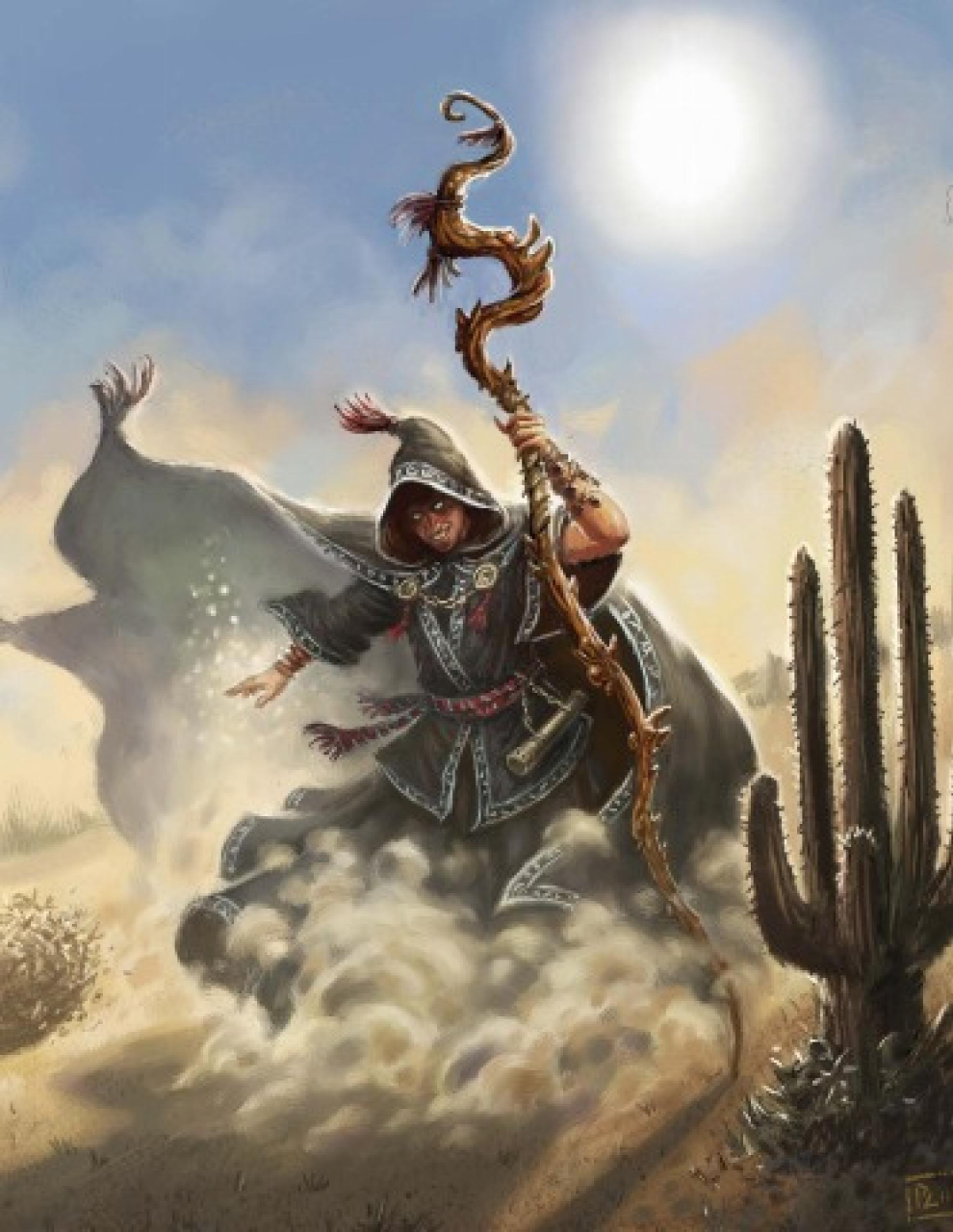
You may have up to two spirit fetishes at a time (your spirit robes do not count as one of these fetishes). If you want to create another spirit fetish while you already have two, you must choose one to destroy.

Also, when you create regular fetishes, the creation cost is halved.

See **Appendix 2** for a selection of fetishes. You can also find a full listing of fetishes in *Forged in Magic: Reforged* **Chapter 4: Fetishes**.

Create Spirit Fetish

Fetish Rarity	Creation Cost	Creation Time	Minimum Level
Common	25 gp	12 hours	6th
Uncommon	200 gp	1 day	7th
Rare	2,500 gp	10 days	12th
Very Rare	25,000 gp	20 days	18th



Elemental Adept

Starting at 10th level, your study of elemental traditions opens new avenues of knowledge. You may add any 2 spells from the eldritch sorcerer spell list to your spells known. These spells must be of a spell level for which you have slots and must deal either acid, cold, fire, lightning, or thunder damage.

Enriched Aura

Starting at 14th level, your understanding of spirits has opened your mind to new possibilities.

While wearing a fetish with a limited number of uses, you can activate the fetish without expending one of its charges or uses.

You can use this ability three times, regaining all expended uses after completing a long rest.

Skin Dancer

Most commonly found in the Hinterlands, Skin Dancers venerate bestial spirits above all others. They honor the beasts they hunt by wearing their pelts and creating personalized talismans. These talismans allow the Skin Dancer to call upon the physical might of beasts and even take on their forms.

Training to become a Skin Dancer is a highly personal affair. Elders teach new Skin Dancers the basics of the hunt and how to properly honor their spirits but then send them out to learn the rest on their own. A Skin Dancer's first encounter with beasts commonly leave them scarred, badges of honor they wear proudly.

Si'reesen who follow the path of the Skin Dancer are Disciples of Jaggal Sag and can only seek the skin of reptiles and amphibians, preferring to take on the shapes of alligators, crocodiles, frogs, and wolf lizards.

Geas and Taboos

Show respect for all beasts. Though you are master of the hunt, it is the beasts that provide the flesh you eat and the skin you wear. Thank the departing spirits for their gifts since they do not give them willingly. Remember that although you are the hunter, you may also become prey.

Expanded Spell List

As a Skin Dancer, you choose from an expanded list of spells when you learn a shaman spell. The following spells are added to the shaman spell list for you.

Shape Changing

When you change into a creature, the following rules apply:

Your game statistics are replaced by the statistics of the creature you are changing into, but you retain your personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you cannot use them.

When you transform, you assume the creature's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you are not knocked unconscious.

If you change into a creature that cannot speak or that has no hands, you cannot cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Skin Dancer Expanded Spells

Spell Level	Spells
1st	*jump*
2nd	*barkskin*
3rd	*conjure animals*
4th	*polymorph*
5th	*antilife shell*

Beast Speak

Starting at 3rd level, you gain the ability to cast *speak with animals* at will without expending a spell slot. If you already possess the ability to speak with animals, you instead gain advantage on all Charisma based skill checks when dealing with beasts.

Honoring the Beast

When you join this path at 3rd level, you learn a 1-hour ritual to honor the spirit of a beast you have slain and skinned. You must perform this ritual at sunrise, and once it is complete, you gain the ability to call upon the beast's spirit and even take their form. Beasts that you have honored in this way can be used for your other class features from this path.

Bestial Form

When you join this path at 3rd level, you can use your bonus action to magically assume the shape of a beast that you have honored with your Honoring the Beast feature. The beast must have a challenge rating of 1 or lower and cannot have a flying or swimming speed. You can use this feature three times. You regain expended uses when you finish a long rest.

You can stay in a beast shape for a number of hours equal to half your shaman level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

For details of your transformation see **Shape Changing** side on the previous page.

Beast Spirit Blessings

Starting at 6th level, you gain more power from the spirits you have honored.

When you use your Bestial Form feature, you may now take on the form of beasts with flying or swimming speeds. Additionally, you may now take the form of a beast whose challenge rating is equal to half your shaman level (rounded down) or lower. You must still honor a particular beast with your Honoring the Beasts feature before you can take on its form.

Also, your attacks while in bestial form now count as magical attacks for the purposes of overcoming resistance and immunity to non-magical attacks.

Power of the Beast

Starting at 10th level, you can call upon the skills of the beasts you have honored.

During a short or long rest, you may beseech the spirit of a beast you have honored with your Honoring the Beast feature. At the end of the rest, you may choose to either become proficient with a skill possessed by that beast or replace either your Strength, Dexterity, or Constitution score with that of the beast, as long as that score is higher than your own. If you choose to increase your Constitution, any additional hit points you gain are temporary hit points that fade away when this effect ends.

You retain the skill or ability score of your chosen beast for a number of hours equal to half your shaman level (rounded down). You may end this effect early as a bonus action.

Into the Beast

At 16th level, you gain the ability to possess beasts and monstrosities for a short time.

Choose one beast or monstrosity that you can see within 30 feet. The chosen creature must succeed on a Charisma saving throw (using your spell save DC) or become possessed by you. You leap into the creature's body and disappear, becoming a spirit in control of the creature for 1 minute. The creature is incapacitated for the duration of this effect.

You now control the creature's body but don't deprive it of its awareness. You cannot be targeted by any attack, spell, or another effect, except ones that affect spirits.

You retain your Intelligence, Wisdom, Charisma, and any immunity to being charmed and frightened. For everything else, you use the statistics and abilities of the creature you are possessing, but you don't gain access to the creature's knowledge or proficiencies.

Your possession of the creature ends when the duration ends, if the creature's body drops to 0 hit points, if you end your possession as a bonus action, or if you are turned or forced out by an effect like the *dispel evil and good* spell.

When your possession ends, you reappear in an unoccupied space within 5 feet of the creature's body. The creature you possessed becomes immune to this ability for 24 hours after succeeding on the saving throw or after the possession ends.

Once you use this feature to possess a creature successfully, you may not do so again until you complete a long rest.

Spirit-Speaker

The Spirit-Speaker seeks to find greater understanding of the mortal realm by understanding the realm of the spirit. Spirits are drawn to shamans who follow this path due to their curiosity, and they willingly form bonds of service. Found almost anywhere, Spirit-Speakers are mostly self-taught. They build upon their natural spiritual rapport and instinctual aptitude with magic to form bonds with powerful spirit guardians who take on the form of beasts.

Race Restrictions

Sylvosen and undir may not choose this archetype.

Geas and Taboos

You will go to extremes to not insult the spirits, calling to them by name and offering them additional offerings when able. If a spirit you are negotiating with demands a sacrifice, you will go above and beyond what was requested, commonly increasing the agreed-on price by 25%.

Additionally, you must make a sacrifice to the spirits of 5 gp worth of spices, wine, and herbs once a week. If you fail to meet this obligation, you cannot recover spell slots, and cast all cantrips as if you were five (5) levels lower (minimum of 1st level). This reduction lasts until you make the required sacrifice.

Expanded Spell List

As a Spirit-Speaker, you choose from an expanded list of spells when you learn a shaman spell. The following spells are added to the shaman spell list for you.

Spirit Speaker Expanded Spells

Spell Level	Spells
1st	*command*
2nd	*calm emotions*
3rd	*speak with dead*
4th	*guardian of faith*
5th	*commune*

Instinctual Understanding

Starting at 3rd level, you gain a deeper understanding of the emotions and motivations of spirits. You have advantage on all Wisdom (Insight) checks when dealing with spirits.

Pejul (Companion Spirit)

At 3rd level, you also attract the attention of a pejul, a companion spirit, that agrees to act as your ally and guardian.

Your pejul takes the form of a Medium-sized beast. It has the game statistics shown in the sidebar Companion Spirit, and gains the benefits of this feature. You can summon or dismiss your pejul as an action.

If your pejul is ever slain, you must complete a long rest before you can call upon your pejul again. Calling your pejul back after a long rest restores the spirit to full health.

Your pejul has a mind of its own, and only wants to defend and protect you. It rolls for initiative like any other creature, but your pejul will always attempt to remain adjacent to you, only moving to attack anyone who attacks you. Your spirit guardian will not move more than 60 feet away from you.

As a bonus action, you can call on your pejul to return to your side, ceasing its attacks on a creature. If you are incapacitated or unconscious, your spirit guardian tries to take you out of harm's way or defend you to the best of it's ability, even to death.

Your pejul gains a variety of benefits while it is linked to you.

- Your pejul adds your proficiency bonus to its Armor Class as well as to all attack rolls, damage rolls, and saving throws.
- When you reach 4th level in the shaman class and every level after that, your pejul gains an additional hit die, which increases it's hit point maximum by 5 + its Constitution modifier.

Whenever you gain the Ability Score Improvement class feature, your pejul further improves. You may choose to either increase one of your pejul's ability scores of your choice by 2, or increase two of its ability scores by 1 (to a maximum ability score above 20). Instead of increasing your pejul's ability scores, you can improve your companion spirit in one of the following ways:

- Your pejul can take the form of flying beasts, changing its speed to 10 ft., 40 ft. fly
- Your pejul can take the form of Small and Large beasts as well as Medium ones. If your companion spirit takes a form of the appropriate size, you can ride it as a mount.
- Your pejul's attacks are considered magical for the purposes of bypassing resistances and immunities.

Pejul are unique among spirit kind. They bond to a particular shaman and possess the ability to take on the form of any non-flying medium sized beast the shaman desires. These spirits share the same statistics regardless of their chosen form. When called, your pejul appears in an unoccupied space within 15 feet of you. The spirit looks like a normal animal but detects as magical and is revealed as a spirit via the shaman's Between Worlds feature.

Pejul (Companion Spirit)

Medium spirit

Armor Class: 12 (natural armor)
Hit Points: 12 (2d8 + 2)
Speed: 40 ft. (or Swim 40 ft., see below)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	10 (+0)	13 (+1)	13 (+1)

Skills: Perception +3
Senses: Passive Perception 13
Languages: all languages you know
Challenge: 1/8 (25 XP)

Keen Hearing and Smell. Companion spirits have advantage on Wisdom (Perception) checks that rely on hearing or smell.
Spirit of Many Forms: Companion spirits can change into any Medium aquatic or land beast as a bonus action. The spirit only takes on the physical shape of the creature, not any of its abilities or attacks.

Actions

Bite, hoof, or Claw (as appropriate to its form):
Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) piercing, bludgeoning, slashing damage as appropriate to its form.

Abolish Spirit

Starting at 6th level, you gain the ability to channel divine energy as a cleric does. You have the following Channel Divinity option:

Abolish Spirit: As an action, you present your primal focus and speak a prayer censuring spirits. One spirit of your choice that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is banished to the Spirit Realm, as long as its challenge rating is at or below a certain threshold, as shown in the table below. A creature that is banished this way cannot return to this Mortal Realm until the next dawn.

A spirit that you do not banish with this feature is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Shaman Level	CR affected
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Once you use this feature, you cannot use it again until you complete a short rest.

Voice of the Spirits

At 10th level, you learn how to cast *spirit journey** once, without expending a spell slot, regaining the ability to do so after completing a long rest.

Whenever you cast *spirit journey** you may offer a **fate debt** in place of the material component costs. This fate debt comes in the form of particularly bad luck. Anytime within the next 24 hours, your GM may have you reroll any successful saving throw or attack roll. You must abide by the new roll.

If you roll a natural 20 on the reroll from your fate debt, the spirits are not only appeased but impressed. The next time you cast *spirit journey**, the spirits praise you and are much more willing to assist you. The exact effects of the spirits' heightened estimation of you are left to the GM.

Perilous Journey

At 16th level, you can force a creature into the Spirit Realm. As an action, you can touch a creature and force them to make a Charisma saving throw against your spell save DC. If they fail their save, the creature is physically expelled into the Spirit Realm.

A creature expelled into The Spirit Realm is ripped asunder, suffering 10d10 force damage, and they reappear where they were on Mortal Realm, prone, at the end of their next turn.

Constructs and spirits suffer no damage from being expelled into the Spirit Realm but are still physically removed from the Mortal Realm. Once you use this feature, you cannot use it again until you complete a long rest.

III
BACKGROUNDS
Fate
Character Details
Personality Characteristics
Nations

Fate

To reflect the influence and impact the Heroes have on the events occurring upon Arcanis, the rules for Inspiration are expanded upon and changed to the Fate rules presented here. The Fate rules are used to represent the subtle push and pull by the Divine Harlot, Larissa, upon the strings of fate as the Heroes and other influential characters on Arcanis leave their mark upon the Shattered Empires.

Awarding Fate

You gain Fate by portraying your personality characteristics, bonds, ideals and flaws, especially when doing so would be detrimental or the more difficult option. Choosing to accept a foe's surrender because you have an ideal relating to honor or justice is usually more challenging than just killing them outright. On the other hand, killing a foe who has surrendered due to having a flaw relating to being bloodthirsty or vindictive, but who should be kept alive for information is also challenging. Both Heroes in these example scenarios are deserving of a Fate point.

The GM awards Fate, but players can nominate or suggest that other players receive Fate for good roleplaying. The goal is to encourage everyone to bring their Heroes to life. You can nominate another player for a Fate award whenever their Hero does something outstanding or roleplays their character in such a way that enriches the story, even if it's to the detriment of the party. The GM has final say on whether Fate is awarded.

Another way to earn Fate is through heroic actions. The Heroes of Arcanis travel the Known Lands, fighting for what they believe in and generally trying to advance the common good. Fate smiles upon heroic actions; defending the innocent, fighting against overwhelming odds, and staying true to your ideals in the face of powerful temptation. Your GM should award Fate for these kinds of actions.

Likewise, taking actions that are decidedly not heroic will turn Larissa's gaze away from the cur and cowardly. Murdering the innocent, abandoning a quest because it became too difficult or costly, or refusing to help those in need because payment was not forthcoming are not the actions of Heroes. Your GM is encouraged to remove one of your uses of Fate for such actions. Note: this assumes a standard heroic game play. Should you be playing a non-heroic campaign, then these rules should be modified as necessary.

Using Fate

Like Inspiration, using Fate provides advantage on an ability check, attack roll, or saving throw but a player choose to use Fate either before or after you make the roll. If you choose to use Fate after the roll is made, you can only do so before you know the outcome. There may also be some features related to your nation, religion, and secret society that let you use Fate for specific purposes.

You will start every session without any Fate and will build up your pool of Fate as the session progresses. But, unlike normal Inspiration, you can stockpile a number of uses of Fate equal to your proficiency bonus. Alternatively, your GM may allow everyone to start with a certain amount of Fate to represent actions taken during downtime, a blessing from a priest or a moment of clarity after an important accomplishment.

The Flow of Fate

A visual and tactile way to represent Fate is to put out a pile of counters in easy reach of the players that can be used to track their Fate. This pile should have a number of counters equal to the maximum Fate that all the Heroes can have. So, at a table of 4 players, each with a 3rd level Hero, the pile should have 8 counters. (Maximum Fate Pool for a 3rd level Hero is their proficiency bonus: 2).

When a player is awarded a Fate point, they can take a counter and add it to their personal pool. When they want to use Fate, they give one of their counters to the GM. The communal pile is refilled when the GM uses Fate. The GM can have any amount of Fate and can use Fate in the same way as the players can. When the GM uses Fate, they give one of their counters back to the communal pile. This will create a flow of Fate counters between the players and the GM and get everyone involved in telling a good story with the game.

Even if you don't use this method, make sure that Fate has a presence at your table. Find a way that works best for you and your fellow players to have the power of the Smiling Goddess felt during your sessions.

Character Details

The Hero you'll play in your Arcanis campaign is more than just a collection of numbers on a character sheet, and the race and class you selected. Where do they come from? What motivates them to leave their (comfortable) existence and risk their lives? What ideals do they strive for and what personal flaws are they trying to overcome? This chapter will start you on the road rounding out your Hero from an abstract representation, to a fully fleshed out character.

After you've done the basics and then selected a name for your Hero based on their race and homeland (see the **World of Arcanis** chapter for a list of suggestions), you're ready to begin the process of building your Hero's personality and background. Follow the sections below and see what options you have available. If none of them fit your character concept, don't hesitate to confer with you GM to come up with something more to your liking.

Common Languages Trees and Their Alphabets Table

Language	Alphabet	Typical Speakers
"The Tongues of Man"		
Altherian (Ancient Imperial)	Altharin	Altherians, priests and scholars
Auxunite	Khitani	Nomads that roam the wastes of the Fiendish Expanse.
Cancerese	Coryani	People from Canceri
Coryani, High	Coryani	Educated and scholarly people of the Known Lands
Coryani, Low	Coryani	People of the Known Lands, used as a trade language
Erdukene	Altharin	Nienites of the northern Hinterlands
Khitani, High	Khitani	Nobles of the Khitani Empire
Khitani, Low	Khitani	Citizens of the Khitani Empire, used as a trade language in the far west
Milandisian	Coryani	People of Milandir
Yhing hir	Khitani	Yhing hir
"The Tongues of the Serpent"		
Elorian	Suethric	Elorii
Ss'reusen	Suethric	Ss'reusen
Suethric	Suethric	Suethregorans
"The Tongues of the Sky People"		
Hamen	Kio	Hams
Kion	Kio	Kio
"The Unique Tongues"		
Hells Speak	Infernal	Infernals of the hells, Sarishans
Myrantian	Myrantian	Abessian Dominion
Udor	Udor	Dwarves, giants
Undan	Coryani/Kio	Dialect common to the undir, written in a local alphabet, usually Coryani or Kio
Ymandrake	Ymandrake	Ymandrakes, people from the Isles of Ymandragore

Alignment

Alignment has no place in the world of Arcanis. It is a world of grays where sometimes the hardest thing to be is a Hero. Instead of using alignment, try to see the world through your Hero's eyes. Arcanis is a world of complex motivations and allegiances. It's a world of secret societies and great families vying for power - sometimes working together and sometimes at odds.

Languages

Your selection of race will determine what languages your Hero speaks or was exposed to during the early years of their life. Some races, classes, and backgrounds grant additional languages that you can select from the **Common Languages** table above. The table lists the most prominent languages spoken on Arcanis. It is not an exhaustive list as many other races, ancient and modern, have their own languages and alphabets.

Literacy

Across the Known Lands being literate is not common. In fact, most of the populace cannot read or write. It is not uncommon for someone to be able to speak many languages and yet unable to read or write in any of them. As such, literacy has become a soft social meter that displays either wealth or noble blood.

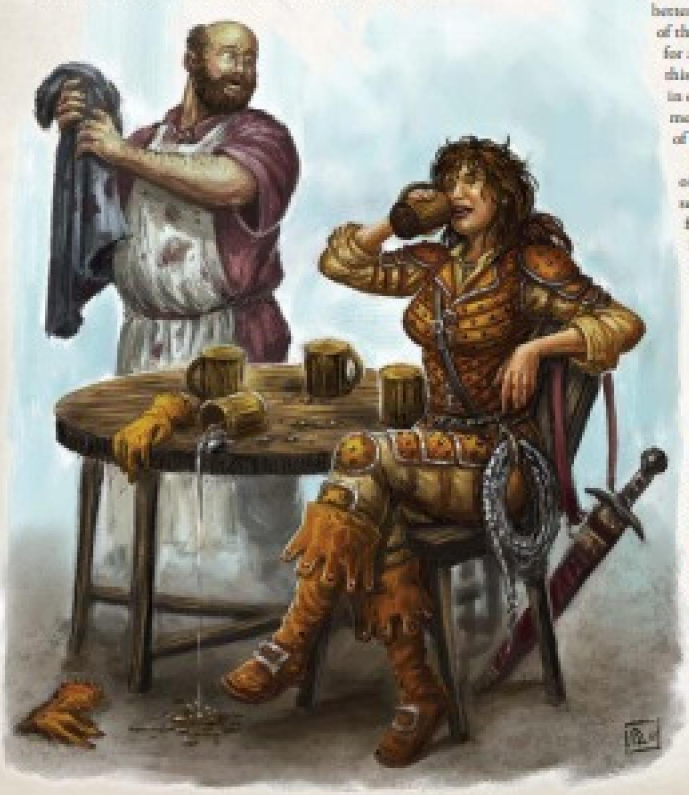
There are three ways to gain literacy; through your race, your background or by giving up a known language. Both dwarves and elorii have strong traditions of education and gain literacy through their racial heritage. Some backgrounds grant literacy, but if you choose a background that does not grant literacy you may become so by giving up one of your known languages. Gaining literacy makes you literate in all your known languages.

New Skills

The Linguistics and Psionics skills are new skills that reflect aptitude in certain kinds of Intelligence checks. These Intelligence-based skills help you navigate the diverse array of languages in the Known World and to understand the unique Arcanum wielded by psions.

Linguistics: You may make Intelligence (Linguistics) check to help you communicate with a creature without using words, forge a document, interpret an ancient text, make sense of a language that uses an unfamiliar alphabet, or to translate a conversation between speakers of different languages. If you are illiterate when you gain this skill you gain literacy. If you are already literate, you gain an additional language.

Psionics: Your Intelligence (Psionics) check measures your ability to recall lore about psionic powers and disciplines, psi crystals, the awakening rituals of the val, the abilities of psionic creatures, and information about paranaturally psionic creatures like the voiceless ones.



Personality Characteristics

When you select your Hero's background, nation and religion, you are describing their past and all the things that made them who they are now. Look through the options in this section and construct an identity for your Hero. What makes your fighter different? What makes your shaman unique? What motivates your Hero to go on adventures?

Backgrounds

What your Hero did before starting a life of adventure plays a major role in shaping their personality and unique identity. For each of the new backgrounds presented later in this chapter, there are a set of suggestions for personality traits, bonds, ideals, and flaws. You can freely mix and match among these, or create entirely new ones to better fit your Hero's story. Some of these traits have a notation for a specific race or nation; this indicates that the trait in question is most suited to members of that race or citizens of that nation.

Remember that regardless of what background you select; you should try to figure out what changed in your Hero's life. How or why did your Hero stop being a legionnaire? What made your Hero leave their country of origin and become an exile? Answering these kinds of questions are an important part of choosing a background.

Also, give some thought as to how your choice of background will inform your Hero's nation of origin. Many backgrounds are found across the Known Lands, but some are very specific to a certain race or nation. While these are just guidelines, make sure to ask your GM before going against these suggestions.

National & Racial Guidelines: Some backgrounds are only available to specific races or nations.

Social Class: In most societies, your social class has numerous implications. The most basic social division is the ruling class (e.g., noble, lord, patrician, knight, military officer, lady-in-waiting) and the commoner class (e.g., farmer, woodsman, craftsman, artisan, peasant, plebeian, soldier, slave).

If your Hero comes from the commoner class, you may be able to move freely in rural areas or the poorer sections of a city, while a high class Hero would stand out like a sore thumb. Conversely, at a nobleman's feast, a Hero from the ruling class may be invited to dine at the noble's table, whereas a commoner Hero can easily insinuate themselves with the serving staff.

Some backgrounds dictate your social class while some do not. If your background doesn't say otherwise, you may choose whether you are high class or of the commoner class. This choice also affects national proficiencies available to you (see Nations section).

Minimum Age: Based upon your race, this is the minimum age at which you began your life as a Hero.

Proficiencies: Each background gives your Hero proficiency in two skills and most backgrounds give a character proficiency with one or more tools.

Languages & Literacy: Some backgrounds allow characters to learn additional languages beyond those granted by race. Some backgrounds may provide literacy, depending on the socioeconomic status of the background. Gaining literacy makes you literate in all your known languages. If your hero is not already literate, you can give up one of those extra languages to become literate. If you gain literacy twice, then you may pick an additional language.

Equipment: Each background provides a package of starting equipment. If you use the optional rule to spend coin on gear, you do not receive the starting equipment from your background.

Customizing a Background: You may want to modify a background, so it better fits your character concept. You may replace your background feature with another, replace a skill, replace a tool/weapon proficiency, or replace literacy with an additional language. Additionally, you may choose an equipment package or spend coin on gear as described in the equipment section. If you spend coin, you can't also take the equipment package suggested for your class. If you can't find a feature that matches your desired background, work with your GM to create one.

Using these customization rules, you can create an appropriate background for your character. For example, if you want your Hero to have been a sailor, start with the Apprentice background, swap the tool proficiency with proficiency with water vehicles, and change the skill proficiency from History to Perception. You may keep the Eye for Worth feature to represent a merchant sailor background, or exchange it for the Professional Consideration feature to represent a more piratical origin.

Stat Monkey Says: Duplicate Proficiencies and Variant Backgrounds and Features

If you receive a duplicate proficiency because of your background, remember that you can always swap them out to customize background to fit your Hero. When you take a background, you gain its feature, or you can choose a variant feature for that background. Similarly, variant backgrounds give you all the same benefits of the background except where noted.

Arcanis Character Options in Other Campaign Settings

You may have noticed that Arcanis has many more languages, literacy rules, and a few more skills than a standard campaign setting, and due to this the Arcanis backgrounds are balanced differently from other campaign settings. This is to allow more granularity in character creation and to prevent these rules additions from penalizing certain character builds. However, if you are using the rules in this book for a different campaign setting that doesn't have the additional Arcanis languages, literacy rules, or new skills, then you should use the following guidelines to prevent imbalance: replace all references to 'Low Coryani' with 'Common,' and replace any other specific language granted with one appropriate to your chosen setting. If you are not using literacy as a background option, simply remove literacy from any Arcanis specific background and add one language in its place.

Similarly, you may wish to add additional backgrounds from other source materials to your Arcanis campaign. To make them appropriate for Arcanis characters, first determine if the background should grant Literacy or not. If it should grant Literacy, then you may complete the conversion by adding either an additional language or a tool proficiency, but a language is most appropriate. If the new background should not grant Literacy, then you may complete the conversion by adding one additional language or tool proficiency, but keep in mind that most illiterate cultures would be more likely to learn trade skills than to study foreign languages.

The Noble Val

Val are the favored children of the Gods and are the shepherds and leaders of humanity. Most val families have some level of nobility and influence in the ruling of their nation. To reflect this, a val can always choose the Family Ties feature from the High-Born background in place of the feature from any other background they select.

If you are a noble val, you gain the following additional background feature:

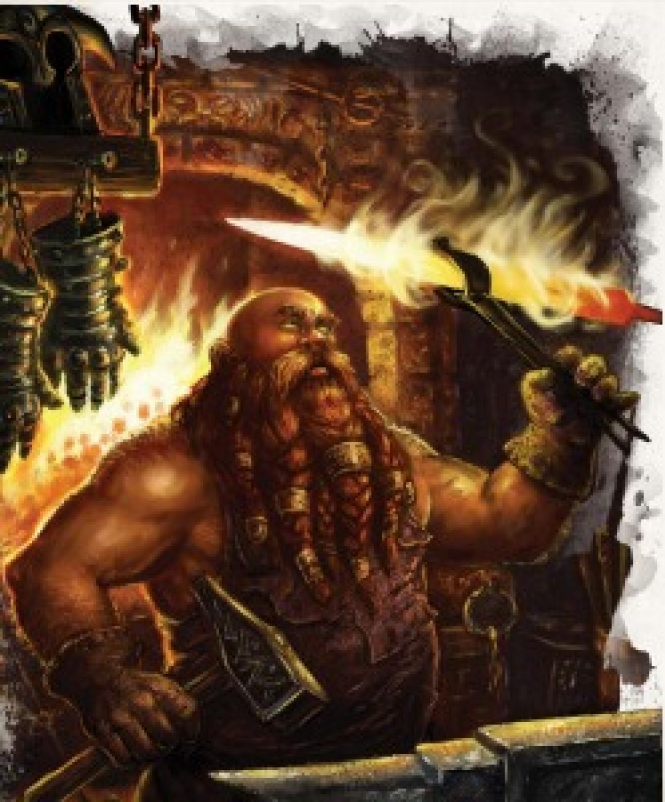
Feature: Of Noble Birth

Regardless of your status within your family, you are of noble birth. When you interact with commoners, they will always see you as an outsider incapable of understanding the common man. They will be predisposed to seeing you as a tyrant, an oppressor, or a fool until you prove otherwise.

Noble human families may court your favor solely because marrying off a human noble to a val is a way to increase their own family's political standing. Criminals will see you as a target, ripe for a handsome ransom scheme, and the authorities of human nations will be inclined to take your word over that of the low-born, even if they know you are lying.

The halls of the powerful and the ruling class welcome you as one of their own - whether this is a blessing or a curse is up to you.

You can choose to be a common val; perhaps you were raised away from your family's holdings or you were born out of a union that your family deemed unsuitable. Common val can still choose the Family Ties feature for their background feature but do not gain the Of Noble Birth additional background feature. Common val do not receive an adorned flintlock, or indeed any flintlock, in a coming of age ceremony.



Apprentice

You were once a craftsman. You may have studied under the tutelage of a blacksmith, armorer, or even as an Alfheim architect. After applying your trade for a few years, you decided to strike out on a life of adventure. Maybe you seek to learn new techniques or hope to study under the tutelage of a master craftsman, or perhaps you simply left the quiet life behind, finding you enjoy swinging a sword more than you do a blacksmith's hammer.

If you are a dwarf, you are currently an apprentice to one of the master smiths or master craftsmen of your Enclave. As part of your training, you are sent out into the world to search out new techniques among the younger, innovative races, or search out lost methods of crafting from the many ancient ruins that dot the Known Lands.

Social Class: Commoner class; elorii do not have a social class structure.
Minimum Age: 60 (dwarf), 150 (elorii) or 25 (any other)

Skill Proficiencies: Athletics, History
Tool Proficiencies: Any one artisan's tools
Languages: Choose any one language
Literacy: You are literate
Equipment: A set of artisan's tools (your choice), a set of traveler's clothes, and a backpack containing a folio with 5 sheets of parchment, an ink pen and a bottle of ink. If you are a noble val you also have an adorned flintlock pistol and 10 shots of blast powder.

Feature: An Eye for Worth

Your training has given you a good sense for the value of objects and the quality of their construction. By examining an item for 10 minutes, you can determine its worth in gold pieces and whether it is an antique or some exotic item. Your GM may ask for an Intelligence check, possibly using a set of artisan's tools related to the item, if you are examining something truly unique.

Variant Feature: Master's Respect

Your tutelage under your master may imbue you with a measure of the respect he has earned in certain situations. When interacting with craftsmen in the same or a similar field as yours, they are more likely to provide aid and services, perhaps at a discounted price or in exchange for services from you.

Apprentice Personality Traits (d6)

1	I have spent years working the forge to create the "perfect item" to lift the curse from my people. I seek new experiences and sights to inspire me so that I may succeed where so many others have failed. (dwarf)
2	To the eyes of the eternal people, mortal artistry is flawed and crude. (elorii)
3	I find it difficult to stop working on a project, as there's always some small imperfection to fix.
4	I am intensely curious about how things work, and I can often be found examining objects closely.
5	Whenever I come across another artisan, I hound them for details about their process.
6	Failure of any kind is frustrating. The smallest setback enrages me.

Apprentice Ideals (d6)

1	**Perfection:** The flaws of the natural world should be improved on.
2	**Creativity:** Finding new ways to solve a problem makes the world a better place.
3	**Beauty:** Art should exist for its own sake.
4	**Logic:** Steel doesn't care how you feel about it, only how well you can forge it.
5	**Self-Improvement:** Practice makes permanent, not perfect.
6	**Respect:** My craft speaks for itself.

Apprentice Bonds (d6)

1	My master and the shop where I learned my craft are my home.
2	I have yet to create my masterpiece. I must do that to truly call myself a master of my craft.
3	I owe my master a great debt for making me who I am today.
4	I will have revenge on my master's killer.
5	Someday I will create something that will earn my master's respect. Someday.
6	My master was cruel and stole my best work from me, taking credit for it. Someday, I'll have my revenge.

Apprentice Flaws (d6)

1	My work is never good enough. I can always find a flaw that makes the whole piece worthless.
2	I am impatient, and I make simple mistakes that hamper my efforts.
3	I am always striving for techniques and skills that are beyond my ability.
4	I ignore simple solutions in favor of more complicated ones.
5	I will do practically anything for the chance of learning some new skill or technique
6	My skills are focused on my craft, not on dealing well with others.

Bodyguard

You may have been just a hired thug, watching the back of those who could pay your price, or maybe you worked for an affluent merchant family. Alternatively, you may have walked the halls of nobility, watching the shadows for an assassin's dagger. You have always watched over others, but now find yourself without work or released from service.

Social Class: Commoner class
Minimum Age: 60 (dwarf), 150 (elorii) or 25 (any other)
Skill Proficiencies: Insight, Perception
Weapon Proficiencies: Choose one martial weapon of your choice
Languages: Choose any two languages
Literacy: You are not literate
Equipment: A mess kit, a set of traveler's clothes, a signal whistle and a pouch with 20 gp. If you are a noble val you also have an adorned flintlock pistol and 10 shots of blast powder.

Feature: Reputation for Tenacity

Your reputation as a dogged guardian proceeds you. When speaking with potential patrons who may be likely to be aware of your past employment, they are more likely to accept your service and favorably so. Likewise, less stout-hearted assailants aware of your reputation may be less likely to press their luck against you.

Variant Feature: Retinue

You are adept at fading into the background behind your ward, being unobtrusive while maintaining your watch. If you are with others, and if no one is actively looking at your group, you can generally find your way to the back of the group and slip in unnoticed wherever they are headed. It is not that you are hidden, you simply do not stand out.

Bodyguard Personality Traits (d6)

1	I always make sure that I have a clear line of sight on the exits of a room.
2	I almost never turn my back on someone, unless I trust them completely.
3	I am constantly cleaning my weapons or gear while resting. Preparation is key.
4	Anytime I receive money as a reward I make sure to count it later, in private.
5	I have trained myself to examine a room or area for any possible ambush points or possible hiding spots that an assassin could use.
6	I always have a weapon on me somewhere, even in the bath.

Bodyguard Ideals (d6)

1	**Duty:** Once I have taken a job, I give my all to complete it.
2	**Honor:** I live and die by my reputation, so I make sure to keep it intact.
3	**Devotion:** My skills are not for sale, they are freely given to members of my religion, high-ranking citizens from my home nation, or prominent members of my race.
4	**Practicality:** Fancy armor and gilded weapons mean nothing to an assassin.
5	**Restraint:** Not every threat needs to be met with lethal force.
6	**Merciless:** The best way to ensure that an assassin won't try again is to remove them, permanently.

Bodyguard Bonds (d6)

1	I failed to protect someone once. Never again.
2	I am loyal to my charge above all else.
3	When the time came to pay up, my employer skipped town instead. I will find them and get my money.
4	I am prepared to give my life for someone I am protecting.
5	Magic is a difficult thing to guard against. I am always looking for new ways to defend against magical attacks.
6	A family member was once taken by a Harvester of Ymandragore. I won't let anyone else suffer that fate.

Bodyguard Flaws (d6)

1	I don't have any skills beyond guarding someone.
2	I consider everyone a threat. Everyone.
3	I will not eat or drink anything I didn't prepare.
4	I treat everything as a business deal, always asking what's in it for me.
5	I can never hold on to wealth. The moment I get paid I spend it all.
6	I like following orders and being told what to do. It means I don't have to think.

Diplomat

You have been trained in the ways of the court, a place that, for the naïve, can be just as dangerous as any battlefield. But, where failure upon the field of battle may just cost you your life, the wrong words, or even the wrong gift may lead to the death of thousands.

Work with your GM to develop who you once or still represent. You may represent a regional church, local government, a powerful cabal of merchants, or even a noble house.

Social Class: Commoner or high class
Minimum Age: 60 (dwarf), 300 (elorii) or 20 (any other)
Skill Proficiencies: Insight, Persuasion
Languages: Choose any three languages
Literacy: You are literate.
Equipment: A set of fine clothes, a set of common clothes, a letter of introduction, a signet ring, and a belt pouch containing 15 gp. If you are a noble val, you also have an adorned flintlock pistol and 10 shots of blast powder.

Feature: Representative in Good Standing

Even though you are "retired" from your proper duties as a diplomat your actions still reflect upon your past sponsor. Choose a nation, church, or a noble family from your home nation to be your previous sponsor. Your previous sponsor still acknowledges your good service, allowing you to secure an audience with a local representative if need be.

If you properly present yourself, representatives of an allied noble house, church, or nations will extend common courtesies, such as food and shelter. But such hospitality should never be taken advantage of, as word of such actions have a way of spreading and may embarrass your past sponsor.

Diplomat Personality Traits (d6)

1	I always speak with eloquence and grace. I have a turn of phrase for everything.
2	I have read more books than most people even know exist. I'm always comparing things to something I read once.
3	Occasionally, I forget what language I'm using and I don't realize it until everyone is looking at me with puzzled expressions.
4	I am always willing to hear someone out. Everyone has a story.
5	I unconsciously look out for oral traps and landmines, even in the most innocuous conversations.
6	With the right word, I can usually defuse even the tensest situations.

Diplomat Ideals (d6)

1	**Empathy:** Everyone has their own story and sharing those stories brings us all closer together.
2	**Peace:** Violence is always the last resort and should be avoided whenever possible.
3	**Communication:** Learning more about each other is the way great nations maintain peace with one another.
4	**Ambition:** Every negotiation, each meeting with a noble, is a chance to gain more power and prestige.
5	**Duty:** Working tirelessly for those you represent is the true job of every diplomat.
6	**Manipulation:** Making people dance to your tune is easy; try doing that with countries.

Diplomat Bonds (d6)

1	I will do my utmost to further the goals of those I represent.
2	I have contacts everywhere and I try to keep them safe.
3	Not every deal goes well. I have an old employer hounding me to fix a contract for them.
4	One of my friends suffered because someone at the negotiating table was trying to get to me. I will make them pay.
5	My family believes that strength of arms is the only way to achieve victory. One day, I will show them that the pen is mightier than the sword.
6	I naively trusted an opposing diplomat once, and they used that against me, making those I represented suffer. Never again.

Diplomat Flaws (d6)

1	Before every meeting, I must make sure I'm presentable.
2	A pretty face can distract me from my true goals at the negotiating table.
3	I can't resist finding a way to use clever tricks and loopholes to get one over on those in power.
4	I try not to represent people for free, but I can't resist someone in need.
5	Sometimes I just don't know when to stop talking.
6	I don't endure pain well. That's why I use words to settle my problems.

Variant: Courtesan

You know how to please those who come to you, be it with stimulating conversation or your practiced touch. Whether you worked as a "street-level" Larissan priestess, with a courtesan guild, such as the Nine Sisters of Tender Mercy, or as a pampered companion of nobility, you now find yourself outside of that protective and pleasant environment. The reason for this is your own, but one thing is certain – silk pillows and scented water are not in your immediate future.

Feature: Cultured

Although you are no longer a courtesan you can easily fit in among the nobility, almost as if you were one of their own. Once you become familiar with the local power structure you find that, although you do not possess the power of a noble, you do have their ear.

Exile/Expatriate

You have left your home nation behind; perhaps you left on your own volition or were "asked" to leave. Either way, you are now alone in a strange land, trying to fit in, yet always the outsider. When you choose your home nation, you can either choose the nation of your birth or the nation where you now reside.

Social Class: Commoner or high class
Minimum Age: 45 (dwarf), 18 (any other)
Skill Proficiencies: Choose two from the following: Deception, Stealth, Survival
Tool Proficiencies: Vehicles (land) or one type of artisan's tools
Languages: Choose two languages - one must be from your new home.
Literacy: You are not literate.
Equipment: A map of your current nation produced in your homeland, a token or some important/sentimental thing to remind you of the life you left behind, a set of common clothes, and a purse containing 10 gp. If you are a noble val you also have an adorned flintlock pistol and 10 shots of blast powder.

Feature: Refugee Network

You know where communities of expatriates from your home nation exist in your current nation, and can go to them for shelter, food, and information.

Exile/Expatriate Personality Traits (d6)

1	I hold a deep resentment/hatred towards the people or nation that exiled me. Anything I can do to make their lives worse, I will. .
2	I rarely stay in one place for long. I'm always pacing or moving about in some way.
3	I have some mannerism or quirk from my lost nation that I cannot get rid of.
4	I try to dress and comport myself in the style of my original nation, and I care not for the curious looks I get.
5	I almost never use my birth language. I always use whatever tongue is the most common.
6	I view anyone I meet from my native country as a potential threat.

Exile/Expatriate Ideals (d6)

1	**Trust:** In a world where allegiances can shift in the blink of an eye, staying true to one's friends is paramount.
2	**Independence:** I am beholden to no one.
3	**Piety:** Devotion to fleeting national boundaries is misplaced. The Gods are eternal.
4	**Change:** Nothing is certain in this world. Expecting otherwise leads only to pain.
5	**Loyalty:** Patriotism does not require citizenship.
6	**Diversity:** The Known Lands are full of intriguing and unique people.

Exile/Expatriate Bonds (d6)

1	I was exiled for some horrible crime; a crime I may someday be called to account for.
2	My exile was by choice. I couldn't bear living among such boring/evil/dangerous people one day longer.
3	I am not an exile. I am on a secret mission for my people.
4	I left my nation of origin to be with someone I loved.
5	I am the last of my family and had to leave my home nation to escape their fate.
6	I am constantly seeking ways to lift my sentence of exile.

Exile/Expatriate Flaws (d6)

1	I am slow to trust. Anyone you meet can sell you out later.
2	I see anyone from my home nation as a potential ally, someone who can help me get home.
3	I will believe anyone who offers me a way to change my exile status.
4	I follow the leaders of my new home unquestioningly. They took me in when I had nowhere else to go.
5	Insults to my home nation can still draw my ire, even though they cast me out.
6	I see everyone from my home nation as a potential assassin/enemy.

Former Slave

Through skill at arms, wit, or luck you have won your freedom. Many Coryani have in their will a clause that frees all the slaves in their household upon their death. If you were particularly skilled as a gladiator and won your freedom at the arena, or perhaps you were just smart enough to buy your own freedom. Other former slaves escaped their bondage, either by guile or by killing their master. If you did escape, you may very well be arrested or killed when in your nation of origin if your status as an escaped slave is discovered. If you gained your freedom through legal means you can be confident in your new status as a free person.

Slavery in Arcanis:

Many nations in the Known Lands practice slavery, and although the treatment of slaves varies from master to master, there are some broad cultural differences. In the Coryani Empire, slaves are expensive commodities and treated as such, while in some nations, like Cancori, slaves are seen as cheap chattel, commonly beaten or killed for the slightest misstep.

There are many ways one may end up as a slave. In the Coryani Empire, most slaves are purchased outright from slavers, while others willingly submit themselves to pay off their debts, while others are taken as spoils of war. In Altheria, some people indenture themselves and their progeny to pay off a blood debt owned by their family. In Cancori and the Pirate Isles, slaves are simply taken however and wherever they can be.

There are nations where the practice of slavery is abhorrent. The Kingdom of Milandir has a strict edict against the ownership of a sentient being. The dwarves also do not enslave humanity, given that such a practice would anger the deity that cursed them, however, certain enclaves are known to retain the practice of enslaving giants and other inimical races to serve as laborers. The elorii of Seremas do not own human slaves, and while the same is assumed of those from Elorbël, none can assert this with any degree of certainty. The nations of the kio do not formally practice slavery, though they do have a system of indentured servitude, but is limited to one generation.

Nationality: You can either choose the nation that you came from before becoming a slave or the nation where you were enslaved.
Social Class: Commoner class
Minimum Age: 40 (dwarf, escaped from Cancori only), 80 (elorii) or 20 (any other)
Skill Proficiencies: Insight, one other skill appropriate to your specialty.
Tool Proficiencies: Choose any one artisan's tool, musical instrument or gaming set
Languages: Choose any two languages (one is usually the language of your former masters)

Literacy: You are not literate.

Equipment: A dagger, a set of common clothes, a document proving your status as a freeman (if applicable), and a belt pouch containing 10 gp.

Specialty: As a slave, you were called to fulfill a role in your owner's household. Roll a d6 or choose from the options in the table below to determine your Specialty.

D6	Specialty	Proficiency
1	Laborer	Athletics
2	Pleasure-Slave	Performance
3	Household Slave	Persuasion
4	Groom or horse slave	Animal Handling
5	Artisan's slave	Two artisan's tools
6	Tutor	History, Religion, or two languages You are also literate.

Feature: Secret Ways

As a slave, you were always seen but never acknowledged. To facilitate your invisibility, you became familiar with all the back ways in and out of your estate and how not to draw attention to yourself. When in situations where you are attempting to locate a means of entrance, you know where to find the slave's entrance if one exists. Additionally, you gain advantage on all rolls made with other slaves or similar individuals for information.

Former Slave Personality Traits (d8)

1	Sometimes I still find myself unable or unwilling to take the initiative. Unless I'm told to do something, I will simply not do it.
2	I find it hard to trust; those with the widest smiles are sometimes the cruelest masters.
3	I keep my eyes down when dealing with anyone of a higher social standing; some habits are hard to break.
4	I have become callous to the most extreme social situations. In such a setting, nothing makes me uncomfortable.
5	Now that I am free I revel in it, doing some things simply because I can.
6	I do not part with my possessions easily.
7	I'm naive about many things.
8	I have a bad habit of listening in on everyone's conversations.

Former Slave Ideals (d6)

1	**Cruelty:** I take joy in having power over others and make the most of every opportunity to enforce my will.
2	**Callus:** I honestly don't care about the plights of others. Life is hard and unfair, deal with it.
3	**Guilt:** I was a leader over other slaves, and I used that power to make them suffer. I must make amends for that.
4	**Compassion:** I can't stand to see the suffering of innocents.
5	**Retribution:** Cruel slave masters need to feel what it is to long for freedom.
6	**Freedom:** I'm going to live a full life, a life of my own choosing.

Former Slave Bonds (d6)

1	I was separated from my family when I was young and seek them out to this day.
2	I still respect my master and their family. Though I am free I still come by to visit and I find that I am welcome.
3	I left someone I love behind and I will do what I can to buy their freedom.
4	I owe my freedom to another slave whose actions resulted in my freedom.
5	I was set free after my master's death. In his will I was granted freedom and the curious trinket he always kept with him.
6	I witnessed something or know a secret, something my old master or his associates would kill me for.

Former Slave Flaws (d6)

1	I'm filled with blind hate for the people who enslaved me.
2	I have no respect for those who willingly become slaves.
3	Even now, I still flinch from a raised hand.
4	I can't stand the sight of a slave being treated badly.
5	I feel guilty when I find enjoyment in indulging myself.
6	I am selfish; now that I'm free, the only person I look out for is myself.

Variant: Escaped Slave

You escaped your slavery through illegal means; maybe you simply escaped or maybe you killed your master or one of their guards. Regardless of how you escaped, you are now free, on the run, and always looking over your shoulder.

Equipment: A dagger, a set of common clothes, and a belt pouch containing 15 gp.

Additional Feature: Fugitive

Regardless of how you escaped, you may be arrested or even killed when in your nation of origin if your status as an escaped slave is ever discovered. Your old master or their family may or may not be actively looking for you, depending on your method of departure.

Variant: Former Gladiator

You can still hear the roar of the crowd as they called out your name. The blood you spilled was for their pleasure and for your freedom. Maybe you joined a ludi to pay off your debts, or maybe you were bought by a lanistae seeking to improve his stock. Either way, you won your freedom and are now master of your own destiny!

Skill Proficiencies: You may choose between Athletics or Acrobatics for your specialty proficiency.

Feature: Blood and Sand

The tales of your exploits in the arena or pits have followed you. In your home city you may find it difficult to go about unnoticed as fans may recognize and come up to you, call to you, or point while telling their friends of your exploits. Within your nation your name carries some weight as your reputation may earn you free lodging and food (modest standard), or earn you a challenge from a local swordsman attempting to make a name for himself. Fame for you, ironically, is a double-edged sword.

High Born

The blood of the celestial Valinor flowing through your veins. Along with a myriad of unique bloodline powers, your race is also gifted with the latent potential for psionics. Naturally, this makes you singularly gifted as a leader of other races. You and your family take your duty to shepherd and guide lesser races seriously. Over the years, great val families have produced charismatic leaders, incomparable warriors, skillful politicians and powerful psions. However, those same families have also produced unstable and ambitious individuals who delighted in using their positions of power to satisfy their own selfish ends.

Nationality: Any except the Dwarven Enclaves or elorii nations
Races: Human, kio, or val
Social Class: High class
Minimum Age: Age of maturity in the culture, usually 16
Skill Proficiencies: History, Insight
Tool Proficiencies: One type of gaming set or musical instrument
Languages: High Coryani
Literacy: You are literate.
Equipment: A signet ring with your family's coat of arms, a trinket such as a coin or crystal used to focus during meditation, a set of fine clothes, and a purse containing 25 gp. If a noble val, you also gain an adorned flintlock pistol and 10 shots of blast powder.

Feature: Family Ties

If you maintain a respectful status in society, you can call upon your family for favors, such as access to restricted areas or an audience with a reclusive noble. These favors are only accessible when your branch of the family has influence in the area (typically your home nation). In exchange, you are expected to serve your family's interests in general, and to provide specific services when called upon.

Variant: Awakened High Born

While all val are capable of wielding psionics, most lack the mental discipline needed to do so. However, the leaders within each family keep a continuous watch over the younger members of the family and any who show promise are eventually given the option of undertaking the ordeal known as the Awakening. Each val family has their own ritual, but the purpose is identical – to ignite the spark

that will allow the young val to use the power of their mind.

Nationality: Anywhere val families rule or have extensive influence and power.

Race: Val

Skill Proficiencies: Replace Insight with Psionics

Class Restriction: Your first level must be of a class with the Awakened feature or the ability to manifest psionic powers.

Feature: Eidetic Memory

As a by-product of the rituals that awakened your psionic potential, you have an improved memory. You can generally recall anything you have seen or heard with near perfect recall. Your GM may ask for an Intelligence check if you are trying to recall some very specific details or if you are trying to recall something you only saw once, or a long time ago.

High Born Personality Traits (d6)

1	I try not to, but sometimes I do fit the stereotype of my bloodline.
2	The head of my family had a quip for every situation and I constantly find myself repeating them.
3	I am often lost in my own musings and mental wanderings, oblivious to those around me.
4	I naturally assume that I am in charge. I am the most capable person I know.
5	At rest, I often engage in meditation or special exercises to hone my talents.
6	If you do me an injury, I will unleash the full might of my heritage on you.

High Born Ideals (d6)

1	**Mastery:** I constantly seek to improve myself and connections to my bloodline.
2	**Independence:** I do not need the protection of my family, but I am not averse to dropping their name and using their influence.
3	**Leadership:** I must use my gifts to rule wisely and well.
4	**Family:** Blood is thicker than water.
5	**Purity:** My bloodline should be kept undiluted.
6	**Freedom:** I never asked for the burdens of my bloodline.

High Born Bonds (d6)

1	I am in love with someone outside my race and I need to find a way to convince my family to accept them.
2	I will do anything for a fellow member of my bloodline.
3	The common folk need to see me as a hero.
4	I have a duty to protect those who do not have my gifts.
5	My family has suffered great losses and I will avenge the wrongs done to them.
6	I am finally free to choose my own path in life instead of following the dictates of my station.

High Born Flaws (d6)

1	I have a taste for the finer things in life and if it costs a little more, so be it.
2	Everyone who isn't family must earn my trust.
3	The gifts of my race's blood are an obvious sign of our superiority.
4	I led a sheltered life growing up and I'm naïve about a lot of things.
5	I don't understand how others can live in such squalor. My distaste for their way of life is evident.
6	Why isn't everyone listening to me? You should all follow my orders. It will just be better.

Initiate of the Gods

With long nights of prayer, pouring over dusty scrolls, codices and tablets, you tirelessly memorized your prayers down to the last syllable. Each word bought you understanding; each rule strengthening your faith. You are among the truly faithful of the gods and through you Their will be done.

Nationality: Any except the elorii nations or the Hinterlands.

Race: Any except elorii or sa'ressen

Religion: The Church of the Dark Triumvirate, The Milandric Orthodox Church, or The Mother Church of Coryan.

Social Class: Commoner class or high class

Minimum Age: 45 (dwarf), or 20 (any other)

Skill Proficiencies: Insight, Religion.

Languages: Aldharin, plus one language of your choice from any nation.

Literacy: You are literate.

Equipment: A holy symbol, a prayer book, 5 sticks of incense, vestments, a set of common clothes, and a pouch containing 15 gp. Additionally, if you are a noble val, you have an adorned flintlock pistol and 10 shots of blast powder.

Initiates are shaped by their experience in temples or other religious communities. Their study of the history and tenets of their faith and their relationships to temples, shrines, or hierarchies affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

Initiates Personality Traits (d6)

1	I idolize a hero of my faith, and constantly refer to that person's deeds and example.
2	I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
3	I see omens in every event and action. The Gods try to speak to us; we just need to listen
4	I quote (or misquote) sacred texts and proverbs in almost every situation
5	I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.
6	I've spent so long in the temple that I have little practical experience dealing with people in the outside world.

Initiates Ideals (d6)

1	**Tradition:** The ancient traditions of worship and sacrifice must be preserved and upheld.
2	**Charity:** I always try to help those in need, no matter what the personal cost
3	**Purity:** Heretical cults and those teachings, such as those from an opposing Church, need to be destroyed to preserve the true teachings of the Gods.
4	**Power:** I hope to one day rise to the top of my faith's religious hierarchy.
5	**Faith:** I trust that my deity will guide my actions. I have faith that if I work hard, things will go well
6	**Aspiration:** I seek to prove myself worthy of my god's favor by matching my actions to Their teachings

Initiates Bonds (d6)

1	I would die to recover an ancient relic of my faith that was lost long ago.
2	I will someday get revenge on the corrupt temple hierarchy that branded me a heretic.
3	I owe my life to the priest who took me in when my parents died.
4	The common folk must be protected from heretical thoughts. Heresy must be rooted out and ruthlessly expunged.
5	I will do anything to protect the religion I serve.
6	I seek to preserve a sacred text that some consider heretical and seek to destroy.

Initiates Flaws (d6)

1	I judge others harshly, and myself even more severely.
2	I put too much trust in those who wield power within my temple's hierarchy.
3	My piety sometimes leads me to blindly trust those that profess faith in my god.
4	I am inflexible in my thinking.
5	I am suspicious of strangers and expect the worst of them.
6	Once I choose a goal, I become obsessed with it as I believe it is something the Gods wish me to accomplish.

Feature: Shelter of the Faithful

As an initiate of the Gods, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You can receive free healing and care at a temple, shrine, or other established presence of your faith. You must provide any material components needed for spells. Those who share your religion will support you at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity, and have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Variant: Priestess of Fire Dragon

Raised and trained since a hatchling by your sisters, you have served within the Temple of Cinders, spread the teachings of the Fire Dragon to your fellow Black Talons, and performed your duty by laying the eggs of the next generation of sa'ressen. Upon the 24th year after your hatching you are now free from your daily duties to the egg clutch and may leave the Sulphur Marsh and explore the world. You have set out upon the roads, seeking to learn of the Known Lands and one day return to your village to help guide your people.

Nationality: The Sulfur Marsh within the Kingdom of Milandir
Race: Sa'ressen (Female only)
Religion: The Fire Dragon
Skill Proficiencies: Insight, Religion, Performance
Social Class: High class (priest caste of your egg clutch)
Minimum Age: 24
Languages: Priestess of Fire Dragon do not learn additional languages
Equipment: A holy symbol (a gift to you when you entered the priesthood), vestments, a set of common clothes, and a pouch containing 15 gp.

Feature: Honored Sisterhood

As a Priestess of the Fire Dragon, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. Outside the Sulfur Marsh, those who share your religion will support you (but only you) at a modest lifestyle but such opportunities are rare.

Variant: Keeper of Traditions

Outside the more formal churches of Arcanis, initiates of the Gods follow a different path, a historical repository, of sorts. While many of the 'civilized' people have reduced their history to scribbles upon pages, pages which waste away with time, the history and legends of your people live within your mind, to be retold in song and in verse. You are one of the Keepers of Tradition and have committed to memory the stories and histories of your people.

There is still much for you to learn, so you have been sent out to experience the world and learn the stories of others. Once your time has come, return to the tribe to take on the mantle of elder, and teach the next generation of wandering Keepers.

Nationality: Hinterlands or the League of Princes.
Religion: , Animism, Ulumai Pantheon
Race: Dark-kin, human, gnome, undir,
Social Class: Commoner class
Minimum Age: 22
Skill Proficiencies: History and Performance
Tool Proficiencies: Herbalism kit
Languages: two languages, one must be from your home nation
Literacy: You are not literate.
Equipment: A staff or spear on which you have carved an intricate code that helps recall your people's history, several small animal fetishes that you believe bring you luck, a winter blanket, a set of common clothes, an herbalism kit, and a pouch with 5 gp.

Feature: Keeper of Lore

You possess an uncanny ability to recall the history of your people, many times this knowledge helps you relate advice to friends and allies in the form of parables and proverbs. This feature acts as a good roleplaying hook and gives your GM a mechanism to share clues or foreshadow events.

Variant: Shaman Initiate

"Not all people bow their heads to the "all-mighty" Pantheon of Mavo. Some of us still commune with the spirits of nature or other 'lesser powers'. These spirits don't make us kneel our knee a certain way, or make us bow and humble ourselves before them. Some help because they are friendly, while others can be bargained with, just like any other person. I trained to these old ways. Come, let me teach you."

--Gan Mönkh, Skohir Lore Keeper

Nationality: Hinterlands, Kingdom of Milandir (ti'reusen only), League of Princes, Blessed Lands
Races: Dark-kin, gnome, human, ti'reusen (males only), undir
Religion: Ulumai Pantheon worship or animism – ti'reusen males must follow Juggal Sag
Social Class: Commoner class
Minimum Age: 14
Languages: You learn one language from your home nation and one additional language.

Feature: Wiseman is Always Welcome

You are considered a holy person by your people, welcomed with a mix of both respect and fear. When you are among your people you will be offered food, shelter, and even small trinkets as they come to you for advice or a simple blessing. Other cultures that respect the path of the shaman will also meet you with a mixture of respect and fear, though with a bit of trepidation, for they are unsure of the spirits you call upon.

Laerestri

After centuries of little to no contact with the humans that usurped your people's home and birthright, the time has come for engagement once more. After receiving special training, you have been sent out to learn as much as you can of the outside world, especially the humans. Yet even after extensive training, nothing could have prepared you for what you found. Your memories of life in Elonbé is hazy, and you find that you can recall few details with clarity. Your contact, to whom you make your periodic reports, says that this is for the safety of your people, and that this was part of the training you agreed to when you became a Laerestri. You hope that someday, when you are recalled home, that this cloud over your memories is cleared, and you will see your beloved city once more.

Nationality: Elonbé
Race: Elorii
Social Class: Elorii do not have a class structure
Minimum Age: 75 (elorii)
Skill Proficiencies: Insight, Nature
Tool Proficiencies: Vehicles (land) or disguise kit
Languages: Choose one language from your new home
Literacy: You are literate.
Equipment: A map of your current nation, a token of something important to you from the left behind, a set of common clothes, and a purse containing 10 gp.

Feature: Laerestri Society

You are part of a loosely organized group whose sole purpose is to collect and relate information back to Elonbé. You can expect to receive shelter, food, and information from fellow elorii.

Laerestri Personality Traits (d6)

1	The outside world has been locked away in memories for ages. Now I want to see it, all of it, with my own eyes.
2	The Vastwood was filled with wonders that I believed could never be equaled, but the outside world has so much to show us.
3	The outside world has become far stranger than I remember, and I cannot seem to grasp their ways.
4	The human savages that toppled our civilization have evolved slightly. Perhaps this generation has something of value to teach us.
5	I view anyone from Elonbé as a potential ally, kindred sent into these strange lands.
6	I put great faith in the teachings, and the beliefs, of my homeland

Laerestri Ideals (d6)

1	**Decorum:** I will steel myself against the horrors and injustices I'm sure to see in the outside world. The elorii are, first and foremost, a proud people, and I will not show others, especially humans, any weakness.
2	**Piety:** Belisarda, the Life Mother will preserve us. I will serve Her faithfully, for only she will guide us through the coming war against the silent darkness.
3	**Change:** The elorii must go forth and prepare, or else we will stagnate and die.
4	**Vengeance:** The Prophecy of Ardelia says the humans will be needed for the coming War, but that does not mean they will be forgiven.
5	**Redemption:** While slaves of the xsethrics, the elorii committed atrocities and genocide among the races of Arcanis. I may not ever be able to wash the blood from my hands completely, but I must try by righting what wrongs I find in this new world.
6	**Hope:** Perhaps I will find that a way to return the Elemental Lords to our people.

Laerestri Bonds (d6)

1	I am haunted by dreams of five crowns worn by elorii princes, but our people have never had an aristocracy. If I'm to put these incessant thoughts to rest, I must search beyond the bounds of the Vastwoods for answers.
2	The blight of the xsanu and the rest of their empire still continues to corrupt or destroy whatever they can of the world. I must take the opportunity, now that I am outside the bounds of the Vastwoods, to bring about the downfall of the xsethric empire.
3	My love and I both joined the ranks of the Laerestri to explore the world together, but after our indoctrination, we were separated. I must find her/him.
4	I regret joining the Laerestri, and will do whatever I can to be invited home.
5	I still nurse a hope that something of the Elemental Lords survives.
6	I am drawn to a specific location upon the Known Lands, but I cannot remember why it was once significant to me.

Laerestri Flaws (d6)

1	I study but I do not trust. Human, xsethric, it matters not. Everything out here has betrayed us before or will likely do so again if they get the chance.
2	I see all elorii as allies, fellow children of the Mother in these strange lands.
3	There are so many new sensations and experiences in the outside world, that I can't have my fill. Food, alcohol, substances and of course, the carnal pleasures to be found with the various sentient races, is all so intoxicating. I must try them all, even if I am breaking dozens of cultural taboos.
4	I have difficulty respecting anyone younger than myself, which these days is most people I meet.
5	The val are the children of the betrayer Gods. Nothing good can spring from poisoned fruit.
6	I am desperate to find any remnant of our lost Elemental Lords in this human world.

Variant: Elder Sorcerer's Apprentice

Elorii were born and bred to be warriors by their xsethric masters, but some of them, in the time just prior to the rebellion, began to train in another type of warfare as well - that of Sorcery. After the overthrow of your cruel masters, that tradition remained. You are one of the few that continues the study and perfection of the craft humans call Elder Sorcery.

Social Class: Elorii do not have a class structure
Skill Proficiencies: Arcana, Insight

Variant: Seeker of the Fallen

Most elorii have accepted the fact that the Elemental Lords are gone. Their grief and loss still weigh heavily upon them at times, but they turn to Belisanda, the Life Mother, for their spiritual needs. Not you. You remember walking with Mörok or sailing with Bortle. You remember debates with Kelsos, and dances with Oualian. Sometimes, you can still feel their presence. It is faint, ever so faint, but you swear it is there. You are constantly searching for your lost gods, and strive to keep their beliefs alive.

Social Class: Elorii do not have a class structure
Skill Proficiencies: History, Religion

Peasant/Plebeian

You are a simple commoner, but now find yourself draw to the extraordinary life of adventure. Perhaps you longed for a different life away from the crowded streets of your home, or were forced into this life by circumstances beyond your control.

Nationality: Any human nation
Social Class: Commoner class
Minimum Age: 18
Skill Proficiencies: Athletics and Survival
Tool Proficiencies: Any combination of two artisan's tools and vehicle proficiencies
Literacy: You are not literate.
Equipment: A set of traveler's clothes, and a backpack, and 5gp. If you choose a tool proficiency you also possess a set of those tools.

Feature: Indistinguishably Common

You are, for better or worse, very…very… common. You are simply another face in the crowd, going unnoticed while among other ordinary folk, with nobles and the city guard more often looking past you than at you. Conversely, when you are among nobles or in other places where you simply do not belong, your pedestrian looks, and apparent lack of breeding draws a good deal of attention.

Variant Feature: Commoner

Being of the common folk you can easily fit in among them. You find that common folk seem to trust you more than they would a noble or retired member of the legions, and unless you have shown yourself to be a danger, you can find a place to rest or even hide among them. However, while they may be willing to shield you from the law, they will not risk their lives for you.

Peasant/Plebeian Personality Traits (d6)

1	I always seek to be around common folk, preferring to speak to servants over nobles.
2	I am always looking for an angle, a way to make a few more coins.
3	I loath to spend coin. I lived so long with so little that I know how precious it is.
4	Although I am a commoner I stand tall and don't back down easily from my social betters.
5	I truly believe that my luck in adventuring is tied to a trinket. I am obsessed with this trinket and always keep it on my person.
6	I have common sense, something I constantly complain about others lacking.

Peasant/Plebeian Ideals (d6)

1	**Respect:** You do not respect those who demand it, only those who have earned it.
2	**Honor:** When you give your word, you mean it. A handshake is as good as any oath.
3	**Reciprocity:** I treat others as I wish to be treated
4	**Ambition:** You will do anything to better your social or financial position
5	**Detached Practicality:** You don't let emotions get in your way, just get the job done.
6	**Work:** You find solace in a good day's work and you can't stand idle hands.

Peasant/Plebeian Bonds (d6)

1	I once saw an elorii sorcerer battle a creature and ever since then, I knew there was more to life than this drudgery. There are wonders to see and I mean to see them all before I stand before the Judgement of Nier.
2	My family was very poor, and it's the fear of being poor again that drives me
3	Someday I will tend my own land or run my own business, be it an inn or a stable.
4	I live day by day. I know I am only a piece in a game being played by those above me.
5	I always seek to learn new things, improve myself, and become more than I was.
6	I just want to know what's around the next bend!

Peasant/Plebeian Flaws (d6)

1	I am not used to having coin. When I do, I tend to overindulge.
2	I trust authority. I always obey the nobility of my home nation.
3	I've been taught that all sorcerers are in league with infernals and heretical cults. Though I've learned that's not true, I still feel uncomfortable around those that cast magic.
4	I detest and distrust all nobility.
5	When away from home, I am obviously out of my element and always make a scene, whether I mean to or not.
6	I tend to exaggerate every story I tell, clearly trying o impress those around me.

Reborn

The afterlife is not one's final resting place. When most mortal beings die, their soul stands before the Judgment of Nier, one of the Valinor of the Lord of Flaming Destruction. Those who have led exemplary lives as the Gods taught are sent to the Paradise of the Gods, while those who fall short of that high ideal are sent to the Cauldron of Beltine. In that churning mass, souls weighed down by the evil they committed sink to the bottom, while others roil about as they are purged of their imperfections. When a new life is ready to be brought into the world, Beltine dips into Her Cauldron and ladles out a new soul, a mixture of those who came before.

Most of the time, this new soul is a clean slate, unhindered by whatever combination of souls might have existed in the Cauldron when it was born. Sometimes though, these souls retain some sense of their previous self. A patchwork soul, as it is known, often has strange memories and even stranger dreams. Someone who's soul is a patchwork may be able to play an instrument the moment they pick it up, or read a language they have never encountered before. The phenomenon is rare enough that these patchwork souls are often treated with suspicion and mistrust and many are accused of consorting with infernals or other dark powers.

To the elorii, the suspicion and distrust of a patchwork soul is quaint. When the elorii die, they do not travel to the Cauldron but are drawn instead into the Oramar, the Soulspring. Unlike the Cauldron, the Oramar is not a place of pain and refinement. It is a chance for rest and reflection, a soothing balm to the soul. Elorii do not lose any of their identity or memories in the Oramar; it is only when they are ready to be reborn that there is a loss of the past. The process of being born is traumatic and often results in past experiences being jumbled and confused. During childhood, elorii are taught how to remember moments from their past lives and draw on the knowledge and training they have gained over many incarnations.

Dwarves are the one race that do not have this kind of experience. Their souls are forever barred from the afterlife and the soulshards of dwarves that have died reside within the Hall of Memories in each enclave.

When you choose this background, think about the nature of your reborn soul. Do you have clear memories that you know are not yours? Do you have dreams of people and places you never met? Do you have skills or talents that you never spent time developing? Were you hated and feared for this? Or were your gifts met with acceptance and training?

Nationality: Any except the Dwarven Enclaves
Race: *Any except dwarf*
Social Class: Any
Minimum Age: 100 (elorii), 18 (all others)
Skill Proficiencies: Insight, and any one skill related to your past life
Tool Proficiencies: Any one artisan's tool or musical instrument related to your past life
Languages: Any two languages
Literacy: You are literate.
Equipment: A book where you have recorded some of the dreams and visions from your past life, a set of common clothes, a musical instrument or set of artisan's tools of your choice, and a belt pouch with 15 gp. If you are a noble val you also have an adorned flintlock pistol and 10 shots of blast powder.

Feature: Fractured Self

Elorii cannot take this feature.

You have developed a second personality, though it is not as pronounced as someone with true multiple personality disorder. Sometimes, at seemingly random moments, your secondary personality comes though. Your mannerisms change, as does the way you speak, and perhaps your accent. When in your secondary personality you can easily pass as a native of whichever nation your language acquired though this background is from.

During these episodes you may have flashbacks of your past life, fragmented memories of places, people, or things. Your GM can use these memories as a way to help provide clues or more context for any events you are involved with. If necessary, a Wisdom (Insight) roll, DC set by the GM, can help you discern the details of your vision.

Elorii Feature: Visions of Lives Past

Elorii only.

When under strain or when faced with things or places that were intimately connected to a past incarnation, you receive powerful visions of events that happened in a previous life. These visions are often disjointed and difficult to comprehend but sometimes are as clear as any memory.

More often your vision has something to do with your current situation and your GM can use your visions as a way to help provide clues or greater context to the events you are involved with. If necessary, a Wisdom (Insight) roll, DC set by the GM, can help you discern the details of your vision.

Reborn Personality Traits (d6)

1	I know how to play a musical instrument even though I've never spent a day practicing it.
2	I find myself laughing or crying as an overwhelming feeling comes over me. The memories of the event that make me feel this way are clear for that instant, but then are gone.
3	When I'm not looking, my hands sometimes make odd motions that I don't understand.
4	Sometimes I hear things that aren't happening now, but did a long time ago.
5	I talk in my sleep, but in a language I don't know when I'm awake.
6	I learn new skills remarkably fast, almost as if I'm remembering something I've done before.

Reborn Ideals (d6)

1	**Faith:** There is a life after this one, an eternal reward waiting for us all.
2	**Nihilism:** Death comes to us all. It is inevitable.
3	**Fear:** When you stand before the Judgement of Nier, will you be found worthy?
4	**Detachment:** All things pass in time. We must spend our lives on that which is eternal.
5	**Self-Knowledge:** Who was I? What was my former life? Why do I have these dreams?
6	**Community:** Everyone will eventually face judgement. We must help each other enter the Paradise of the Gods.

Reborn Bonds (d6)

1	I have persistent dreams about a place that I don't recognize. I must try to reach it.
2	I'm searching for the answer to a question I don't know.
3	I was run out of town in my youth, so I keep my patchwork soul hidden from the common folk.
4	I'm looking for someone, anyone, who can heal the fractures in my soul.
5	I must make everyone I meet understand that they need to prepare for judgement.
6	My lifetimes are an accumulation of knowledge that I must share with my people. (elorii)

Reborn Flaws (d6)

1	I am instantly suspicious of anyone who finds out about my patchwork soul. I don't want to be persecuted again.
2	Certain (colors/smells/sounds/phrases) trigger an intense (fear/hatred/attraction) in me and I can't control myself when this occurs.
3	I have a strange phobia and I can't explain how I acquired it.
4	I always act strangely around those who are in mourning. I just don't understand what they expect of me.
5	I throw myself into mortal peril all the time. I try to deny it, but I'm always secretly thinking "Maybe this time I'll be found worthy of the Paradise of the Gods".
6	I abhor intelligent undead. Such creatures have escaped their ultimate judgement.

Sanctorum Trainee

You have been trained from the moment you were discovered by the sanctorum in the ways of the arcane. Your parents left you in the custody of the Sanctorum, either to protect you or out of fear of superstitious neighbors or the Harvesters of Ymandragore. Now that you have mastered your abilities, reality is yours to twist and manipulate at will.

Alternatively, you came to the Sanctorum to protect those with the arcane gift. Perhaps you came with a sibling, learning how to guard their back and keep them safe while they learned how to wield their power, or you helped the Sanctorum by scouting out potential sorcerers and helping them reach safety. Alternatively, you lost someone to a Harvester and came to the Sanctorum to make sure that never happens again.

Dwarves do not come to the Sanctorum to train as only the Encali dwarves are still able to wield arcane magic. The Encali solely practice the tradition of the Sorcerer-Priests of Sarish and tend to rely on their fellow dwarves or the clergy of Sarish for protection from Harvesters. However, some dwarves do join the Sanctorum even though they have no arcane skills out of a desire to help protect those that do. They see it as an extension of their mission to protect the entari, what the dwarves call humanity (literally: protected or beloved one).

The elorii seldom join the Sanctorum as there is rarely a master of Elder sorcery in any of the chanteries to teach them. Those that do join do so for protection against the Harvesters of Ymandragore, to learn of the working of the magic of the younger races, or to forge relations with other practitioners of the arcane.

Social Class: Any
Minimum Age: 60 (dwarf), 100 (elotil) or 25 (any other)
Skill Proficiencies: Arcana, Stealth
Tool Proficiencies: Choose one of the following: calligrapher's supplies or herbalism kit.
Languages: Choose any one language
Literacy: You are literate.
Equipment: A book of arcane lore, notebook with quill and ink, a set of common clothes, and a purse containing 10 gp. If you are a noble vaf you also have an adorned flintlock pistol and 10 shots of blast powder.

Feature: Safehouse

You know of a handful of secluded or hidden safehouses that the Sanctorum operates, which are scattered across the Known Lands. If in need, you can go to one of these chantries and claim sanctuary. The strength of the Sanctorum's chantries is in their secrecy, so you must make sure that you do not expose it. Also, if you are captured by a Harvester you must make sure that you do not reveal any of the Sanctorum locations you are aware of.

Sanctorum Personality Traits (d6)

1	I try to avoid using magic for small things. There's no need to risk detection.
2	I always keep my back to a wall or something solid.
3	I have a coin or trinket from my parents that I always play with when I am reading.
4	I find the feeling of channeling arcane energy intoxicating. I use my magic for even the smallest things, but this forces me to constantly be on the lookout for Ymandrake spies.
5	When I do have the chance to let loose with my magic, I savor the moment.
6	I am always seeking the next new arcane secret or book of lore.

Sanctorum Ideals (d6)

1	**Security:** No one should have to fear the Sorcerer-King or his Harvesters.
2	**Revenge:** Every arcane spellcaster lost to the Harvesters will be avenged.
3	**Power:** With enough magical might, I can rule my own kingdom, benevolently, of course.
4	**Freedom:** Every arcane spellcaster should be free to show themselves to the world.
5	**Devotion:** I will guard the sorcerers of the world until my last breath.
6	**Knowledge:** There are new spells and secrets out there, just waiting to be found.

Sanctorum Bonds (d6)

1	I lost a friend to the Harvesters and I make any that cross my path pay for it.
2	My friend is a sorcerer and I will do all I can to keep them safe.
3	The arcane masters during the age of the Imperium of Man could invoke amazing rituals, the likes of which haven't been seen since then. I must try to rediscover these ancient techniques.
4	I have a book of arcane knowledge, given to me by my master, that I am still trying to understand.
5	I owe my life to the Sanctorum and I will fight to protect it.
6	A sorcerer saved my life once and I want to find them, so I can return the favor.

Sanctorum Flaws (d6)

1	I hate using my magic in secret. I get careless and flashy.
2	When I forget, I sometimes make small objects appear and disappear.
3	I trust no one, even other sorcerers. Harvesters are sorcerers too, after all.
4	I am constantly afraid, and I try to hide it with boasts and wit.
5	I use hedonistic pleasures to forget the horrors I have seen.
6	If the situation doesn't call for figuring out a complex arcane secret, I get bored.

Vagabond

You grew up on the streets, learning to steal from merchants to eat or consider manual labor or working for another beneath you. You were meant for a life of luxury, if only you'd been born rich. You may be a rich noble who has turned to thievery for entertainment. Regardless, as an adult, you choose to live off what you could take from others without force, and hopefully without getting caught.

Nationality: Any
Races: Any
Social Class: Any
Minimum Age: 45 (dwarf), or 18 (any other)
Skill Proficiencies: Deception, Stealth
Tool Proficiencies: One type of gaming set, thieves' tools
Languages: Low Coryani
Literacy: You are not literate, unless you are noble born
Equipment: Common set of dark clothing, cloak with a hood, set of thieves' tools, 15 gp.

Feature: Friends in Low places

Although you may have left the life behind, you easily fit among your fellow criminals. When in a new city it may take you a few days to figure out the local power structure, but you will eventually be able to find shelter from the law. Your friends are criminals however, and while they will not risk their lives for you, they will lie and cheat to keep you out of the hands of the authorities.

Vagabond Traits (d6)

1	When I walk into any situation, I always look for the exits, and always have an escape plan.
2	When I meet new people I instantly size them up and determine whether they are an easy mark.
3	Everyone is an asset, and I try to manipulate people into trusting me.
4	I'm disturbingly calm, regardless of the situation, I keep my cool.
5	I never go in with a plan, I live in the moment and make decisions on the fly.
6	I love to hurt people, just give me a reason.

Vagabond Ideals (d6)

1	**Honor among thieves:** I never steal from my fellows.
2	**Loyalty:** I am fiercely loyal to my friends, as they are my real family. Anyone who messes with them will find themselves on the business end of a dagger.
3	**Greed:** You will do anything in the pursuit of coin.
4	**Independence:** You work better on your own; the less people to worry about, the better.
5	**Redemption:** You seek to find the good in the world. You have seen enough of the bad to last several lifetimes.
6	**Charity:** You take from the rich to give to the poor, and keep a little for yourself, of course.

Vagabond Bonds (d6)

1	I owe a huge debt to someone who has no issue making an example out of me.
2	I seek to collect enough wealth, so I can get out of this life and live comfortably someplace else.
3	My reputation is everything, so I give my word sparingly.
4	Someday bards will sing of my exploits, I will be known as one the greats.
5	To me each heist is a work of art... but I have yet to find my masterpiece.
6	I'm on the run, ever since I committed a terrible crime. Maybe someday I can set things right.

Vagabond Flaws (d6)

1	I'm weak willed, my love of coin leaves me vulnerable to manipulation.
2	I'm a coward. If fight breaks out, I don't take unnecessary risks..
3	I take unnecessary risks for the rush of it. I live for the moment!
4	I simply don't trust people, everyone is out for themselves, and so am I.
5	I seek the most direct route to take care of a problem, even if it ends in hiding a few bodies.
6	People are expendable. If someone gets hurt because they got in the way, their loss.

Veteran

Arcanis is a world rife with conflict; races, nations, and even religions find themselves, from time to time, at each other's throats over matters of consequence or puerile in nature. Whatever the reasons, people will often find themselves fighting for a cause, hopefully, one they believe in, but more often not one they even fully understand. Nevertheless, men and women of all stripes of life have taken arms and battled one another to the death since the dawn of time. You are a veteran, one who has fought, bravely or otherwise, for your nation or people, and lived to tell the tale.

Social Class: Any
Minimum Age: 50 (dwarf), 80 (elorii) or 25 (any other)
Skill Proficiencies: Athletics, Intimidation
Tool Proficiencies: One gaming set of your choice
Weapon Proficiencies: One weapon of your choice
Languages: Choose a language
Literacy: You are not literate.
Equipment: An insignia of rank, a trophy from a past campaign, a set of common clothes, and a belt pouch containing 10 gp. If you are a noble val you also have an adorned flintlock pistol and 10 shots of blast powder.

Feature: Friends in the Ranks

Regardless of where you served, you can always find the tavern where the soldiers drink and gamble while on leave. You can find the barracks or military installations in any city or outpost and can make a reasonable guess as to the command structure of the same military organization you belonged.

Variant:
Former Altherian Marksman

You served for a time as one of the famed snipers of Altheria and though you mustered out of the service, you know that as an Altherian, you are never really discharged from the Shining Patrol.

Nationality: Republic of Altheria
Race: Human (Altherian), val (val'Abeli).
Skill Proficiencies: Replace Intimidation with Perception
Tool Proficiency: Replace gaming set with flintlock maintenance kit
Weapon Proficiency: You must choose a flintlock as your weapon proficiency
Literacy: You are literate.
Equipment: Add a flintlock rifle, 10 shots of blast powder, and flintlock maintenance kit to your starting gear

Variant: Former Legionnaire

Once a legionnaire, always a legionnaire! You served your time, saw the world, saved the Empire a time or two, and are now a free to leave your mark upon the Known Lands. Pax Coryani!

Nationality: Coryani Empire, or the Free City-States of Almeric
Race: Dark-kin, human, undit, val
Minimum Age: 30
Weapon Proficiency: You must choose gladius for your weapon proficiency
Special: Choose your legion; you have been tattooed with its symbol. See below for a list of some of the known legions.

Legion of Avenging Thunder
Legion of Blazing Judgment
Legion of Broken Shadows
Legion of Burnished Steel
Legion of Dark Majesty
Legion of Deliverance
Legion of Honorable Accord
Legion of Indomitable Accord
Legion of Iron Shadow
Legio Leo Talionis
Legion of Searing Light
Legion of Sweet Sorrow
Legion of the Defiant Shield
Legion of the Iron Guardian
Legion of the Mighty Oak
Legion of the Reluctant Warrior
Legion of the Shinning Pillar
Legion of the Singers of the Sweet Savona
Legion of the Storm Lord
Legion of the Triumphant Rays of the Invisible Sun
Legion of the Unrepentant Heart
Legion of the Watchful Hunter

Variant: Crusader (of the 5th/6th Crusade)

Whether for King and Country, or for some more personal reason, you answered the call of the 5th or 6th Crusade of Light and served admirably against the Infernal Hordes.

Nationality: Any
Minimum Age: 5th Crusade: 55 (dwarf), 75 (aloril) or 40 (any other) 6th Crusade: 45 (dwarf), 65 (aloril) or 20 (any other).
Skill Proficiencies: Replace Intimidation with Arcana
Equipment: You possess an iron cloak pin that indicates which Crusade you served in.

Feature: Honored Veteran

You served in the eventually successful crusade against the fiendish forces from beyond the god wall. Common folk in Milandir who see your pin will treat you with respect, and even offer food or a place to rest. While soldiers will also treat you with respect, seeing you as an equal.

Variant: Former Royal Marine

Milandir prides itself on its navy; their ships being powerful enough to face down the black ships of Ynandragore (at least defensively), or chase down the pirates that infest their seas. You are proud to count yourself among those that manned their decks.

Nationality: Kingdom of Milandir
Race: Dark-kin, gnome, human, u'tousen, val
Minimum Age: 30
Weapon Proficiency: You must choose either the trident or the cutlass for your weapon proficiency.

Feature: Quick Doff

In an emergency, you know how to quickly remove your armor by cutting straps. If you have access to a dagger, you may doff your armor in 1 action, but the armor will require repair equal to half its base cost before it is usable again.

You can call upon the benefits of your military service despite having left the navy. Other soldiers from Milandir, active or not, will help you as best they are able.

Variant: Former Shining Patrol Soldier

The Republic of Altheria calls upon all nations to assist in defending them from the constant threat of the Suthrogoran Empire. Almost every nation sends regular recruits to the Shining Patrol, Altheria's standing military and scouting force and in exchange, the Altherians make sure that the supply of blastpowder continues uninterrupted to their allies. Many members of the Shining Patrol train heavily with flintlocks, becoming exceptionally skilled snipers or pistoleers. For many, service in the Shining Patrol is the first time they encounter people from other nations or even members of other races. It is a cosmopolitan and diverse group and one of the establishments that Altherians take great pride in.

You are a veteran of the Shining Patrol, mustering out with the honorary title of "Defender of the Republic." Though it is a designation of little consequence in your home region (unless you yourself are Altherian), to the chosen of Althaea your service is honored.

Skill Proficiencies: Replace Intimidation with Survival
Literacy: You are literate.

Feature: Veteran of the Shining Patrol

You served honorably in the Shining Patrol and mustered out honorably. As long as you display your pin (a gift when you completed your tours of duty) you find that the common people of Altheria will treat you with respect, and even offer food or a place to rest. Soldiers will also treat you with respect, seeing you as a kindred spirit.

Variant: Mercenary

You have fought under many flags and under the leadership of different commanders. In many ways, coin is the only thing capable of holding your allegiance and, sadly, it has become your only master.

Skill Proficiencies: Replace Intimidation with Insight

Feature: Professional Consideration

Mercenaries enjoy a strange professional courtesy from their fellows on the streets, considering they spend their lives trying to kill each other on the battlefield. Other mercenaries will try to avoid interfering in your business, as long as it doesn't conflict with their current job. Even with such a conflict, they will try to interpret their contract as favorably as possible to your benefit.

Variant: The Red Dragoons

An elite force of kio and the rare undir, the Red Dragoons are the first line of defense the League of Princes has against the savage gar tribes and other humanoids of Uggur. Though they can be seen patrolling anywhere in the Western Lands, a large contingent of the Red Dragoons is stationed at Fort Tyroch, an old mountain fort located in western Pajharo. Many veterans still wear their red lacquered breastplates and open-faced dragon helms proudly, years after they have mustered out.

Nationality: League of Princes
Race: Kio or undir
Minimum Age: 30
Literacy: You are not literate.

Feature: Veteran of the Red Dragoons

After years fighting off incursions from the savage gar, you've gathered enough information on how they fight, think, and move. Many of your fallen comrades failed to learn those lessons in time. Additionally, due to your time fighting the gar you may make Intelligence checks to recall information about gar and information about their various tribes.

Variant: Solider of Retribution

Elorii were literally born to be warriors, but as the ages have passed, some of the Eternal People have turned their efforts into mastering other skills. Not you. You have spent more time than most turning war into an art form. And for an immortal race, that is a considerable amount of time indeed.

Nationality: Elorhê
Race: Elorii
Minimum Age: 120
Skill Proficiencies: Replace Intimidation with Nature
Literacy: You are literate.

Feature: Inspiring Figure

Elorii see you as a model of focus and dedication to the survival of your people and are more likely to aid you in your mission as best as they can. Some may even be willing to take extreme risks if you are directly working for the betterment of the Eternal People.

Variant: Tunnel Fighter

Given their underground cities, the dwarven armies are trained in fighting in close quarters against the myriad of monstrosities from the Endless Dark. Many do not return and all of the dwarven societies honor their soldiers for their bravery and devotion to the enclave.

Nationality: Any Dwarven Enclave
Race: Dwarf
Minimum Age: 50
Skill Proficiencies: Replace Intimidation with Survival
Literacy: You are literate.

Feature: Delver of the Endless Dark

You've spent decades patrolling the numerous tunnels, caverns and wonders of the Endless Dark, fighting off creatures that would test the courage of any being. Besides surviving and learning how to defend yourself, you've accumulated some knowledge on not just the inhabitants that live in this rocky womb, but of the Endless Dark itself. Additionally, due to your time fighting the gar you may make Intelligence checks to recall about the inhabitants or recall information about the Endless Dark, the seemingly limitless network of tunnels that lie just beneath the surface of the world.

Variant: Veteran of the Wall

For years without number, the lands north of the Hinterlands were known as the Sealed Lands. A great range of mountains, called the Godwall, separated the rest of the Known Lands from the throngs of infernals who came to this Mortal Realm during the Time of Terror. This Godwall stood for centuries, until the reign of Calcestus val'Assante. In his pride and arrogance, Calcestus is said to have offended the Gods so that they removed their divine protection and the impassable range fell and the Sealed Lands were sealed no longer.

After throwing back the initial horde at the cost of many thousands of lives, the nations of the Known Lands knew that something needed to be done. Unable to agree on any one course of action, the dwarven king of Tir Betoq decided on a solution for them. To a dwarf, they moved their entire enclave north and began constructing a giant wall to keep the infernal trapped on their side of the now smaller mountain range that was once the Godwall. Since they are relatively few in number, the dwarves cannot man the wall entirely on their own. You are one of the few who have stood watch on the massive rampart and helped repel endless incursions of foul creatures. Very few have the fortitude to stand guard there for too long. You have done your duty and now it's time to refresh your soul before you become corrupted by the infernal taint.

Race: Any except dark-kin
Minimum Age: 60 (Dwarf), 30 (any other). Note: Dark-kin are not able to take this background due to the intense hatred the Tir Betoqi have towards all thing that carry the infernal taint.
Skill Proficiencies: Replace Intimidation with Arcana

Feature: Stalwart Figure

Tir Betoqi dwarves are impressed by your service and are likely to aid you to the best of their ability. Additionally, you are familiar with the abilities of common infernals. You usually know the resistances, vulnerabilities, immunities and most common tactics of any infernal of CR 3 or lower.

Variant: Watchman

As a member of the local watch, you acted as part guard, part law enforcement and part negotiator. Those above your captain didn't care about the law; they just expected results. If the coins, grain or other resources flowed, you were left alone.

Social Class: Commoner class
Minimum Age: 50 (dwarf), or 20 (any other)
Skill Proficiencies: Insight, Perception

Veteran Personality Traits (d6)

1	I have seen things that I can never forget; violence and horror haunt my dreams.
2	I have lost many comrades in arms and I don't want to lose any more friends.
3	My campsite is always in crisp, military order. Nothing is out of place
4	I have a crude sense of humor and a foul mouth, but a heart of gold.
5	I tend to bash things that I don't understand. Violence is a good solution to a lot of problems.
6	Keeping my mouth shut and eyes open is what kept me alive during my stint. That's one rule that was drilled into me that I'll never forget.

Veteran Ideals (d6)

1	**Respect:** Orders should be followed because of trust and loyalty, both of which must be earned.
2	**People:** My comrades keep me safe in the field and I would die for them.
3	**Patriotism:** My nation is what I fight and die for.
4	**Peace:** I've done a lot of killing in my time and I'd like to find other ways to solve problems.
5	**Might:** The whole of war is making sure the other soldier dies before you do.
6	**Order:** A good soldier follows commands promptly and efficiently.

Veteran Bonds (d6)

1	I don't leave people behind.
2	I offer mercy to fallen foes, hoping for the same in return.
3	I will do anything for fellow members of my military organization.
4	My commanding officer made me who I am and I will never forget that.
5	I want to find a way to end the fighting, so that my friends still in service can come home.
6	I am between tours of duty, just keeping my skills razor sharp so that I can be ready when I am called to serve again.

Veteran Flaws (d6)

1	I cannot respect anyone who hasn't proven themselves on the field of battle.
2	I never got over my fear of the monstrous foes I faced. It haunts me to this day.
3	I follow orders blindly, without questioning their merit.
4	I have a vice, be it drink or pleasures of the flesh, that I use to help myself cope with all the blood and death.
5	Once I draw my weapons, I want to see them bloodied.
6	I cannot ignore a challenge to prove my mettle.

Nations

In the Arcanis campaign setting, national identity plays as much a part in forming your Hero's character as their background. Every Hero has a home, a nation where they were born and raised. Your Hero's race, class, and background gives you an idea of where you might have grown up. For example, most shaman come from the Hinterlands or the League of Princes, elorii Laenstri Heroes are all from Elonbé, just as all legionnaires are from the Coryani Empire.

Look through the suggestions on the tables below for personality traits, bonds, ideals, and flaws that someone from your Hero's home nation might have. You can use these or the ones from your Hero's background, or you can make up new ones. Your home nation also provides additional suggestions for skill and tool proficiencies that you can use in place of one of the proficiencies gained from your background.

Note: It is recommended that Heroes choose one of the following regions as their starting nation. While many other nations and regions exist and may be explored in future products, these particular ones have the supporting information needed to flesh out your Hero. Exceptions are noted in the individual entries.

Coryani Empire

The Coryani considers themselves to be citizens of the greatest nation in the world. Cosmopolitan in outlook, the Coryani are tolerant of the customs of others, often drawing parallels between a foreign behavior and some facet of their own culture. While trade and the blessings of civilization propels the influence of the empire far and wide, it is the might of its legions that projects its strength across the Known Lands. Each province of the Empire is like a nation unto itself. The people of a particular locality are as distinct from their fellow citizens from a different province as they are from peoples of other countries.

National Languages: High Coryani, Low Coryani

Suggested Coryani Empire Skill and Tool Proficiencies

Province	High Class	Commoner Class
Amonica	History	Cobbler's tools
Balantica	Nature	Brewer's supplies
Cafela	Deception	Thieves' tools
Ilonia	Persuasion	Woodcarver's tools
Salantis	Religion	Water Vehicles
Valentia	Smith's tools	Tinker's tools

Coryani Empire Personality Traits (d6)

1	My loyalty to the empire is without question.
2	The teachings of the Mother Church always guide me.
3	I simply must have a bath everyday or I don't feel like myself.
4	I tell foreigners on the benefits of living within the Empire, and why they should consider becoming a citizen.
5	I always follow the laws and regulations, like a good citizen should.
6	I will always help a fellow legionnaire.

Coryani Empire Ideals (d6)

1	**Respect:** I am a citizen of the greatest civilization in the world.
2	**Responsibility:** I have a duty to the Empire, the Mother Church, and my family, in that order.
3	**Family:** Without my family, I am nothing.
4	**Noble Obligation:** It is my duty to protect and lead others into the benefits of civilization.
5	**Ambition:** First a seat on the Senate, then...who knows?
6	**Freedom:** I will never be enslaved again.

Coryani Empire Bonds (d6)

1	A powerful family (ex. the Gracchi) used my father as a scapegoat, which led to his execution and left us destitute. I won't rest until my family honor is restored and those that did this pay dearly for their treachery.
2	The new province of Nova Cormata is asking for help in settling that wild region. Sounds like a good opportunity to extend the empire and claim some land as a reward.
3	The time I spent in Sweet Savora enjoying the food, wine and women/men there was the best time I've ever had. It's time to earn more coin for a return visit.
4	My grandfather was in the Legion of Radiant Glory when it was overrun by the Abessians. Reckoning day can't come soon enough for those vile Myrantians.
5	So much of the Known Lands suffer needlessly, from living under a tyrant, working until they collapse, or dying from a simple cut that our knowledge of medicine could have easily cured. As a Coryani, it is my duty to bring civilization to these benighted people.
6	My childhood friend was found guilty of being a heretic by the Inquisition and justly purified. What should I do with this strange pendant the gave me before their arrest? It's just a simple piece of copper with an eye engraved upon it.

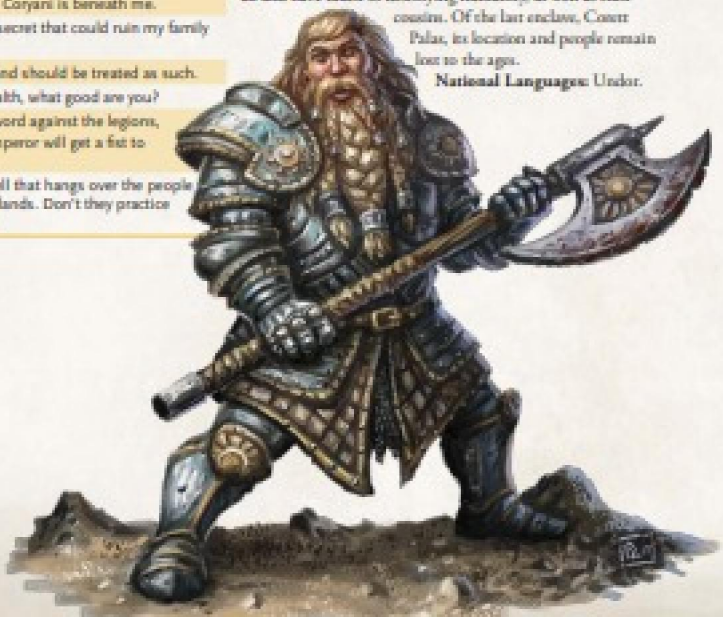
Coryani Empire Flaws (d6)

1	Everyone who isn't a Coryani is beneath me.
2	I have a scandalous secret that could ruin my family if it were known.
3	Slaves are property and should be treated as such.
4	If you don't have wealth, what good are you?
5	Anyone who says a word against the legions, the empire or the Emperor will get a fist to the face.
6	I can't stand the smell that hangs over the people and cities of foreign lands. Don't they practice basic hygiene here?

Dwarven Enclaves

From a human-centric view, dwarves are generally thought of as one people, but each of the Dwarven Enclaves have distinct values and history. They all share the same penitent mindset, which hangs like a shroud over all they do, but beyond that, each has developed their own unique culture. The Solani are the most fervently religious, seeing a recent divine act as a sign that they are on the road to redemption, prompting them to even greater acts of heroics in protecting the outcast, what the dwarves call humanity. Also taking their charge seriously, the Tir Benoji moved their entire enclave across half a continent when they saw the threat posed by the Infernal Horde now that the Godwall had fallen. The Nol Dappane, though devoted to Nier, the God of War, have strangely stayed isolated in their enclave built near a volcanic mountain range in the Himerlands. The Encali turned towards Sarish for hope in lifting Illitz's Curse and in doing so, are the only dwarves to retain a semblance of their former arcane might. Sadly, the Tultiperan dwarves were recently the victim of a devastating attack by an ancient dragon reducing their population from the tens of thousands to less than one thousand individuals, most who were away from the enclave when the attack occurred. Of the final three known dwarven enclaves, the Deneki are enslaved upon the Isle of Yinandragore by the Sorcerer-King, and those of Bralak Gempor, now known as the Reavers, have spit in the face of the God that cursed them all and have taken to destroying humanity, as well as their cousins. Of the last enclave, Coterr Palar, its location and people remain lost to the ages.

National Languages: Undor.



Suggested Dwarven Enclaves Skill and Tool Proficiencies

Enclave	High Class	Commoner class
Encali	Arcana	Jeweler's tools
Nol Dappa	Intimidation	Smith's tools
Solanos Mor	Persuasion	Smith's tools
Tir Betoq	Glassblower's tools	Mason's tools
Tultipet	Insight	Painter' supplies

Dwarven Enclave Personality Traits (d6)

1. I do not pay homage to any deity except Sarish. (Encali)
2. Rage burns within me, like the fires of my home. (Nol Dappa)
3. I always cover my head when not underground. (all except Solanos Mor)
4. Anyone with infernal blood is a potential threat. (Tir Betoq)
5. I hesitate to take any important action without consulting an oracle of some kind. (Tultipet)
6. There is no greater honor than giving one's life in saving the life of an emtazi (human) (Solanos Mor)

Dwarven Enclave Ideals (d6)

1. **Mastery:** I seek the height of my skills as a craftsman.
2. **Penance:** We must atone for the sins of our ancestors.
3. **Devotion:** The emtazi (humans) need our protection and guidance.
4. **Perfection:** Only the perfect item will lift our curse.
5. **Piety:** The Gods can be harsh but are fair.
6. **Humility:** It is wrong to lord over the less able or fortunate. That is the harsh lesson taught to us by the Curse.

Dwarven Enclave Bonds (d6)

1. I must protect the emtazi (humans) and shield them with my life.
2. I must discover new techniques and skills to bring back to my enclave.
3. My people are few and I must ensure that they live until the Curse is lifted.
4. A Singarthan Troll struck down my child during their latest incursion into my enclave. I will search for that creature until I send it screaming into the Abyss.
5. By bringing wealth to my enclave I help those with more skill than I.
6. My daughter bore a gnome, and though this has brought great shame to my house, I find that I cannot despise this child. Perhaps they are the only hope for our dying people.

Dwarven Enclave Flaws (d6)

1. I often sink into despair over the plight of my people.
2. I tend to treat emtazi (humans) like children, ignoring their own achievements.
3. I trust dark-kin only as far as I can throw them.
4. Perfection is the key to everything. Any flaw, however small, is infuriating beyond measure.
5. I have no skills at the forge and thus am worthless to my people.
6. Gnomes fill me with disgust and rage.

Elorii Nations

Outsiders think of the elorii as a monolithic culture, but nothing could be further from the truth. Each of the three elorii nations is distinct in purpose and outlook. Even within the individual nations, each of the bloodlines draws its own distinct group, as well. Isolationist Elonbé lies deep in the Vastwood and relies on the Laerestri for information about the outside world. Malfia is less of a nation than a gigantic armed camp. Malfelan elorii are skilled and experienced warriors, who have continued their ages long war against humanity – along with just about every other sentient race as well. Entaris is the most open and has chosen to interact with the nations that border their lands, in a way. Soremas, their capitol, has a separate area, known as the Foreigner's Quarter, where all other races are free to live and trade with the elorii. Should they attempt to set foot in their city, however, the penalties are quite severe.

National Language: Eloran

Suggested Elorii Nations Skill and Tool Proficiencies

Nation	High Class	Commoner class
Elonbé (Laerestri)	Religion	Musical instrument (any)
Entaris	Insight	Calligrapher's supplies
Malfia*	Perception	Herbalism kit

*Malfia is considered an adversarial nation and is not appropriate for player characters for most campaigns.

Elorii Nations Personality Traits (d6)

1	I have a short temper and struggle to keep it under control. (Kelekene)
2	I can be stubborn and inflexible. (Mārokene)
3	I am always taking up a new hobby or creative pursuit. (Oxalkene)
4	I am generally placid and patient. It takes a lot to rile me up. (Berokene)
5	I am always in awe of the beauty of nature. (Ardakene)
6	Whenever in human lands, I cover my nose and mouth. No need to breathe their filth.

Elorii Nations Ideals (d6)

1	**Freedom:** No one will subjugate us again.
2	**Piety:** Belisanda is our mother, our living goddess. She alone cares for us.
3	**Vengeance:** The humans and their val leaders took our empire and destroyed our gods. We will have revenge.
4	**Patience:** We are the Eternal People. We have all the time in the world.
5	**Duty:** The humans are no longer the only threat our people face. I will train until I am ready for the war to come.
6	**Repentance:** We have committed terrible acts in the past and we must make amends.

Elorii Nations Bonds (d6)

1	I am always looking for artifacts from our past.
2	There are whispers of a dark silence that will destroy us all. I must warn all of this deadly threat.
3	The ssanu contacted our Elemental Lords once. I must discover how they did this and try to return the rest of our deities to my people.
4	To my surprise, I have found some humans, val, and even ss'ressen that I can call friend.
5	My people have sent me to learn all I can of the outside world.
6	The prophetess Ardelia said that elorii and humans would fight together against a common threat. The humans must be made aware of this.

Elorii Nations Flaws (d6)

1	I have no time for anyone who is not an elorii.
2	I detest reptiles and serpents. They are reminders of our enslavement.
3	I am quick to retaliate for any breach of trust.
4	It is difficult for me to relate to those whose lives are so short.
5	Sometimes I speak slowly and loudly to make sure humans understand me.
6	I will often make insulting comments in Eloran, confident only other elorii can understand me.

Free City-States of Almeric

Once, the val'Temsen lands were united and at peace as part of the Coryani Empire, but after the secession of a rebel province and their quick establishment of the Kingdom of Milandir, a portion of the val'Temsen family sided with the rebels, while the other half remained loyal to the Empire. After centuries, an attempt at reunification was made, but just as peace was at hand, the leaders of both sides of the family were assassinated, with each side blaming the other. After years of almost constant warfare, a figure has not emerged to unite the desperate factions of Almeric, as just about every city or town claims the crown for themselves. The once rolling, lush hills are now muddy fields of death, with crops irrigated by blood. Those suffering the most, the common villager, has little hope for an alleviation of these dire conditions, unless someone, through force of arms or a legitimate claim can finally unite the free city-states of Almeric and end the cycle of bloodshed and misery.

National Languages: Low Coryani, Milandirian.

Suggested Almeric Skill and Tool Proficiencies

Region	High Class	Commoner class
Moratavia	History	Brewer's supplies
Ulfia	Nature	Leatherworker's tools

Almeric Personality Traits (d6)

1	I am the rightful king of Almeric and I demand to be treated as such.
2	It's every man for themselves. The only one looking out for you is you!
3	My battle-cry is always "For Almeric!"
4	I grew up hungry, eating mud to fill my belly. Now I take every opportunity to enjoy what luxuries I can.
5	Many say I'm paranoid, but after nearly having your throat cut for a stale piece of bread, you'd sleep with one eye open too.
6	I will always give a coin or two to a beggar.

Almeric Ideals (d6)

1	**Unity:** Only by coming together as one nation will Almeric ever know peace.
2	**Responsibility:** We need to look after one another.
3	**Peace:** What the common folk want is just to be left alone. Only rulers and madmen desire conflict.
4	**Destiny:** I will either take the throne, or rule from behind it.
5	**Vengeance:** A band of mercenaries slaughtered my family just to sleep in the house, before moving on. I was a child that could only hide then. Now, I can make them pay!
6	**Self-Reliance:** I need to tale care of myself and my allies. Counting on the charity of others is foolish.

Almeric Bonds (d6)

1	The ancestral sword of the val'Temsen can only be wielded by the rightful ruler of Almeric. The monks of the Order of the Blade must come down from their mountain fortress with the sword and test every claimant until the true ruler is found.
2	A pretender to the throne killed my family and I will avenge them.
3	All I want is to see my ancestral lands restored.
4	The (other side) was responsible for the assassinations that ignited this war. They must be exposed and brought to justice.
5	I fight for those that cannot fight for themselves.
6	It is clear that the teachings of Hurrian and the rest of the Pantheon has been forgotten by the people of Almeric. A religious leader should be installed, and strict religious rule imposed.

Almeric Flaws (d6)

1	I bow to no one.
2	My arrogance often creates dangerous enemies for me.
3	After experiencing other lands, sometimes I wonder if I want to go back to Almeric.
4	Human (or any of kind) of life means little to me. I'd just as soon see you screaming in pain as not.
5	I treat every noble I come across as a simpering fool.
6	I indulge in every vice and excess to make up for my years of going without.

Hinterlands

The Hinterlands is not a nation, but rather a region inhabited by several nomadic tribes and city-states. The Yhing hir occupy much of the southern and eastern portions of the region, though they travel throughout the entire region and beyond. The mighty Free City of Censure, Jewel of the Coast, is a thriving city and serves as a center of commerce and trade for many nations, though legends tell of deeper and darker things that yet fester in the sewers and caverns beneath its streets. The merchants of Sicaris, situated at the center of many caravan routes, are legendary for their bargaining savvy, and the city itself is known for their gladiatorial games. The port city of Joppa is a Skohir stronghold close to the Tir Betoqi Wall, serving as a clearing house for those enterprising people of the Pirate Isles who wish to relieve themselves of ill-gotten goods without any questions asked. Finally, the Erdukeen dwell within their volcanic city of Erduk, birthplace of the Swords of Nier and near the Dwarven Enclave of Nol Dappa.

National Languages: Erdukeen, Yhing Hir.

Suggested Hinterlands Skill and Tool Proficiencies

Region	High Class	Commoner class
Censure	Insight	Navigator's tools
Erduk	Religion	Smith's tools
Joppa	Survival	Vehicles (water)
Nomadic	Animal Handling	Animal Handling
Sicaris	Persuasion	Gaming set (dice)

Hinterlands Personality Traits (d6)

1	I pace and move constantly, never sitting in one place for too long.
2	I care for my horse before myself. (Yhing hir)
3	Money and fine things are worthless, and I have little time for them.
4	I am more comfortable on my own, or with a few friends, than with large groups of people.
5	I don't always understand civilized ways. I've used books to light fires before.
6	I am wary and fearful of anyone with any kind of magic.

Hinterlands Ideals (d6)

1	**Honor:** My honor and the honor of my clan must be protected.
2	**Freedom:** A good horse and an open plain is all that is good in life.
3	**Nature:** Cities and the works of builders will fall in time. Nature is eternal.
4	**Respect:** The elders of my clan know what is best for me.
5	**Piety:** Everything around us has a spirit deserving of respect.
6	**Self-Sufficiency:** Provide for yourself from the bounty around you, but take only what you need.

Hinterlands Bonds (d6)

1	My clan is my family and my people; they are with me everywhere I go.
2	I journey to earn the wedding-gift I need to marry my love.
3	An ehtzara foresaw a great doom that would befall my clan and sent me to stop it.
4	I want to see all the Known Lands before I die.
5	Members of my clan were taken and sold into slavery. I will search to the ends of the world to free them.
6	Ni'ri Hegoth, the Hyena Queen of the North is encroaching upon our lands and must be repelled before more clans fall to them.

Hinterlands Flaws (d6)

1	Anyone without a horse isn't a person.
2	I always consult the spirits or an oracle of some kind before deciding something.
3	I respond to any insults to my clan with a drawn blade.
4	I am slow to trust anyone who is from the so-called 'civilized' lands.
5	Magic not provided by the Gods or the spirits is to be distrusted.
6	I am always ready to leap at the chance to prove my worth.

Kingdom of Milandir

Once a rebel province of the Coryani Empire, the Kingdom of Milandir is seen as the most egalitarian nation of the Known Lands. At first blush, Milandir seems every bit the noble nation it purports to be, where everyman has the right to challenge anyone, even the aristocracy. Given a deeper look however, the ruling class still enjoys greater benefits, and privileges than the common man, and while the common people have rights, in practice they seldom trump those of the aristocracy. Nevertheless, Milandir's citizens enjoy more freedom than those of many other nations. The capital of Naeraanth enjoys a huge flow of trade coming through its port, enriching the coffers of the kingdom. The duchy of Sylvania has vast natural resources to draw upon, such as an endless supply of timber, and iron ore that can be mined. The Duchy of Tralia is blessed with veins of silver and gold, though due to its proximity with the neighboring theocracy of Cancri, it is under constant threat of invasion. The Duke of Tralia can count on the Black Talon n'rossen that settled in the Sulphur Marsh, to help protect his lands. Lastly, the new Duchy of Eastmarch, created when the former duchy of Moratavia was ceded to create the nascent country of Almeric, enjoys vast stretches plains which provide excellent farming and horde country.

National Languages: Milandirian.

Suggested Kingdom of Milandir Kill and Tool Proficiencies

Duchy	High Class	Commoner class
Eastmarch	Animal Handling	Carpenter's tools
Naeraanth	Persuasion	Calligrapher's supplies
Sulfur Marsh (n'rossen only)	Athletics	Herbalism kit
Sylvania	Nature	Woodcarver's tools
Tralia	Investigation	Weaver's tools

Kingdom of Milandir Personality Traits (d6)

1	I let my actions speak for me, for I've seen too many count on false or hollow words.
2	I try to inspire those around me to act nobly.
3	I have given the shirt off my back to those in need, and would gladly do so again.
4	I find that most problems can be solved by swinging my hammer at them.
5	I will never lie or try to mislead others. That would be dishonorable.
6	I am always the first into the fray.

Kingdom of Milandir Ideals (d6)

1	**Duty:** I serve the Gods, my king, and my lord, in that order.
2	**Equality:** All are equal before the law.
3	**Freedom:** No one is the property of another.
4	**Greater Good:** Defeating evil in all its forms is the calling of every Milandirian.
5	**Truth:** Lies and the breaking of one's given word are the worst offenses.
6	**Piety:** To follow the teachings of the Gods is to aspire to greatness.

Kingdom of Milandir Bonds (d6)

1	Those I trained with as a canton (the freeman levy) became my best friends.
2	I was horribly scarred during an attack by the plague carrying Blight Bearers of Cancri that decimated my village. I need to find a cure so that others don't suffer the same fate.
3	I constantly read the stories of Milandirian legends and base my life on them.
4	I have dedicated my life to vanquishing evil.
5	I need no reward for helping those in need.
6	I lost many brothers and sisters in arms during the crusade. Although we pushed back the hoard, there are many heretical cults that worship Infernals across the Known Lands. I scour the world searching for these damned cultists, so that my fellow crusaders' sacrifice was not in vain.

Kingdom of Milandir Flaws (d6)

1	I am boisterous and loud, even when I shouldn't be.
2	I am easily manipulated by a beautiful face.
3	Anyone who insults me gets punched. Anyone who insults my king gets punched twice.
4	I will do anything to free someone in chains.
5	I often see evil where it does not exist.
6	I am more cowardly than I'd like to admit, and I hide that with bravado.

League of Princes

Located in the region known as the Western Lands, the League of Princes is a loose coalition of nations and city-states in the southwest of the Known Lands, bordering the territory claimed by the savage gar and other humanoids of Uggur. The nations of the kio and their various vassal states operate like an extended, dysfunctional family with a network of mutual treaties, unwritten obligations and obscure rules of etiquette creating a diplomatic labyrinth that ties them all together.

Bhiharn and the city of Blackwand within it are the black sheep of the family, forging their own path and delighting in shocking their elders. Capharra largest nation of the League, drawing on its political ties and obligations due to them from the surrounding political entities to keep itself in power. Eppion is filled with shadows and rumors stalking the night and an air of gloom and mystery hangs over it. Lhyllifel is ruled by an undir king and has closer ties to the elorii nation of Ennuis than to Capharra. Mhyrcia used to be the poor cousin but its success with sea trade and managing the coastline has brought it wealth and status. Pajharo might be a duchy of Capharra or a separate nation-state; its hard to tell and depends on who you ask.

National Languages: Kion, Undon.

Suggested League of Princes Skill and Tool Proficiencies

Region	High Class	Commoner class
Bhiharn	Persuasion	Disguise kit
Blackwand	Investigation	Thieves' tools
Capharra	Persuasion	Alchemist's supplies
Eppion	Deception	Poisoner's kit
Lhyllifel	Performance	Musical instrument (any)
Mhyrcia	Nature	Navigator's tools
Pajharo	History	Calligrapher's supplies

League of Princes Personality Traits (d6)

1. I trust in the guidance the spirits of the Ulumai give me without reservation.
2. The old ways are full of superstitious foolishness. I follow the Coryani way of life – money and power are the true gods. (Undir)
3. I don't take orders from foreigners. They may rule my people, but they won't control me. (Undir)
4. My mind naturally creates plans within plans. It probably comes from listening to my relatives scheming in the Royal Court of Capharra. (Kio)
5. I practice with my blade daily, as you never know when you'll be challenged to a duel. (Kio)
6. I can spend an entire afternoon, just looking up at the sky or out at sea. It seems to call to me.

League of Princes Ideals (d6)

1. **Tradition:** Keeping our old ways alive is the only proper way to honor our ancestors.
2. **Aspiration:** There's a way out of the muck for anyone with the will to take it.
3. **Independence:** The League has resisted assimilation for years and will always be free.
4. **Class:** The social order helps everyone understand their place in life.
5. **Diversity:** The League is strengthened by what makes each city-state different.
6. **Ambition:** With effort and a bit of faith in ourselves, we can become as rich as the Coryani and chart our own destiny without foreign interference.

League of Princes Bonds (d6)

1. Those that have turned their backs on our traditional ways are worthy only of scorn and contempt.
2. I ran afoul of the wrong kind of person and I must make sure they never discover my new identity.
3. My older brother never returned from traveling abroad and the family kio sword he carried was lost with him. I'll do whatever I must to return it to my family.
4. The spirits of the Ulumai have sent me on a quest across the Known Lands. I cannot settle down until I have fulfilled it.
5. My sister has brought shame on my family by becoming a priestess/holy champion of one of the Coryani deities. I must show her that these are false gods and bring her back to the fold.
6. I will pay whatever political games are necessary to achieve the position of Archon.

League of Princes Flaws (d6)

1. I tend to challenge people to a duel for the slightest offense.
2. I cannot seem to stop myself from telling clerics of the Pantheon of Man that they follow a false religion.
3. Money is the only reward I want for my deeds. I don't do things because the "spirits" tell me to do so.
4. I don't make any important decisions without consulting the spirits of the Ulumai.
5. Plan? What plan? Did we have a plan?
6. My pride always leads me to a fall.

Republic of Altheria

Altherians are intelligent, thoughtful and artistic. They are collectors of information, master craftsmen, inventors and scholars. They are quick to investigate and exploit any new technology and are the first to offer words of wisdom to any they deem worthy. However, these pearls of wisdom are occasionally unwelcome, and many Altherians are met with suspicion or resentment despite their best intentions. Altherians are an extroverted people and will trek to any destination to seek obscure or lost knowledge. They tend to view outsiders with suspicion due to the Republic's history and near-constant state of war with the Suethregoran Empire. The Republic of Altheria is ruled by the Council of Wisdom and consists of seven members who are elected from the populace at large. While cumbersome, the government of Altheria is the only true representative regime in the Known Lands, as it is only fitting of these enlightened and divinely blessed people.

National Languages: Altharin.

Suggested Republic of Altheria Skill and Tool Proficiencies

Nation	High Class	Commoner class
New Althrē	History	Flintlock maintenance kit

Republic of Altheria Personality Traits (d6)

1	I never use one word when I could use five.
2	I have read every book in the Grand Library, twice!
3	I love discovering new information, recording old lore or unraveling a mystery.
4	I disassemble and clean my flintlock before going to bed.
5	I tend to assume everyone I meet isn't as smart as I am. It's usually true.
6	I compare every city to New Althrē and always seem to find them wanting.

Republic of Altheria Ideals (d6)

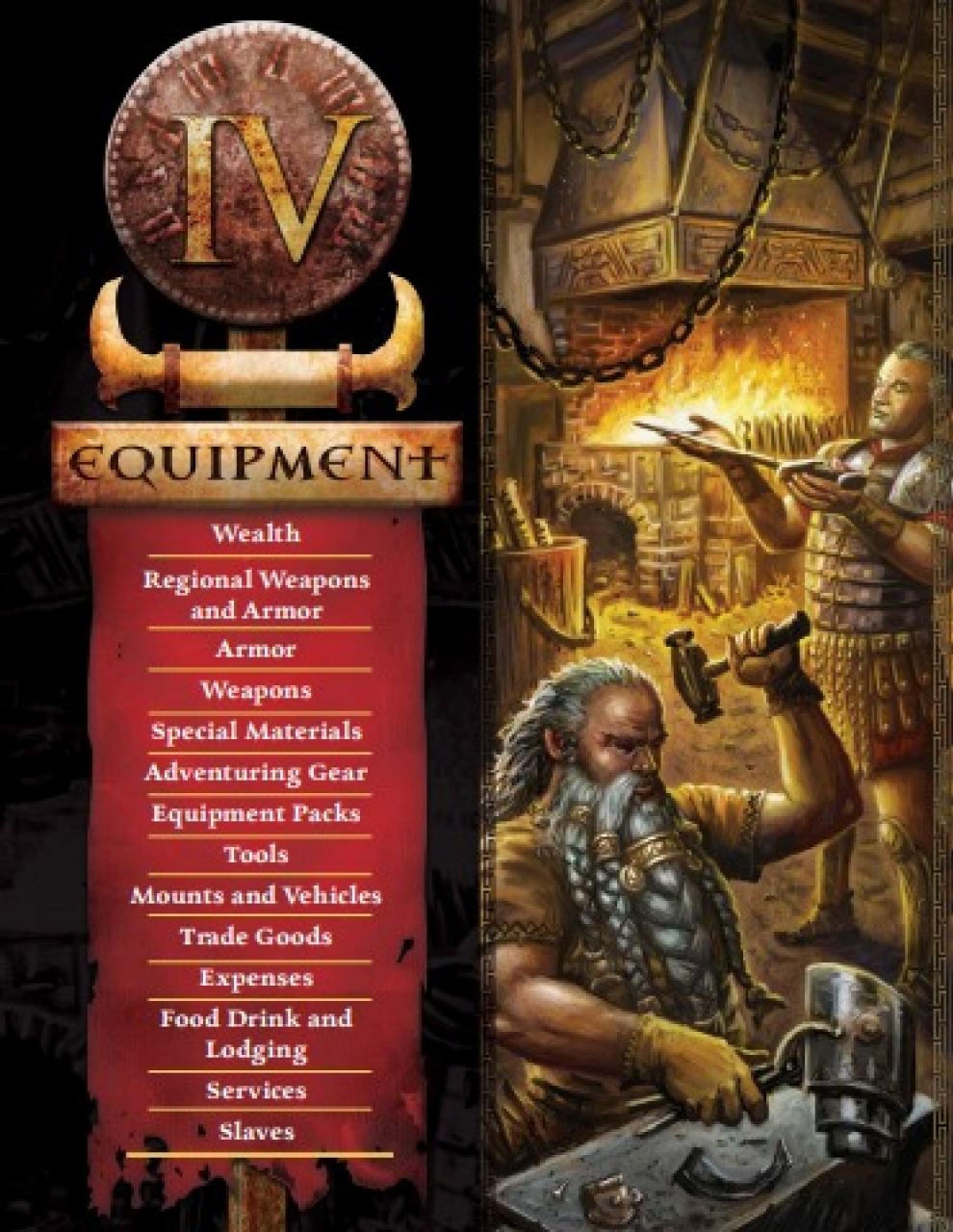
1	**Knowledge:** All knowledge is worth having.
2	**Democracy:** The people should have a voice in the affairs of their country.
3	**Rationality:** It is easy to get swept up by one's desires. Try to remain detached.
4	**Education:** An enlightened populace makes for a strong republic.
5	**Patriotism:** The Republic of Altheria is the greatest nation in the Known Lands and I have the data to prove it.
6	**Control:** Blastpowder is a gift from our patron God and the secret of its creation must be kept.

Republic of Altheria Bonds (d6)

1	My life's work is a compilation of my travels across the Known Lands.
2	I must discover new books, scrolls and tomes for the Grand Library.
3	Everyone I meet with a flintlock needs to be reminded of their obligation to the Shining Patrol.
4	I will root out the works of the Suethregorans wherever I go.
5	One day I will discover the ultimate theory, something that revolutionizes my field of study.
6	I hope that with the experience I gain on my journeys, I can win an election to the Council of the Wise.

Republic of Altheria Flaws (d6)

1	I tend to only tell people what they need to know to help me with a plan. Anything more would just overwhelm their small minds.
2	Most people run in fear from a monster or a beast. I take out my sketchbook.
3	Discovering the secrets of an ancient civilization is worth any price.
4	I spill secrets at the drop of a hat. I just can't understand the idea of withholding information.
5	I will question anyone with a flintlock until they can prove they have the right to bear it.
6	I always try to use my flintlock before turning to other weapons.



Wealth
Regional Weapons and Armor
Armor
Weapons
Special Materials
Adventuring Gear
Equipment Packs
Tools
Mounts and Vehicles
Trade Goods
Expenses
Food Drink and Lodging
Services
Slaves

Equipment

Markets across the Known Lands bustle with activity as merchants hawk their wares and bargain with customers. While most merchants sell items from the nation they usually operate in, some markets have a wide array of exotic goods. The First City in the Blessed Lands has a brisk trade in artifacts and antiquities from the ruins beneath it, and the market-town of Bazaar at the base of Solanos Mor sells the finest, most well-crafted of items, regardless of origin.

Wealth

Most of the common folk of Arcanis measure their wealth in their goods and things they can barter for. To the average Milandistian farmer, being wealthy means having a large plot of land to work and plenty of cows. Artisans, guild members, and Heroes are used to dealing with gold and silver pieces, while nobles generally measure their wealth in the amount of land they own and the political power they wield.

Coinage

Gold, silver, and copper pieces are the most common forms of coinage in the Known Lands. The coins themselves are generally made of a common metal, such as bronze, and clad in the metal that gives them their worth. Many nations mint their own coins and the rate of exchange is often a subtle indicator of political tensions. Ownership of some coins, like the Cancerese babr (pp), can even be a criminal offense, or at least make local civil enforcers ask probing questions.

Although plated pieces are used in every day settings, the official coin of the realm is made of solid gold. Slightly larger than a gp, these coins are worth 10 gp each (or 1 pp each) and are rare outside nobility. Cancerese babr, Coryani imperial, Milandistian crowns and Altherian owl are the most portable wealth available.

The gold piece is the general standard of measurement for goods and services, even if the transaction doesn't involve gold pieces changing hands. A skilled artisan can generally expect to make the equivalent of one gold piece per day, whether that is an actual coin or 5 gallons of good ale.

Optional Rule: Starting Gold

Heroes may choose to buy their starting equipment instead of gaining equipment from their starting class and background. The amount of gold you begin play with depends upon your class and your social standing (lower or upper class). For example, if you are a cleric/former slave you would begin with starting gold for a low-class cleric.

Noble val always begin play with an adorned flintlock pistol and 10 shots of blast powder, but do not pay for these from their starting gold.

Starting Wealth by Class

Class	Funds
Cleric, fighter, holy champion, ranger	5d4 x 10 gp
Fury	2d4 x 10gp
Shaman	5d4 gp
Rogue, psion	4d4 x 10 gp
Sorcerer (elder and eldritch)	3d4 x 10 gp

Additional Wealth by Social Class

Social Class	Funds
Commoner class	+1d4 gp
Upper class	+4d4 gp

Standard Exchange Rates

Coin	Copper	Silver	Gold	Platinum
Copper (cp)	1	1/10	1/100	1/1,000
Silver (sp)	10	1	1/10	1/100
Gold (gp)	100	10	1	1/10
Platinum (pp)	1,000	100	10	1

Regional Weapons and Armor

Every nation and city-state in the Known Lands has their own regional variations on arms, armor and mundane equipment but the general categories of such items remain the same. The weapons and armor that are the most common in your home nation are listed below. Use the appropriate table whenever you need to select a weapon or armor from your nation.

Coryani Empire

Lorica segmentata, gladius, pugio, and pilum are the armor and weapons used by the Coryani legions.

Armor	
Light Armor	Studded leather (lorica musculata)
Medium Armor	Breastplate (Lorica plumata), chain shirt (lorica hamata), half plate (lorica squamata), Lorica Segmentata
Heavy Armor	Chain mail (Heroux lorica musculata), plate (Cataphractos segmentata)
Shield	Shield

Weapons	
Simple Melee Weapons	Club, dagger (pugio), javelin (pilum), handaxe, quarterstaff, spear
Simple Ranged Weapons	Shortbow, sling
Martial Melee Weapons	Gladius, longsword (spatha)
Martial Ranged Weapons	Longbow

Dwarven Enclaves

Encali dwarves commonly train with crossbows, Solani dwarves with the gladius, Nol Duppan dwarves with the flamberge (greatsword), Tir Benoqi dwarves with the war pick and Taltiperan dwarves with the warhammer.

Armor	
Light Armor	Leather, studded leather
Medium Armor	Chain shirt
Heavy Armor	Chain mail, splint (brigandine)
Shield	Shield

Weapons	
Simple Melee Weapons	Club, dagger, handaxe, quarterstaff, spear
Simple Ranged Weapons	Light crossbow
Martial Melee Weapons	Battleaxe, gladius, greataxe, greatsword, longsword, shortsword, war pick, warhammer
Martial Ranged Weapons	Hand crossbow, heavy crossbow

Elorii Nations

Created to serve as warriors of the sathric war-machine, the elorii keep their skills with blade and bow honed to a razor-sharp edge.

Armor	
Light Armor	Leather, Studded leather
Medium Armor	Chain shirt
Heavy Armor	Chain mail, splint (brigandine)
Shield	Shield

Weapons	
Simple Melee Weapons	Club, dagger, handaxe, quarterstaff, spear
Simple Ranged Weapons	Shortbow, sling
Martial Melee Weapons	Greatsword, longsword, shortsword
Martial Ranged Weapons	Longbow

Free City-States of Almeric

Since the people of Almeric are a mix of Coryani and Milandisian heritage, armor and weapons from either nation can be found among the city-states. You can use the guidelines for either the Coryani Empire or the Kingdom of Milandir when selecting equipment based on your home nation.

Hinterlands

The horse lords of the Hinterlands, those that operate the gladiatorial pits of Sicaris, and those that engage in the deadly art of political maneuverings in the city of Censure, train with a wide variety of weapons.

Armor	
Light Armor	Leather, studded leather (Sicarite reinforced leather)
Medium Armor	Chain shirt (Sicarite studded leather)
Heavy Armor	Chain mail, ring mail, splint (brigandine)
Shield	Shield
Weapons	
Simple Melee Weapons	Club, dagger, handaxe, mace, quarterstaff, spear
Simple Ranged Weapons	Light crossbow, javelin, shortbow; sling
Martial Melee Weapons	Battleaxe, flail, greatsword, lance, longsword, scimitar, shortsword
Martial Ranged Weapons	Hand crossbow, heavy crossbow, longbow

Kingdom of Milandir

All able-bodied young folk of Milandir train as cantons at some point during their lives, learning the basics of wearing armor and defending themselves. Having a large force of trained troops ready to mobilize in defense of the kingdom has saved Milandir from invasion many times.

Armor	
Light Armor	Leather, ss'reusen scale armor (ss'reusen only), studded leather
Medium Armor	Chain shirt
Heavy Armor	Chain mail (Milandisian Gothic cuirass), half-plate (Milandisian hauberk), plate (Milandisian Andrean plate), splint (brigandine)
Shield	Shield
Weapons	
Simple Melee Weapons	Dagger, quarterstaff, spear
Simple Ranged Weapons	Light crossbow, javelin, shortbow
Martial Melee Weapons	Halberd, lance, greatsword, longsword, scimitar, shortsword, Tralian hammer, trident, warhammer
Martial Ranged Weapons	Hand crossbow, heavy crossbow, longbow

League of Princes

The people of the Shadow-Towns favor lighter armors and weapons. The kio have a unique set of weapons and armor that they claim as their heritage. Only they may wear kio hauberks and wield kio swords. Anyone else with such equipment is hunted down and executed.

Armor	
Light Armor	Leather
Medium Armor	Breastplate, chain shirt, kio hauberk
Heavy Armor	Chain mail, splint (brigandine)
Shield	Shield
Weapons	
Simple Melee Weapons	Club, dagger, handaxe, quarterstaff, sickle, spear
Simple Ranged Weapons	Javelin, shortbow, sling
Martial Melee Weapons	Battleaxe, kio sword, glaive, scimitar, shortsword
Martial Ranged Weapons	Hand crossbow

Republic of Altheria

Altheria is the only nation where anyone who can afford them can wield flintlocks. Given their proximity to the Suthregoran Empire, Altherians are often afforded the opportunity to practice their shooting.

Armor	
Light Armor	Leather (armored coat), ss'reusen scale armor, studded leather
Medium Armor	Chain shirt
Heavy Armor	Splint (brigandine)
Shield	Shield
Weapons	
Simple Melee Weapons	Club, dagger, handaxe, quarterstaff, spear
Simple Ranged Weapons	Flintlock pistol, Flintlock rifle, short bow, light crossbow
Martial Melee Weapons	Scimitar, shortsword
Martial Ranged Weapons	long bow, heavy crossbow

Armor

Armor falls roughly into three broad categories: light armor, medium armor, and heavy armor. Within those categories, a type of armor can have many regional variations as well.

Armor Class (AC): Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Armor Proficiency: Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and cannot cast spells.

Heavy Armor: Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Regional Equivalents: Studded leather from the gladiatorial arenas of Coryan, the Milandisian cantons, or the fighting pits of Sicaris all afford roughly the same protection. However, the armor itself is called different things in each of those areas. These equivalencies do not dictate the armor's appearance or method of construction, only its cost, Armor Class, and other statistics.

Shields: A shield is made from either wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Stealth: If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Optional Rule: Large Weapons and Armor

There are some Heroes who are naturally Large size, or who have the ability to increase their size and become Large. If this occurs, you may be required to purchase weapons and armor sized for a Large creature.

Finding someone with the skill to forge Large-sized equipment is no easy task, and the equipment itself costs double its listed price. Large weapons deal an extra die of damage, so a Large longsword deals 2d8 damage. You cannot wear armor that is too small for you.

If you try to wield a weapon too big for you, you suffer disadvantage on all attack rolls with that weapon, even if you are proficient with it. If you wear armor that is too big for you, you suffer disadvantage on all Dexterity (Stealth) checks and your speed is reduced by 10, no matter your Strength.

Armor and Shields

Light Armor

Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost	Equivalents
Padded	11 + Dex modifier	-	Disadvantage	8 lbs.	5 gp	
Leather	11 + Dex modifier	-		10 lbs.	10 gp	Armored coat
Sa'ressan Scale	11+ Dex modifier	-		13 lbs.	15 gp	
Studded Leather	12 + Dex modifier	-		13 lbs.	45 gp	Gladiatorial armor, lorica musculata, Sicarite reinforced leather

Medium Armor

Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost	Equivalents
Hide	12 + Dex modifier (max 2)	-		12 lbs.	10 gp	
Chain Shirt	13 + Dex modifier (max 2)	-		20 lbs.	50 gp	Lorica hamata Sicarite studded leather
Scale Mail	14 + Dex modifier (max 2)	-	Disadvantage	45 lbs	50 gp	
Breastplate	14 + Dex modifier (max 2)	-		20 lbs.	400 gp	Lorica plumata
Half Plate	15 + Dex modifier (max 2)	-	Disadvantage	40 lbs.	750 gp	Lorica squamata, Milandisian hauberk
Lorica Segmentata	15 + Dex modifier (max 2)	-		40 lbs.	900 gp	
Kio Hauberk	15 + Dex modifier (max 3)	-	-	15 lbs	1,500gp	

Heavy Armor

Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost	Equivalents
Ring Mail	14	-	Disadvantage	40 lbs.	30 gp	
Chain Mail	16	Str 13	Disadvantage	55 lbs.	75 gp	Heroic lorica musculata, Milandisian Gothic cuirass
Splint	17	Str 15	Disadvantage	60 lbs.	200 gp	Brigandine, Cancerese Gothic plate
Plate	18	Str 15	Disadvantage	65 lbs.	1,500 gp	Milandisian Andrean plate, cataphractos segmentata

Shield

Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost	Equivalents
Shield	+2	-	-	6 lbs.	10 gp	

Light Armor

Made from supple and thin materials, light armor favors agile adventurers offering 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.

Padded: Padded armor consists of quilted layers of cloth and batting.

Leather: Consisting of a mix of hard and soft leathers, this armor affords a measure of protection yet still grants maximum maneuverability.

Armored Coat: Consisting of a short leather jacket reinforced with hidden metal plates, the protective nature of these jackets can be overlooked. Traditionally, they are lined with hidden pockets and wrist scabbards that can hold a dagger or other small weapon.

This armor can be easily mistaken for normal clothing; any observer must succeed in a DC 15 Intelligence (Investigation) check to recognize the true nature of the armor.

Studded Leather: A suit of boiled leather armor augmented with large iron rings or metal studs affording the wearer some additional protection.

Gladiatorial Armor: This armor is more for show than practical use. Each set of armor is unique and is often a hodgepodge collection of different kinds of armor. While some suits consist of armored sleeves with decorated helms,

others consist of leather versions of lorica set with brass fittings for a more theatrical look. Regardless, these armors provide little actual protection and are more for costume than proper battle. Many ex-gladiators still utilize parts of their old armor to augment the look of better and heavier armors.

Lorica Musculata: This version of lorica is made of hardened leather and is commonly supplied to auxiliary and archery units that do not require the full, and expensive protection afforded by steel lorica segmentata.

Sicarite Reinforced Leather: The excellent leather artisans of the Yhing hir are responsible for the development of this cunningly designed armor. Developed out of necessity due to the lack of iron in the Hinterlands, this suit consists of interlocked, water-shrunk leather plates tailored over a stiff bamboo framework that allows more freedom of movement than that of normal leather or studded leather armors. Few families in the Hinterlands know the techniques needed to make Sicarite armor, and those who do regard the knowledge as a precious family secret.

Se'reuen Scale Armor: This heavy coat and skirt of scaled leather is made from the hides of the huge se'reuen of the Aganassi egg clutch. This extremely rare armor is only be found in Altheria, or in the Sulphur Marsh of the Kingdom of Milandir.

A se'reuen can wear this armor and still use their Natural Armor racial feature, with a +1 bonus to their AC.

Medium Armor

Medium armor offers more protection than light armor, but it also impairs movement to a greater degree. 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.

Hide: This crude armor consists of thick furs and pelts. It is commonly worn by barbarian tribes and others who lack access to the tools and materials needed to create better armor.

Chain Shirt: Tediously crafted from thousands of small, interwoven iron or steel rings, these shirts are one of the most common military armors. A chain shirt is usually worn over a padded linen under-shirt.

Lorica Hamata: Lorica hamata consists of a chain shirt fitted with thick brass shoulders that run from the mid-back to the front of the torso, where they are connected by iron loops. Though this armor has fallen out of use with the common legionnaire, it has found a place amongst the forrearii (light troops) and the scouts of the Coryani legions.

Lorica Plumata: Expensive to make, this mail shirt is fitted with small feather-like scales (referred to as plumes) attached to each of the shirt's metal rings.

Sicarite Studded Leather: When they can, Yhing hir artisans add studs, strips of metal, and spikes to their reinforced leather armor.

Scale Mail: This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

Breastplate: This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the vital organs while leaving the wearer relatively unencumbered.

Kio Hauberk: The kio hauberk uses many of the same techniques used to forge the famed kio swords. Metal rings are woven into quilted silk shirts with sleeves ending just above the elbow and flaps down the front and the back ending just below the knee. These flaps are commonly split, allowing the wearer to ride a horse. A coif and thick, metal ring-covered leather gloves typically accompany this armor. Like all kio-crafted goods, this armor is rare outside kio families.

Lorica Segmentata: The armor of the finest and best-equipped Coryani legions, lorica segmentata has seen many improvements over centuries of outstanding service to the Empire. It consists of steel plates bent and molded around the chest and shoulders, then linked together with steel mail worn beneath. Steel arm and leg greaves complete the kit. This armor is built for maximum protection and maneuverability.

Half Plate: Half plate consists of shaped metal plates that cover most of the body. It does not include leg protection beyond simple greaves that are attached with leather straps.

Lorica Squamata: The lorica squamata consists of a metal scale shirt fitted with steel shoulders, like those found on lorica segmentata. Used by standard bearers, musicians, centurions, and cavalry troops, lorica squamata is common within the legions of Coryan, even finding its way to some auxiliary infantry legions as well.

Milandirian Hauberk: The Milandirian hauberk consists of metal loops woven into a linen shirt, with sleeves ending just above the elbow and flaps down the front and the back ending just below the knee. These flaps are commonly split, allowing the wearer to ride a horse. A boiled leather vest that clasps across the chest, coif and thick, metal ring-covered leather gloves typically accompany this armor.

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.

Ring Mail: A hybrid armor combining aspects of chain mail and padded armor, ring mail consists of a padded leather jacket covered with large interlocking metal rings. Boiled leather arm covers, and leg greaves complete the suit.

Chain Mail: Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

Heroux Lorica Musculata: This version of lorica musculata consists of a steel breastplate fitted with segmentata style shoulders. This armor is comfortable yet tough. Often worn by officers, it is a sign of wealth and power.

Milandistian Gothic Cuirass: Milandistian armor smiths are some of the most accomplished in the history of the craft. One of their many innovations is the Milandistian cuirass, which increases the effectiveness of the typical horseman's cuirass by adding a series of cunningly designed curves to the breastplate and helm.

Splint: This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

Brigandine: First created by the Coryani Empire, brigandine armor consists of a studded leather coat reinforced with metal plates riveted onto the torso and back of the jacket. These plates are then covered with additional cloth or boiled leather for extra protection.

Cancerous Gothic Plate: This armor consists of a reinforced breastplate coupled with reinforced double-link chain mail accompanied by greaves, gauntlets, and a reinforced helm.

Plate: Plate consists of shaped, interlocking metal plates covering the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Caphractus Segmentata: Caphractus segmentata has come into use just recently, partly in response to the famed Andrean plate of Milandir. It consists of a suit of lorica segmentata augmented with segmented arm and leg bracers. As with Andrean plate, caphractus segmentata is rare. However, in this case it is because the Coryani legions control its production – and even when willing to sell it to others, the armor is rather expensive.

Milandistian Andrean Plate: Named for Andreas II, former King of Milandir and creator of this style of armor, Andrean plate offers the greatest protection achieved to date. Though it is far too heavy for all but the strongest knights to wear, Andrean plate is surprisingly easy to move around in. Its clever design permits the wearer to enjoy almost a full range of motion.

This armor is rare – not because its construction is controlled, but because it is extremely expensive to manufacture. Only the wealthiest of individuals can afford such a suit of armor.

Getting Into and Out of Armor

The time it takes to don or doff armor depends on the armor's category.

Don: This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

Doff: This is the time it takes to take off armor. If you have help, reduce this time by half.

Donning and Doffing Armor

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The **Weapons** table shows the most common weapons used upon Arcanis, their price and weight, the damage they deal, and any special properties they possess. Every weapon is classified as either melee or ranged. A **melee weapon** is used to attack a target within 5 feet of you, whereas a **ranged weapon** is used to attack a target at a distance.

Weapon Proficiency

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. There are two categories: **simple** and **martial**. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack made with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

Weapon Properties

Many weapons have special properties related to their use, as shown in the **Weapons** table.

Ammunition: You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each

time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon).

At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield. Firearms are an exception to the ammunition recovery rule. No firearm ammunition may be recovered once used.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see *Improvised Weapons* later in the section). A sling must be loaded to deal any damage when used in this way.

Finesse: When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy: Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light: A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading: Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Range: A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach: This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Special: A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see *Special Weapons* later in this section).

Thrown: If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed: This weapon requires two hands when you attack with it.

Versatile: This weapon can be used with one or two hands. A damage value in parentheses appears with the property and is the damage dealt when the weapon is used with two hands to make a melee attack.

Versatile Damage: Weapons with this quality possess the ability to do more than one damage type, although there is always a primary damage type and a secondary. Your weapon will always do the primary damage type unless, before the die roll for damage, you specify otherwise.

Worn: Worn weapons augment your Hero's unarmed strike damage. Putting on or removing a worn weapon takes an action. Worn weapons may not be disarmed.

Stat Monkey Says: About Worn Weapons

You can use weapons you wear on your body, (worn weapons), to make unarmed strikes. When you make an unarmed strike while wearing a worn weapon, you deal the weapon's damage instead of your normal unarmed strike damage. You must able to use the part of your body where the weapon is attached to make the unarmed strike. You cannot use a cestus to make an unarmed strike if you are using that hand to wield a sword or hold a lantern.

For example, when you attack with a cestus, your unarmed strike deals 1d4 + your Strength modifier bludgeoning damage, assuming you use the fist wearing the cestus to make that unarmed strike.

Worn weapons do allow you to benefit from runes and other magical effects that can be applied to weapons. Any rune or spell that would affect a weapon can be applied to a worn weapon, and the rune or effect applies to your unarmed strikes.

Improvised Weapons

Sometimes Heroes don't have access to their weapons and must attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, or a dead goblin.

Often, an improvised weapon is like an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the GM's option, a Hero proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

Some weapons can also be used as improvised weapons, like striking a creature with the basket hilt of a cutlass or the pommel of a dagger. When used in this way, treat those improvised weapons like the actual weapon they most resemble, which is often a club or greatclub.

An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type appropriate to the object). If a Hero uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

Weapons

Name	Cost	Damage	Range	Weight	Properties
Simple Melee Weapons					
Cestus	3 gp	1d4 bludgeoning	-	1 lb	Special, Worn
Club	1 sp	1d4 bludgeoning	-	2 lb.	Light
Dagger	2 gp	1d4 piercing	20/60	1 lb.	Finesse, light, thrown
Gauntlet	4 gp	1d4 bludgeoning	-	1 lb	Special, Worn
Greatclub	2 sp	1d8 bludgeoning	-	10 lb.	Two-handed
Handaxe	5 gp	1d6 slashing	20/60	2 lb.	Light, thrown
Javelin	5 sp	1d6 piercing	30/120	2 lb.	Thrown
Light hammer	2 gp	1d4 bludgeoning	20/60	2 lb.	Light, thrown
Mace	5 gp	1d6 bludgeoning	-	4 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	-	4 lb.	Versatile (1d8)
Sickle	1 gp	1d4 slashing	-	2 lb.	Light
Spear	1 gp	1d6 piercing	20/60	3 lb.	Thrown, versatile (1d8)
Simple Ranged Weapons					
Crossbow, light	25 gp	1d8 piercing	80/320	5 lb.	Ammunition, loading, two-handed
Dart	5 cp	1d4 piercing	20/60	1/4 lb.	Finesse, thrown
Altherian Flintlock, pistol†	200 gp	1d8 piercing	20/80	2 lb	Ammunition, light, loading, special
Altherian Flintlock, rifle†	250 gp	1d10 piercing	50/500	10 lbs	Ammunition, two-handed, loading, special
Shortbow	25 gp	1d6 piercing	80/320	2 lb.	Ammunition, two-handed
Sling	1 sp	1d4 bludgeoning	30/120	—	Ammunition

Martial Melee Weapons

Battleaxe	10 gp	1d8 slashing	-	4 lb.	Versatile (1d10)
Cutlass	30 gp	1d6 slashing	-	3lb	Finesse, light
Flail	10 gp	1d8 bludgeoning	-	2 lb.	—
Gladius	40 gp	1d6 piercing	-	3lb	Finesse, light, versatile damage (slashing)
Glaive	20 gp	1d10 slashing	-	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	-	7 lb.	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	-	6 lb.	Heavy, two-handed
Halberd	20 gp	1d10 slashing	-	6 lb.	Heavy, reach, two-handed
Khopesh	30 gp	1d8 slashing	-	3lb	Heavy
Kio sword††	50 gp	1d8 slashing		4 lb.	Finesse, versatile (1d10)
Lance	10 gp	1d12 piercing	-	6 lb.	Reach, special
Longsword	15 gp	1d8 slashing	-	3 lb.	Versatile (1d10)
Man catcher	40 gp	1d4 piercing	-	3 lb.	Heavy, two-handed, special
Maul	10 gp	2d6 bludgeoning	-	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	-	4 lb.	—
Pike	5 gp	1d10 piercing	-	18 lb.	Heavy, reach, two-handed
Side Sword	25 gp	1d8 piercing	-	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	-	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	-	2 lb.	Finesse, light
Spiked Chain	30 gp	1d6 piercing	-	3 lb.	Finesse, two-handed, reach
Steel Whip	20 gp	1d6 slashing	-	8 lb.	Finesse, reach
Tail Bracer	20 gp	1d8 bludgeoning	-	3 lb	Versatile damage (piercing) worn
Tralan hammer	70 gp	1d12 bludgeoning	-	10 lb.	Heavy, two-handed, versatile damage (piercing)
Trident	5 gp	1d6 piercing	20/60	4 lb.	Thrown, versatile (1d8)
War Fan	3 gp	1d4 slashing	-	1 lb.	Finesse, light
War pick	5 gp	1d8 piercing	-	2 lb.	—
War scythe	30 gp	1d12 Slashing	-	8lb	Heavy, two-handed
Warhammer	15 gp	1d8 bludgeoning	-	2 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	-	3 lb.	Finesse, reach

Martial Ranged Weapons

Bola	10 gp	1d4 bludgeoning	20/40	2 lb.	Special
Blowgun	10 gp	1 piercing	25/100	1 lb.	Ammunition, loading
Crossbow, hand	75 gp	1d6 piercing	30/120	3 lb.	Ammunition, light, loading
Crossbow, heavy	50 gp	1d10 piercing	100/400	18 lb.	Ammunition, heavy, loading, two handed
Longbow	50 gp	1d8 piercing	150/600	2 lb.	Ammunition, heavy, two handed
Net	1 gp	—	5/15	3 lb.	Special, thrown

†Commonly only Val or Heroes from the Republic of Altheria may buy and use legaly use flintlocks.
††Kio swords can only be purchased by kio Heroes. Other Heroes may gain them as rewards for their deeds.

Martial Weapons

Weapons with special rules are described here, as well as the weapons unique to Arcanis.

Bola: This simple weapon consists of two to four heavy iron balls connected by lengths of cord to a central ring.

Any Small or Medium creature hit with a bola must succeed on a DC 12 Dexterity saving throw or be restrained. A creature restrained by a bola can loosen it and get free as an action or can try to break free as a bonus action with a successful DC 12 Strength (Athletics) check.

Bolas cannot restrain creatures that are formless, or creatures that are Large or greater.

Cutlass: The cutlass is a short curved broad-bladed sword akin to a scimitar with a basket hilt. The cutlass has become a staple of naval soldiers for its ability to hack through heavy rope and canvas while remaining short enough to use in close quarter combat.

Gladius: The gladius has a double-edged blade and a strengthened tip. The grip is made of wood, bone, or ivory, and is topped with a rounded pommel. The entire weapon is roughly 26 to 30 inches in length. The gladius is the standard blade of the Coryani legions. Though this weapon has been in service for well over a thousand years, constant refinement has kept it amongst the best swords available.

Khopesh: The khopesh has a six-inch hilt supporting a blade that extends straight out about 18 inches before curving into a sickle shape for another 18 inches. Its sickle-like blade can be edged either on the inside or outside curve, or both. The spine of the weapon is made to be heavier than that of most other swords.

Edged to the outside, this weapon is extremely effective at creating slashing wounds. Edged to the inside, it is used for hacking an opponent. In either case, the heavy spine of the weapon and high center of gravity (centered along the blade instead of close to the hilt) make the khopesh a most effective weapon.

Kio Sword: Kio swords are fashioned with double-edged cutting blades like broadswords, but are as fine and maneuverable as a rapier. The blade has a ricasso near the hilt and a fuller down the middle. The metal of the blade is ash gray or has a bluish sheen. The hilt has an ornately decorated grip of some significance to the family who constructed it. Overall, these blades are light, durable, and flexible.

A few kio master smiths have harbored an ancient blacksmithing technique that uses an alloy of purified steel with infusions of meteoric iron to forge the finest swords in the southern lands, if not the whole continent of Orlanth. Some kio swords are hundreds of years old and are passed down as heirlooms, still completely functional despite their age. It is exceedingly rare to see one up for purchase. Usually these blades are only given away for some great service performed for a noble kio house.

So great is the repute of certain swords that some kio warriors are recognized simply by the sword they carry. To see a kio duelist fight with such a blade is a true wonder to behold. All kio swords are named, and as a matter of tradition, most bearers of kio swords introduce themselves as "name," bearer of "sword name."

Non-kio cannot buy kio swords, though they may be found or gifted upon honored individuals. Unless they can prove their right to own the blade, non-kio in possession of such a blade will be thought of as a thief by any kio they encounter.

Man Catcher: This weapon is a 10-foot long metal or wooden pole topped with a set of sharpened, spring-loaded jaws at the far end. Suspended between the jaws is a small metal activation plate, giving it an appearance of a bear trap.

When successfully attacking a Medium or Small sized humanoid you may use a bonus action to initiate a grapple with the creature. If you successfully grapple your target you may choose to move it adjacent to yourself or keep it at reach. While grapping a creature with the man catcher you may not attack with it and must continue to hold it with both hands.

Net: A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Side Sword: This modified long sword has a thinner blade with a longer cross-guard sweeping down, forming rings just below the guard to place the fingers, allowing for quicker strikes.

Spiked Chain: This weapon consists of a 6-foot long chain with spikes at each end. An exceptionally difficult weapon to master, the spiked chain is commonly found in Cancori where it is very popular among slave masters and some city garrisons.

Steel Whip: This surprisingly dangerous weapon was first developed by the kio and within the League of Princes, it is still very popular. This short whip consists of interlocking steel rods and rings wrapped in soft, flexible leather. It gives off a skittering rattle when used; hence, the weapon's nickname of "rattler."

Tail Bracer: Consisting of a leather sleeve with a row of razor-sharp spines running down its length, these bracers were crafted to fit onto a ssressen's tail.

Tralian Hammer: Designed to overcome exceedingly tough armor, the Tralian hammer combines both the standard bludgeoning head of a hammer and the piercing,

beak-like spike of a heavy pick. The entire thing is mounted on the end of a metal-shod, six-foot long shaft. While this has allowed for an extremely effective method of taking down heavily armored knights, it has also made the weapon a little too unwieldy for all but those who dedicate themselves to its mastery.

War Fan: The favored weapon of certain groups of female Larissans, this weapon is deceptive to the untrained eye. The veins of this fan are crafted from steel with needle-sharp tips. The fan material is made of the finest cloth, and, much to the chagrin of polite society, is often decorated with artistic renditions of one or more of the infamous Sixty- Six Acts of Debauchery.

The origins of this weapon lie somewhere within the Khitani Empire. However, once it was brought into the Coryani Empire the Larissans of Sweet Savona eagerly adopted it, and continue to favor it as an unassuming but deadly weapon

War Scythe: A modified version of the agricultural scythe, this pole arm consists of a 4-foot long curved blade on a 5 to 6-foot long staff. A rare weapon, it is most commonly found in the hands of those devoted to Nerath.

Optional Rule:
Dual weapon fighting in Arcanis

On Arcanis, many common fighting styles focus on using a dagger or club in the off-hand for parrying and as an extra angle of attack. To reflect this, and if your GM allows it, you can use the following optional rule:

If you are wielding a dagger or club in one hand and another weapon in your other hand, when you take the Attack action you can make an attack with the other weapon and then make an attack with the dagger or club as a bonus action. You do not add your ability modifier to the damage roll for your second attack.

You must be proficient in both the weapons you use to make these attacks. This weapon you use to make the first attack does not need to be a light weapon.

Simple Weapons

Weapons with special rules are described here, as well as the weapons unique to Arcanis.

Cestus: Popular in the arenas and taverns of Coryan, this reinforced leather glove consists of a series of leather thongs that are tied over the hand; the thongs secure a set of metal plates, one over the knuckles and the other along the back of the hand.

There are two variants of this weapon. The myrmex "*knuk-piercer*" has the versatile damage (piercing) property and the sphairai "*bone-breaker*" has the versatile damage (slashing) property.

Flintlocks: Alitheria may be a center of knowledge and learning, but it is the power of blastpowder that has kept the Republic of Alitheria safe for many years. The Alitherians' advanced understanding of blastpowder and its explosive potential has aided them in the design of their flintlock weapons.

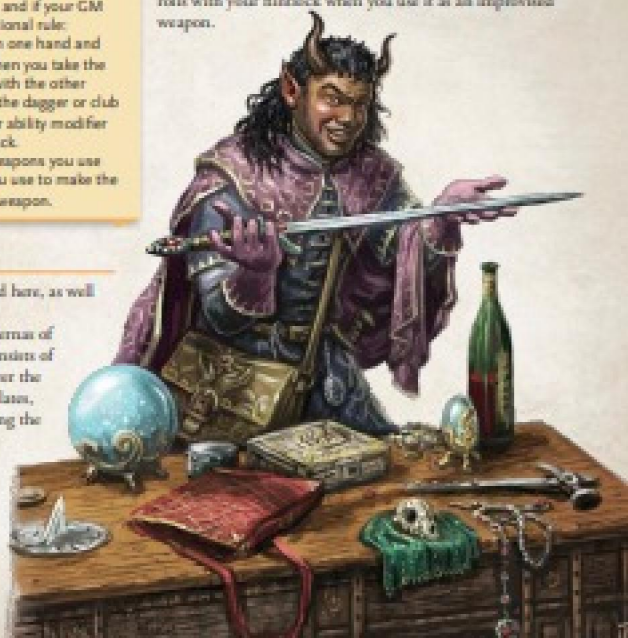
Alitherian flintlocks are designed to take advantage of specific amounts of blastpowder for every shot, leading to the creation of blastpowder rounds – small paper or cloth packets of blastpowder pre-measured to gain the most efficient and accurate shot. Therefore, these fine weapons are usually easier, safer, and faster to reload and fire.

Alitherians, as well as clerics and holy champions of Alithaea, may purchase flintlocks at the listed price and may carry them regardless of rank.

You do not suffer penalties for firing a flintlock while prone. Unless you have a flintlock maintenance kit and are proficient with it, whenever you roll a 1 on a ranged attack roll with a flintlock the weapon malfunctions and jams.

A jammed flintlock cannot be fired. Repairing a jammed flintlock requires proficient use of a flintlock maintenance kit and takes 10 minutes.

Additionally, in Arcanis flintlocks are reinforced and balanced for use as improvised melee weapons. Flintlock pistols may be used as clubs, while flintlock rifles may be used as greatclubs. If you are proficient with a club or greatclub, you can add your proficiency bonus to attack rolls with your flintlock when you use it as an improvised weapon.



The Flintlock in Society

The flintlock – or more specifically, the adorned flintlock – holds a special place within the cultural traditions of the Shattered Empires, whose closest analogy being the reverence associated with the ownership of a katana in feudal Japan. As such, adorned flintlocks are a sign of high station, one that commoners quickly acknowledge. In some nations, such as Cancori, this respect is offered out of fear, whereas in Milandir it is given out of respect, while in the Coryani Empire it's a little of both.

When a val noble comes of age, they are presented with an adorned flintlock pistol blessed by a monk of Althares. Each is as unique as the noble who bears it. The weapon is engraved with blessings of wisdom to guide them. Although elaborately decorated and personalized, functionally these pistols are weapons of good quality.

Prior to the infamous Battle of Enpebyn during the Coryani Civil War, most mid- to high tier, non-val nobles were presented with flintlocks as a gift from the Republic of Altheria. During that battle, the Coryani loyalist placed stockpiled blastpowder beneath the city of Enpebyn and ignited it in the hopes of destroying the rebel stronghold. Though it destroyed a large part of the city and killed hundreds, it only served to embolden the rebels.

Years after the civil war was settled, the Altherians declared that Althares was so affronted by the use of His gift, that He took away the Altherian's ability to create blastpowder. This was a clever ruse by the Altherians who eventually returned to resupplying their allied nations with a considerably smaller amount of blastpowder. Additionally, they refused to provide flintlocks to any noble that was not a val. While this caused much grumbling among the mid-tier nobility, it was eventually accepted.

While carrying an unadorned flintlock is the right of every Altherian, even among their own people possession of an adorned flintlock is limited to those of noble blood.

Any non-noble found in possession of an adorned flintlock is arrested, the flintlock confiscated and they are severely punished; the sentence is typically death.

Special Materials

There are wide variety of strange and unique components and forging techniques that can be used when creating a weapon or suit of armor. Rare metals, exotic woods, secret methods of crafting, even special oils and finishing materials can all make a weapon or piece of armor something more than a standard example of its kind.

Adamantine

Mined from deep within the world's crust, adamantine is only found in the deepest bowels of the Endless Dark. After the return of the long thought extinct Il'Huan race, scholars now believe that these beetle-like beings either created adamantine or their digging exposed it so that dwarves and humans could discover it.

Forging with such metal is an intensely laborious process, requiring extreme heat and hours of time on the anvil, but such dedication is rewarded with a beautiful, silvery metal that does not tarnish and can slice through steel.

Adamantine can be used to make weapons and armor that are primarily composed of metal. It cannot be used to make ammunition. Weapons or armor made from adamantine cost 500 gp more than their normal cost.

Armor: While you are wearing a suit of adamantine armor, anytime you are hit with a critical strike the attack becomes a normal hit and the armor takes a permanent and cumulative -1 penalty to AC. Adamantine armor reduced to AC 10 is destroyed. Some smiths can repair adamantine armor, but the process is expensive and time consuming. Usually, it costs half the total purchase cost to repair adamantine armor.

Weapon: Weapons made of adamantine are virtually unbreakable and have resistance to all slashing, piercing, and bludgeoning damage. Some creatures, usually constructs, have resistances that can only be bypassed by adamantine weapons.

Fervidite

A mysterious type of incredibly dense meteorite ore, this beautiful mineral shines with an internal electrum luster that positively glows when polished. Found only in the Fervidus Hills, where it gets its name, this rare metal is highly resistant to cuts and punctures yet remains somewhat flexible. This property makes it ideal for manufacturing weapons, being nearly unbreakable when properly refined.

Although first exploited by the Tultiperan dwarves, the secret of its alloying was bartered away or stolen over the years. Even so, only a handful of smiths have the knowledge and skill to refine it.

Due to the preference of using fervidite in the manufacture of weapons over armor, the price varies greatly. Fervidite weapons (or 10 pieces of ammunition) can be purchased for 1,000 gp plus their normal cost, while armor costs 2,000 gp plus its normal cost.

Armor: A suit of scale or plate made from fervidite may look dull, but it is much lighter than a similar suit made of a different metal. Fervidite armor removes disadvantage of Dexterity (Stealth) checks and any Strength requirement to move at full speed caused by the armor. Additionally, Medium fervidite armor can be worn under clothing, requiring an observer to succeed on a DC 15 Intelligence (Investigation) check to spot the armor.

Weapon: Weapons and ammunition made from fervidite have 50 extra hit points and are considered to be

both adamantine and silver for the purpose of bypassing damage resistances and immunities, or triggering damage vulnerabilities. Fervidite can be used to either forge the blade of a weapon like a sword or it can be used to add studs and tracings to a weapon like a quarterstaff.

Due to the strength of the metal, ammunition made from fervidite generally does not break when fired. At the end of combat, you can recover all expended ammunition made from fervidite, unless the GM says otherwise.

Glass Steel

A vein of this strange ore was first discovered on the ocean-facing side of the Alkhorian Plateau. A deep gray color when first mined, this ore is run through several purification processes and a multi-stage smelting technique that produces a semi-clear material of impressive strength.

At first regarded as an expensive novelty for the rich, the philosopher Umandi val'Abebi later made the discovery that when items made of glass steel were specially treated, they could help focus psionic energy, turning them into a psionic spellcasting focus.

Normally only used for weapons and shields, some nobles of exceptional wealth have had suits of glass steel armor commissioned, but these endeavors have always met with failure. The more commonly crafted weapons and shields have proven more viable.

Weapons and shields made of glass steel cost 1,000 gp more than a normal version of the item. A psionic focus made of glass steel costs 50 gp. A psionically awakened spellcaster may use an item made from glass steel to assist them in keeping their concentration, granting a +1 bonus Constitution saving throws to maintain their concentration on manifested spells and powers.

Weapon: A weapon crafted primarily of metal can be made of glass steel. Such weapons weigh half as much as a normal. Any one-handed sword, such as a longsword, made from glass steel gains the light or finesse weapon quality, chosen during construction.

Shield: A shield forged from glass steel weighs only 3 lbs.

Sarishan Steel

Many say that the technique used to create this alloy was first taught to humans by a Valinor of Sarish during the Time of Terror. Others point to the incredible advances in weapon smithing and metallurgy during the Imperium of Man as the source of this amazing metal. Whatever its origins may be, its effectiveness against infernals is undeniable.

Sarishan steel weapons (or 10 pieces of ammunition) cost 200 gp plus their normal cost, while armor, being more difficult to find and create, costs 1,000 gp plus its normal cost.

Weapon: Any weapon made of Sarishan steel is considered to be a magical weapon for the purposes of bypassing the damage resistance of infernals. Sarishan steel can be used to either forge the blade of a weapon like a sword or it can be used to add studs and tracings to a weapon like a quarterstaff.

Armor: While you are wearing armor made of Sarishan steel, damage taken from an infernal's melee attacks or special traits that deal damage is reduced by 1. Only armor primarily made of metal can be made from Sarishan steel.

Shield: While you are wielding a shield made of Sarishan steel, when you are targeted by an infernal with a spell or special trait that deals damage, as a reaction you can apply your shield's AC bonus to your saving throw against the triggering effect.

Silver

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious Heroes invest extra coin to plate their weapons with silver. You can silver a single weapon or ten pieces of ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

Tempered Sarishan Steel

This more powerful variant of Sarishan steel was discovered during an expedition into the Fiendish Expanse after the Wall of the Gods fell. Stored in a secret fortress, it was protected by a long-lost branch of the val'Mehan family. Part metallurgy and part ritual, the creation of a tempered Sarishan steel weapon is not only complex but quite dangerous, requiring the weapon to be cooled in the flesh of an unbound infernal.

Tempered Sarishan steel can only be used to forge weapons mostly made of metal, such as swords and maces. A tempered Sarishan steel weapon costs 2,000 gp plus its normal cost. You can also purchase 10 pieces of ammunition made from tempered Sarishan steel for their normal cost plus 1,000 gp. Thus far, no smith has discovered a way to make armor or shields from tempered Sarishan steel.

Weapon: Like Sarishan steel weapons, weapons made of tempered Sarishan steel are considered to be magical weapons for the purposes of bypassing the damage resistance of infernals, but unlike Sarishan steel weapons, weapons made of tempered Sarishan steel deal an additional 1d6 damage of the weapon's type when dealing damage to infernals.

If a tempered Sarishan steel weapon is used while smiting an infernal either using a *smite* spell or the Smite class feature, this weapon deals an additional 1d10 damage instead.

Adventuring Gear

This section describes items that have special rules or require further explanation.

Acid: As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

Alchemist's Fire: This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Antitoxin: A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Arcane Focus: An arcane focus is a special item— an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, athame (small iron knife), or some similar item— designed to channel the power of arcane spells. An arcane spellcaster can use such an item as a spellcasting focus.

Ball Bearings: As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.

Block and Tackle: Consisting of a set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

Book: A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes, or just about anything else that can be represented using text or pictures.

Caltrops: As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

Candle: For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Case, Crossbow Bolt: This wooden case can hold up to twenty crossbow bolts.

Case, Map or Scroll: This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

Chain: A chain has 10 hit points. It can be broken with a successful DC 20 Strength check.

Climber's Kit: A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Component Pouch: A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

Crowbar: Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

Fishing Tackle: This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

Healer's Kit: This leather pouch contains bandages, salves, and splints. The bag has ten uses. As an action, you can expend one use of the bag to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Holy Symbol: A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. A divine spellcaster can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Holy Water: As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is an infernal or undead, it takes 2d6 radiant damage.

A divine spellcaster may create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot.

Hunting Trap: When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground.

A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and

stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long).

A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Lamp: A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Bullseye: A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Hooded: A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

Lock: A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check.

Magnifying Glass: This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

Manacles: These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check.

Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Mess Kit: This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

Oil: Oil usually comes in a flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil.

You can also pour a flask of oil on the ground to cover a 5-foot-square area, if the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

Poison, Basic: You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Potion of Healing: A creature who drinks the magical fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

Pouch: A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch (described earlier in this section).

Primal Focus: A primal focus might be a tiny coral knife, an athame (small iron knife), a wand or scepter made of yew or another special wood, a staff carved of bone, or a totem object incorporating feathers, fur, bones, and teeth from sacred animals. A primal spellcaster can use such an object as a spellcasting focus.

Psionic Focus: A psionic focus is always made of glass steel or out of some form of crystal. Psionic casters gain a +1 bonus on all Constitution saving throws to maintain concentration on a psionic power or manifestation.

Sometimes deeply personal items (a coin gifted from a departed grandfather, a dagger passed down from generation to generation) may also become a psionic focus, but such items are particularly attuned to the psychic resonance of its owner, being worthless for anyone else.

Quiver: A quiver can hold up to 20 arrows.

Ram, Portable: You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other creature can help you use the ram, giving you advantage on this check.

Rations: Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope: Rope, whether made of hemp or silk, has 2 hit points and can be severed with a DC 17 Strength check.

Scale, Merchant's: A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Tent: A simple and portable canvas shelter, a tent sleeps two.

Tinderbox: This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Torch: A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Adventuring Gear

Item	Cost	Weight
Abacus	2 gp	2 lb.
Acid (vial)	25 gp	1 lb.
Alchemist's fire (flask)	50 gp	1 lb.
Ammunition		
Arrows (20)	1 gp	1 lb.
Blastpowder and shot (10)	5 gp	1 lb.
Crossbow bolts (20)	1 gp	1½ lb.
Sling bullets (20)	4 cp	1½ lb.
Antitoxin (vial)	50 gp	
Arcane focus		
Athame Knife	10 gp	1 lb.
Crystal	10 gp	1 lb.
Orb	20 gp	3 lb.
Rod	10 gp	2 lb.
Staff	5 gp	4 lb.
Wand	10 gp	1 lb.
Backpack	2 gp	5 lb.
Ball bearings (bag of 1,000)	1 gp	2 lb.
Barrel	2 gp	70 lb.
Basket	4 sp	2 lb.
Bedroll	1 gp	7 lb.
Bell	1 gp	—
Blanket	5 sp	3 lb.
Block and tackle	1 gp	5 lb.
Book	25 gp	5 lb.
Bottle, glass	2 gp	2 lb.
Bucket	5 cp	2 lb.
Caltrops (bag of 20)	1 gp	2 lb.
Candle	1 cp	—
Case, crossbow bolt	1 gp	1 lb.
Case, map or scroll	1 gp	1 lb.
Chain (10 feet)	5 gp	10 lb.
Chalk (1 piece)	1 cp	—
Chest	5 gp	25 lb.
Climber's kit	25 gp	12 lb.
Clothes, common	5 sp	3 lb.
Clothes, costume	5 gp	4 lb.
Clothes, fine	15 gp	6 lb.
Clothes, traveler's	2 gp	4 lb.
Component pouch	25 gp	2 lb.
Crowbar	2 gp	5 lb.
Primal focus		
Sprig of mistletoe	1 gp	—
Totem	1 gp	—
Wooden/Bone staff	5 gp	4 lb.
Yew wand	10 gp	1 lb.
Psionic Focus	10 gp	—
Fishing tackle	1 gp	4 lb.
Flask or tankard	2 cp	1 lb.
Grappling hook	2 gp	4 lb.
Hammer	1 gp	3 lb.
Hammer, sledge	2 gp	10 lb.
Healer's Kit	5 gp	3 lb.
Holy symbol		
Amulet	5 gp	1 lb.
Emblem	5 gp	—
Reliquary	5 gp	2 lb.
Holy water (flask)	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Hunting trap	5 gp	25 lb.

Item	Cost	Weight
Ink (1-ounce bottle)	10 gp	—
Ink pen	2 cp	—
Jug or pitcher	2 cp	4 lb.
Ladder (10- foot)	1 sp	25 lb.
Lamp	5 sp	1 lb.
Lantern, bullseye	10 gp	2 lb.
Lantern, hooded	5 gp	2 lb.
Lock	10 gp	1 lb.
Magnifying glass	100 gp	—
Manacles	2 gp	6 lb.
Mess kit	2 sp	1 lb.
Mirror, steel	5 gp	1/2 lb.
Oil (flask)	1 sp	1 lb.
Paper (one sheet)	2 sp	—
Parchment (one sheet)	1 sp	—
Perfume (vial)	5 gp	—
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Poison, basic (vial)	100 gp	—
Pole (10-foot)	5 cp	7 lb.
Pot, iron	2 gp	10 lb.
Potion of healing	50 gp	1/2 lb.
Pouch	5 sp	1 lb.
Quiver	1 gp	1 lb.
Ram, portable	4 gp	35 lb.
Rations (1 day)	5 sp	2 lb.
Robes	1 gp	4 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Sack	1 cp	1/2 lb.

Item	Cost	Weight
Scale, merchant's	5 gp	3 lb.
Sealing wax	5 sp	—
Shovel	2 gp	5 lb.
Signal whistle	5 cp	—
Signet ring	5 gp	—
Soap	2 cp	—
Spikes, iron (10)	1 gp	5 lb.
Spyglass	1,000 gp	1 lb.
Tent, two-person	2 gp	20 lb.
Tinderbox	5 sp	1 lb.
Torch	1 cp	1 lb.
Vial	1 gp	—
Waterskin	2 sp	5 lb. (full)
Whetstone	1 cp	1 l

Container Capacity

Container	Capacity
Backpack*	1 cubic foot/30 pounds of gear
Barrel	40 gallons' liquid, 4 cubic feet solid
Basket	2 cubic feet/40 pounds of gear
Bottle	1½ pints liquid
Bucket	3 gallons' liquid, 1/2 cubic foot solid
Chest	12 cubic feet/300 pounds of gear
Flask or tankard	1 pint liquid
Pot, iron	1 gallon liquid
Pouch	1/5 cubic foot/6 pounds of gear
Sack	1 cubic foot/30 pounds of gear
Vial	4 ounces' liquid
Waterskin	4 pints' liquid

* You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

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. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Burglar's Pack (16 gp): Includes a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a 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 (39 gp): Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Dungeoneer's Pack (12 gp): Includes a backpack, a crowbar, a 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 (40 gp): Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

Explorer's Pack (10 gp): Includes a backpack, a bedroll, a 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 (19 gp): Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

Scholar's Pack (40 gp): Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

Soldier's Pack (14 gp): Includes a backpack, a bedroll, a hammer, a mess kit, 10 pitons, 10 torches, a tinderbox, a tent, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Tools

A tool helps you to do something you couldn't otherwise do, such as craft or perform maintenance on an item, forge a document, or pick a lock. Your race, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool.

Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the GM might ask you to make a Dexterity check to carve a fine detail with your woodcarver's tools, or a Strength check to make something out of particularly hard wood.

Artisan's Tools: These special tools include the items needed to pursue a craft or trade. The Tools table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks made using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

Disguise Kit: This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks made to create a visual disguise.

Flintlock Kit: This box contains thin picks, long brushes, files, oil and other supplies for maintaining and cleaning a flintlock. Proficiency with this kit lets you add your proficiency bonus to any ability check made to maintain a flintlock, as well recall information about flintlocks.

Forgery Kit: This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks made to create a physical forgery of a document.

Gaming Set: This item encompasses a wide range of game pieces, including dice and decks of cards. A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks made to play a game with that set. Each type of gaming set requires a separate proficiency.

Herbalism Kit: This kit contains a variety of instruments such as clippers, mortar and pestle, as well as pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks made to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and potions of healing.

Musical Instrument: Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks made to play music with the instrument. Each type of musical instrument requires a separate proficiency.

Navigator's Tools: This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check made to avoid getting lost at sea.

Poisoner's Kit: A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your

proficiency bonus to any ability checks made to craft or use poisons.

Thieves' Tools: This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks made to disarm traps or open locks.

Tools

Item	Cost	Weight
Artisan's tools		
Alchemist's supplies	50 gp	8 lb.
Brewer's supplies	20 gp	9 lb.
Calligrapher's supplies	10 gp	5 lb.
Carpenter's tools	8 gp	6 lb.
Cartographer's tools	15 gp	6 lb.
Cobbler's tools	5 gp	5 lb.
Cook's utensils	1 gp	8 lb.
Glassblower's tools	30 gp	5 lb.
Jeweler's tools	25 gp	2 lb.
Leatherworker's tools	5 gp	5 lb.
Mason's tools	10 gp	8 lb.
Painter's supplies	10 gp	5 lb.
Potter's tools	10 gp	3 lb.
Smith's tools	20 gp	8 lb.
Tinker's tools	50 gp	10 lb.
Weaver's tools	1 gp	5 lb.
Woodcarver's tools	1 gp	5 lb.
Disguise kit	25 gp	3 lb.
Flintlock kit	50 gp	2 lb.
Forgery kit	15 gp	5 lb.
Gaming set		
Dice set	1 sp	—
Playing card set	5 sp	—
Herbalism kit	5 gp	3 lb.
Musical instrument		
Drum	6 gp	3 lb.
Dulcimer	25 gp	10 lb.
Flute	2 gp	1 lb.
Lute	35 gp	2 lb.
Lyre	30 gp	2 lb.
Horn	3 gp	2 lb.
Pan flute	12 gp	2 lb.
Navigator's tools	25 gp	2 lb.
Poisoner's kit	50 gp	2 lb.
Thieves' tools	25 gp	1 lb.
Vehicles (land or water)	*	*

* See the "Mounts and Vehicles" section.

Mounts and Vehicles

A good mount can help you move more quickly through the wilderness, but its primary purpose is to carry the gear that would otherwise slow you down. The **Mounts and Other Animals** table shows each animal's speed and base carrying capacity.

An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

Barding: Barding is armor designed to protect an animal's head, neck, chest, and body. Any type of armor shown on the **Armor** table can be purchased as barding. The cost is four times the equivalent armor made for humanoids, and it weighs twice as much.

Saddles: A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted. An exotic saddle is required for riding any non-equine, such as an aquatic or flying, mount.

Vehicle Proficiency: If you have proficiency with a certain kind of vehicle (land or water), you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances.

Rowed Vessels: Keelboats and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores. A rowboat weighs 100 pounds, in case Heroes carry it over land.

Mounts and Other Animals

Item	Cost	Speed	Carrying Capacity
Camel	50 gp	50 ft.	480 lb.
Donkey or mule	8 gp	40 ft.	420 lb.
Horse, draft	50 gp	40 ft.	540 lb.
Horse, riding	75 gp	60 ft.	480 lb.
Mastiff	25 gp	40 ft.	195 lb.
Pony	30 gp	40 ft.	225 lb.
Warhorse	400 gp	60 ft.	540 lb.

Tack, Harness, and Drawn Vehicles

Item	Cost	Weight
Barding	×4	×2
Bit and bridle	2 gp	1 lb.
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Chariot	250 gp	100 lb.
Feed (per day)	5 cp	10 lb.
Saddle		
Exotic	60 gp	40 lb.
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddlebags	4 gp	8 lb.
Sled	20 gp	300 lb.
Stabling (per day)	5 sp	—
Wagon	35 gp	400 lb.

Waterborne Vehicles

Item	Cost	Speed
Galley	30,000 gp	4 mph
Keelboat	3,000 gp	1 mph
Longship	10,000 gp	3 mph
Rowboat	50 gp	1½ mph
Sailing ship	10,000 gp	2 mph
Warship	25,000 gp	2½ mph

Trade Goods

Most wealth is not in coins. It is measured in livestock, grain, land, rights to collect taxes, or rights to resources (such as a mine or a forest).

Guilds, nobles, and royalty regulate trade. Chartered companies are granted rights to conduct trade along certain routes, to send merchant ships to various ports, or to buy or sell specific goods. Guilds set prices for the goods or services that they control, and determine who may or may not offer those goods and services. Merchants commonly exchange trade goods without using currency. The **Trade Goods** table shows the value of commonly exchanged goods.

Trade Goods

Cost	Goods
1 cp	1 lb. of wheat
2 cp	1 lb. of flour or one chicken
5 cp	1 lb. of salt
1 sp	1 lb. of iron or 1 sq. yd. of canvas
5 sp	1 lb. of copper or 1 sq. yd. of cotton cloth
1 gp	1 lb. of ginger or one goat
2 gp	1 lb. of cinnamon or pepper, or one sheep
3 gp	1 lb. of cloves or one pig
5 gp	1 lb. of silver or 1 sq. yd. of linen
10 gp	1 sq. yd. of silk or one cow
15 gp	1 lb. of saffron or one ox
50 gp	1 lb. of gold
500 gp	1 lb. of platinum

Expenses

When not descending into the depths of the earth, exploring ruins for lost treasures, or waging war against the encroaching darkness, adventurers face more mundane realities. Even in a fantastical world, people require necessities such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

Lifestyle Expenses

Lifestyle	Price/Day
Wretched	-
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Aristocratic	10 gp minimum

Lifestyle Expenses

Lifestyle expenses provide you with a simple way to account for the cost of living on Arcanis. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment, so you can be ready for your next adventure.

At the start of each week or month (your choice), choose a lifestyle from the **Expenses** table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your Hero's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

Self-Sufficiency

The expenses and lifestyles described here assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford—paying for food and shelter, paying townspeople to sharpen your sword, maintenance for your armor, and so on. Some Heroes, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and maintaining their own gear.

Maintaining this kind of lifestyle doesn't require you to spend any coin, but it is time consuming. If you spend your time between adventures practicing a profession, you can eke out the equivalent of a poor lifestyle. Proficiency in the Survival skill lets you live at the equivalent of a comfortable lifestyle.

Wretched: You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

Squalid: You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

Poor: A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, peddlers, thieves, mercenaries, and other disreputable types.

Modest: A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, and the like.

Comfortable: Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and military officers.

Wealthy: Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants.

Aristocratic: You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and have servants attending to your every need. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, high priests, and nobility. You must also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

Food, Drink, and Lodging

The **Food, Drink, and Lodging** table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

Food, Drink, and Lodging

Item	Cost
Ale	
Gallon	2 sp
Mug	4 cp
Banquet (per person)	10 gp
Bread, loaf	2 cp
Cheese, hunk	1 sp
Inn stay (per day)	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
Meals (per day)	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
Meat, chunk	3 sp
Wine	
Common (pitcher)	2 sp
Fine (bottle) (Savorian Red, Ulfilan White, etc.)	10 gp

Services

Heroes can pay for hirelings to assist them or act on their behalf in a variety of circumstances. Most hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.

Some of the most basic types of hirelings appear on the **Services** table. Other common hirelings include any of the wide variety of people who inhabit a typical town or city. For example, an eldritch sorcerer might pay a carpenter to construct an elaborate chest (and its miniature replica) for use in the *secret chest* spell. A fighter might commission a blacksmith to forge a special sword.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help the Heroes take on a war army are hirelings, as are sages hired to research ancient or esoteric lore. If a high-level Hero establishes a stronghold of some kind, he or she might hire a whole staff of servants and agents to run the place, from a castellan or steward to menial laborers to keep the stables clean. These hirelings often enjoy a long-term contract that includes a place to live within the stronghold as part of the offered compensation.

Services

Service	Pay
Hireling	
Skilled	2 gp per day
Untrained	2 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile
Slave	
Skilled	100 gp
Untrained	20 gp

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, scribe, and so on. The pay shown is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for menial work that does not require any particular skill and can include laborers, porters, maids, and similar workers.

Slaves

Slavery is an institution in many of the nations of the Known Lands. The Kingdom of Milandir, and some parts of the League of Princes expressly forbid slavery, finding the practice abhorrent. Entering these nations with a slave is not illegal, however. This is not due to a lack of sympathy for the plight of the slave but a more practical consideration. The nations that outlaw slavery are far outnumbered by nations that allow the practice so in the interest of maintaining trade relations, free nations are forced to make allowances for visiting slave-holders.

Abusing a slave within plain sight of a citizen of a free nation may cause a citizen to report the incident to the authorities or even try to intervene on the slave's behalf. Such incidences are rare, but they do happen.

Unlike hirelings, slaves require upkeep costing 10% of the purchase cost per month.

Skilled slaves include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a tutor, artisan, scribe, and so on. Untrained slaves are intended for menial work that requires no particular skill.

V

CUSTOMIZATION OPTIONS

- Allegiance
- Fame
- Secret Societies
- Multiclassing Restrictions
- Feats
- Combat Schools of Arcanis

Allegiance

A part of almost every story in Arcanis is the power of obligations. Most Heroes have some level of loyalty to their nation, religious faction, and some, to a secret society.

Patriotism and national pride are strong forces across the Known Lands. Every Coryani citizen knows that they are a part of the greatest nation on Arcanis, but so does every citizen of Milandir and Aldheria. Your national allegiance need not be to your home nation. You may be an escaped slave or an exile, trying to make a life for yourself in your new home.

On Arcanis, religious beliefs are almost as much a unifying force as national identity. Both the Mother Church of Coryan and the Milandric Orthodox Church have incredible power over the hearts and minds of their believers. Less centralized religions, such as that practiced in the Hinterlands and by some undir in the League of Princes, lack the cohesiveness necessary to exert this kind of control. When it comes to your Hero, you can choose whether to have any strong religious allegiance or not. You may be a fervent adherent of a faith or belong to a heretical society, known as the Mourners in Silence, that believes that the Gods are dead.

Some Heroes may choose to become members of a secret society. The civilizations of Arcanis have given birth to countless such organizations, some which have vanished unfulfilled, while others continue to work from the shadows or with a public face with their own secret motives. By completing missions and advancing the causes of these various factions, you can gain fame with a faction. Likewise, any who fail too often or betray their trust may find themselves **permanently** expulsed from the group.

Fame

Gaining fame with your factions provides your character with increased resources, character advancement options, and other in-game benefits.

Accomplishing an objective for a faction your Hero doesn't belong to (whether inadvertently or purposefully) does not typically grant any benefits, though it may grant fame with that faction. However, it is possible that this fame can be used to grant special bonuses at the GM's discretion and can even be used as a reason to change your Hero's allegiance.

Renown

As word of your deeds starts to spread with a faction you will begin to attract attention.

At 5 points of fame members of your secret society have a chance to know you on sight (as determined by the GM).

At 10 points of fame most members of a faction at least know of your exploits.

At 15 points of fame, the high-ranking members of a faction know of you and may personally call upon you.

At 20 points of fame you have become famous within your faction. You may be a hero of your nation and be as famous as some of the greatest gladiators to grace the arena. Within your society, you might be a renowned agent, and so well-known that many think you a myth.

With other factions, fame can become as much a disadvantage as an advantage. At 10 points, you have piqued the curiosity of higher ranking society members, the nobility, and the military. At 15 points, you are actively being watched, and at 20 points you are being assessed as either a possible threat or an ally.

Benefits of Fame

By temporarily spending your fame with a faction, pooling resources and exhausting good will, you can receive useful information and contacts. You start every adventure with full fame in your factions and regain spent fame at the rate of 1 point per long rest.

- **2 points:** Your faction provides you with information on a specific location, local personages, contacts with the black market, or agreements with local guilds.
- **3 points:** You gain a bonus equal to your maximum fame on any Charisma check made to gather local news, rumors, or information if you are asking someone in your faction.
- **5 points:** You may use your faction's resources to find some useful information related to your factions' major goals. This is primarily a way for your GM to help get the story back on track.
- **10 points:** You may ask for a single favor from your faction, such as mounts for you and your allies, or a safe house for a few days. These favors cost 10 points each and may or may not be available at the GM's discretion.

These benefits must fit within the context of the faction involved. While secret societies have agents in most cities and some towns, national resources are more limited. For example, a Coryani national would be able to utilize these benefits only while within the Coryani Empire. A member of the order of the Hawk and Shield, on the other hand, would be able to use their contacts anywhere with a strong Sanctorum presence.

Infamy

While fame is generally granted by fulfilling missions or performing acts that benefit your allegiances, infamy is gained when you intentionally fail to fulfill a mission, fail too often, or act in opposition to your factions' interests. Infamy is tracked alongside fame. If your infamy ever

exceeds your fame with a faction, your faction will be less inclined to trust you and offer you benefits. If your infamy doubles your fame with a faction, that faction will either exile or excommunicate your character, or you may become Marked for Death (see below).

There are cases when it becomes impossible to complete your faction's mission through no fault of your own and infamy should not be granted in such situations. If your Hero is a Mourner in Silence and you are working with four members of the Orthodoxy, it may become impossible for you to accomplish your mission without exposing yourself or causing undue conflict with the other players. In cases such as this, you would not gain any infamy for failing in your mission (at GM's discretion).

Changing Factions

You may only change factions if you have at least 3 fame with the faction that you wish to switch your allegiance to. If you have 3 or less fame with your original faction, that fame is lost with no effect, but if you have more than 3 fame with your original faction you gain an amount of infamy with your previous faction equal to your fame in your new faction. If this infamy surpasses your fame with your previous faction, you suffer difficulties as listed under the Infamy rules above.

Changing your allegiance does not give you permission to take feats or gain items that are restricted either to race or to native people of that nation. If you are not a kio you will not be given permission to purchase a kio sword or a kio hauberk not matter how much fame with the League of Princes you have.

You may never change allegiance either to or from an elorii nation (such as Elorshe' or Entaris), except insofar as to change allegiance between those two nations. An elorii can never become a Coryani citizen, and a kio can never become a citizen of Entaris.

Changing your secret society from the Feather Men to another secret society simply results in your fame score with the Feather Men dropping to zero. You do not gain Infamy with the Feather Men regardless of how much fame you had with them before changing allegiance.

Secret Societies

Wherever men gather, whether to do good or ill, there will be those who will conspire in secret, creating cabals of like-minded individuals to promote their own agendas. Sometimes these secret societies operate openly, believing that it is often wise to hide in plain sight, to better conceal their true purpose. Others operate so covertly, that even after hundreds of years they remain the subject of myth and legend. Below you will find a small selection of secret societies that your Heroes may join, but be wary, even the most benevolent of these may hide a dark secret that only those in the inner circle know.

The Champions of the Silver Chalice

After the death of Oric IV of Milandir, King Gerhardt val'Ouan, founded a society as a tribute to his father. Oric believed that only the deeds of good and virtuous men and women could stand against that black tide that threatened to overwhelm Arcanis.

"What is needed," Gerhardt believed, "is an organization that brings together the best and purest of heart to champion the cause my father felt so strongly about, not just within these borders, but throughout the Known Lands and beyond."

Goals: The goal of this organization is to rid the world of tyranny, needless deaths due to wars for a leader's aggrandizement or wealth, piracy, slavery and the corrosive influence of the baser instincts of man. They are to act as the living embodiment of the eight virtues espoused by the organization – courage, faith, generosity, honesty, hope, humility, justice and mercy – in their every word and deed.

Emerald Society

Originally founded to locate religious artifacts from the time of the Imperium of Man for the Mother Church of Coryan, the Emerald Society has grown into a powerful organization that searches for knowledge and relics lost during the Shadowed Age to enlighten the present.

Goals: The Emerald Society has a very simple mandate; unearth and discover whatever is possible of the past for the betterment of present and future generations. Obviously, some of these artifacts, be they mundane or magical, may be inherently dangerous and must be analyzed and studied by the experts of the Society before they can be reintroduced into the general populace.

The Feather Men

The Feather Men is an organization for those players who do not wish to have their Heroes entangled in causes, ideologies or any other type of dogma. It exists for those who wish to participate in all the intrigue their fellow players enjoy as part of a Secret Society, but without committing to a far-reaching goal.

The Feather Men organization allows the Hero take on very small and innocuous missions for a monetary reward. Obviously, the greater the risk taken, the greater the reward, but usually the missions start off modestly; such as dropping off a letter at an office or knocking over a glass of ale into someone's lap. These objectives will rarely put the

agent's life at risk, and, for the mercenary-minded Hero, the extra coin for such a small action is worthwhile.

Goals: No one knows exactly what the goals of the Feather Men are. Sometimes the tasks it sets for its members are not only innocuous but directly at odds with previous tasks performed by other members. Some have speculated that the leadership of the society, whomever they might be, has some vast, complex plot to undermine all of the nations of the Known Lands. To advance this design, they task members of the Feather Men with their small and seemingly-inconsequential missions. Whether this theory is true remains to be seen.

Followers of the Azure Way

The Followers of the Azure Way, under the guise of a Masons' Guild, purports to be a group of selfless engineers who have undertaken the enormous task of rebuilding the ancient roadways and byways that once connected the vast empire known as the Imperium of Man. The Imperium was the perfect vessel embodying the Rule of Man as decreed by the Gods. For millennia, those who were citizens of the Imperium lived during a glorious Golden Age not seen since. Corruption, strife and eternal war is all that Mankind can now look forward to, having fallen so far from that vision.

Goals: To establish the Second Imperium of Man as foretold by prophecy and to bring all into a new Golden Age under the Rule of Man.

The Mourners in Silence

The members of this faction believe that the Gods have died, abandoned or are no longer interested in the fate of Man.

Goals: In short, the Mourners wish to free mankind from the oppression of the Church and the vals by exposing the charade that is organized religion. They insist that a man should rely only on himself, not on the authority or power of an uncaring or nonexistent Pantheon.

The Orthodoxy

During the Imperium, all the Gods were worshipped equally as a united Pantheon. Then, unlike now, there were not individual priests of each God, but a single Pantheonistic priesthood. Today, the Mother Church of Coryan still pays obeisance to the Pantheon, but as fragments of the whole. Each God has its own separate priesthood answering to the Patriarch of the Mother Church. Members of this faction do not believe this is the way the Gods intended for humans to worship Them and may be the reason They have all but stopped speaking directly to Man.

Goals: The reintegration of the 12 priesthoods of all nations back into a united Pantheonistic Church and the elimination of all heretical worship.

The Sanctorum of the Arcane (The Hawk & The Shield)

The Sanctorum of the Arcane came into being as a reaction to the Ymandrake Harvesters who travel across the Known Lands seeking those with the ability to wield arcane power. The young or the willing are made to join Ymandrake society, while those too old or intransigent to see the wisdom of bowing their heads to the Sorcerer-King are sold into slavery or worse. The Sanctorum became safe houses, a place where mages could practice their art without fear of being ambushed by Harvesters. Eventually these safe houses were identifiable to members by an emblem of a hawk in flight upon a shield. In this atmosphere of brotherhood, the mages of the Known Lands flourished, learning their craft and rescuing others targeted by the Harvesters.

Goals: The goal of the Sanctum ever remains to save and protect arcane practitioners from the predations of the Harvesters. Whenever possible, they also eliminate Harvesters and act to counter the machinations of the Sorcerer-King.

Multiclassing

Multiclassing functions a little differently on Arcanis because of the competing and contradictory theories about the nature of magic.

Magic

There are four different philosophies about the use of magic, collectively referred to as the Arcanum. Two of the Arcanum, arcane and divine, draw on the same source of power, the small amount of residual energy from the creation of the universe. Primal magic is bestowed upon a shaman or other primal caster by powerful spirits and beings. Lastly, psionics is the power of the mind, amplified to an incredible level. Those that learn to master each of these sources of the Arcanum have very different views on how these powers should be used and who should wield them.

The masters of the **arcane** Arcanum let the essence of magic flow through them, and shaping it through sheer will power and mental focus. Arcane spellcasters believe that magic can be fluid and dynamic, readily adaptable to any situation. Practioners of this art believe that arcane magic is a tool to be used as necessary. Elder and eldritch sorcerers are the most common arcane spellcasters.

Others believe that magic is a gift from the Gods and are sacrosanct. The practioners of the **divine** Arcanum believe that since holy text defines the exact parameters of how a spell, known as a *core*, should be cast, no deviation is allowed. They fuel the spells with their unshakable faith and unwavering belief that these cants were handed

down, generation upon generation, by divine providence. Clerics and holy champions are the most common divine spellcasters.

Those that practice the Arcanum of **primal** magic do not channel arcane energy, but instead bargain with lesser spirits and other beings to gain their power. Known as hedge magi, shamans, witch doctors, and more, they are looked down upon by the other practitioners of the Arcanums, though many value their powers and abilities. Shamans are the most common primal spellcasters.

Finally, the **psionic** Arcanum is unique, as it comes from a specific difference of anatomy and physiology, that allows those who have it to access powers of the mind. The psions are the most common of the awakened.

When it comes to multiclassing, only the psionic Arcanum can be combined with another Arcanum. A divine spellcaster will not teach an arcane caster their holy cants as they see them as misusing the gifts of the Gods, at best and corrupting it, at worst. Likewise, they will not deign to teach primal casters, who they see as having comingled their souls with lesser spirits, with the pure songs of their faith.

For their part, arcane casters enjoy the freedom and power that comes from manipulating the mystical energies they harness and refuse to put themselves in what they perceive as a mental box. They would never consider primal magic as a viable path, for who would trade wielding the power of creation for the crumbs handed out by beings that demand payment in kind.

Those who are primal casters are so either because of cultural upbringing or because they lack the *gift* to channel arcane power. While they may have the faith necessary to cast cants, they lack the years of practice needed to do so. In addition, once a priest discovers the fell bargains they have made, they'll be forced to break those pacts irrevocably or be thrown out of the temple bodily.

Consult the table below for a breakdown of the multiclassing options across the various Arcanums.

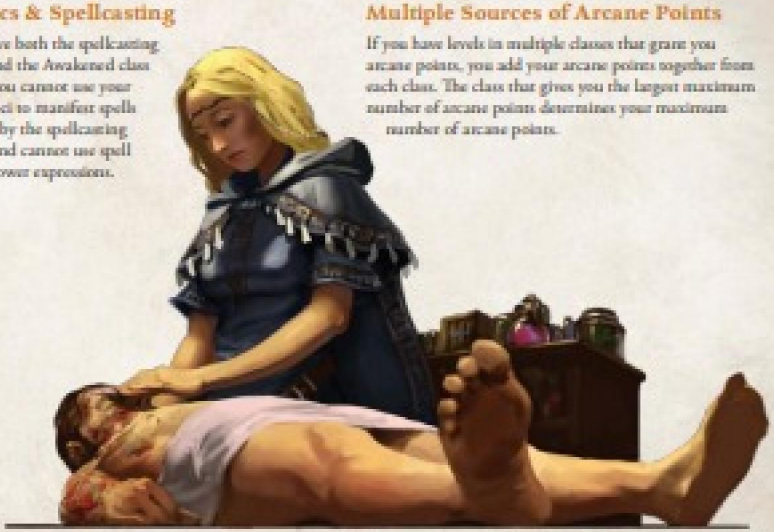
	Arcane	Divine	Primal	Psionic
Arcane/Elder	Allowed (elder only)	Not allowed	Not allowed	Allowed
Arcane/Eldritch	Allowed (eldritch only)	Not allowed	Not allowed	Allowed
Divine	Not allowed	Allowed	Not allowed	Allowed
Primal	Not allowed	Not allowed	Allowed	Not allowed
Psionic	Allowed	Allowed	Not Allowed	Allowed

Psionics & Spellcasting

If you have both the spellcasting feature and the Awakened class feature, you cannot use your mental foci to manifest spells provided by the spellcasting feature, and cannot use spell slots to power expressions.

Multiple Sources of Arcane Points

If you have levels in multiple classes that grant you arcane points, you add your arcane points together from each class. The class that gives you the largest maximum number of arcane points determines your maximum number of arcane points.



Prerequisites and Proficiencies

Consult the table below for the multiclassing prerequisites for the new classes presented in this book. The chart also provides the proficiencies received when you take a level in a different class. Otherwise, multiclassing functions the same as presented in the core rules.

Multiclassing

Class	Attribute Prerequisites	Proficiencies Gained
Cleric	Wisdom 13	Light armor, medium armor, shields
Fighter	Strength or Dexterity 13	Light armor, medium armor, shields, simple weapons, martial weapons
Fury	Strength 13	Shields, simple weapons, martial weapons
Holy champion	Strength or Dexterity 13, Charisma 13	Light armor, medium armor, shields, simple weapons, martial weapons
Psion	Charisma 13	Light armor, medium armor, simple weapons
Ranger	Strength or Dexterity 13, Wisdom 13	Light armor, medium armor, shields, simple weapons, martial weapons, herbalism kit, one skill from the class' skill list
Rogue	Dexterity 13	Light armor, one skill from the class's skill list, thieves' tools
Sorcerer (Elder or Eldritch)	Charisma or Intelligence 13	Arcana
Shaman	Charisma 13	Light armor, simple weapons

Stat Monkey Rules Reminder!

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved). For example, the rogue's Expertise feature doubles the proficiency bonus for certain ability checks. If more than one ability, feature, magic item, etc. instructs you to add your proficiency bonus, you may only apply that bonus once to the roll. They do not stack. Likewise, you only multiply or divide the bonus once. Remember to round down.

Feats

A feat represents a talent or an area of expertise that grants a Hero special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat and you can take a feat at the same time as you meet its prerequisite. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Acrobatic feat requires you to have a Dexterity of 13 or higher. If your Dexterity is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Acrobatic feat until your Dexterity is restored.

Due to the differences in the use of the Arcanum, your choice of feat can limit your ability to multiclass or learn other kinds of magic. If you choose a feat that grants you access to a spell from one Arcanum, you must follow the multiclass restrictions of that Arcanum.

Acrobatic

Prerequisite: Dexterity 13 or higher

You are incredibly limber and agile, with a natural gift for gymnastics. You gain the following benefits:

- Your Dexterity score increases by 1, to a maximum of 20.
- You gain proficiency in Acrobatics. If you are already proficient, you instead add double your proficiency bonus to ability checks you make with Acrobatics.
- Standing up from prone does not cost you any movement
- On your turn, your movement can include walking vertically or horizontally across a wall or similar structure. Every foot of movement across a wall costs 1 extra foot.
- When you take the Dash action, you may leap over objects 5-foot high or shorter without making an ability check.

Adaptable

A Hero's ability to adapt is second to none. When you take this feat, choose three options from the following list. Except for literacy, you can choose an option more than once.

- Gain proficiency in a skill of your choice
- Gain proficiency in a tool of your choice
- Learn a language
- Gain literacy

Advanced Armor Training

You have spent countless hours conditioning your body to the needs of wearing armor. You gain the following benefits:

- Your Dexterity, Constitution, or Strength score increases by 1, to a maximum of 20.
- When you first take this feat, choose either light, medium, or heavy armor. You must be proficient in the type of armor you choose. While wearing your chosen armor, you gain the listed benefit:
  Light Armor: Your AC is increased by 1.
  Medium Armor: You can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.
  Heavy Armor: Bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by 3.

You may choose this feat more than once, selecting a different type or armor each time. You gain the benefits of each of your chosen types of armor.

Advantageous Deformity

Prerequisite: Gnome

By necessity, gnomes have learned how to make the best of a bad situation. When you take this feat, choose one of the following deformities; the exact physical appearance of each characteristic is left up to you. You may select this feat more than once, choosing a different deformity each time.

Enlarged Eyes: Your eyes are grotesquely huge, which increases your visual acuity and sensitivity. You have advantage on all Wisdom (Perception) checks.

While in bright light you suffer disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Enlarged Legs: Your legs are larger than normal and packed with dense muscle mass. Your speed increases by 5, and the distance you can jump is doubled.

Hunchedback: You have a powerful upper body but are slow to move and react. Your Strength score increases by 1, to a maximum of 20. Additionally, when calculating your carrying capacity multiply your strength by 20 instead of 15.

Malformed Arm: One of your arms is clearly larger than the other. When you make a melee attack with a weapon you are wielding in your malformed arm, you gain +2 to your damage roll.

You suffer disadvantage on any ability checks that require both hands, such as climbing.

Alien Understanding

You have thoroughly researched and studied a type of creature, spending hours researching and in the field learning all that you can. You may well consider yourself an authority on that kind of creature.

When you take this feat, choose a creature type from the following list: aberrations, celestials, elementals, fiends, giants, monstrosities, oozes, plants, usethric, or undead. You have advantage on Wisdom (Survival) checks made to track creatures from your chosen creature type, on Intelligence checks to recall information about them, and on Wisdom (Insight) checks to determine their moods or intent.

You learn a language commonly spoken by creatures of your chosen type, if they have one.

When faced with a creature of your chosen type, as a bonus action you can attempt to recall facts about the creature. Make an Intelligence check, adding your proficiency bonus, against a DC of 13 + the creature's CR. On a success, you recall the creature's resistances, vulnerabilities, immunities, and special attacks.

Altherian Sniper

You have an uncanny eye and steady hand, both of which make you especially deadly with a flintlock rifle. You gain the following benefits:

- You gain proficiency with flintlock pistols, flintlock rifles, and the flintlock kit.
- Once per turn, when you take the Attack action, you may reload a flintlock if you have a free hand.
- When firing a flintlock rifle while prone, as a bonus action you may take aim, granting you advantage on your attack roll.
- As an action, when firing a flintlock rifle while prone, you can line up one, perfect shot. Make one ranged attack with a flintlock rifle. If you successfully hit you deal an additional 2d8 piercing damage for each attack you could have taken with an attack action. For example, a 17th level fighter (3 attacks) would deal an additional 6d8 piercing damage.

Analytical Mind

You have an uncanny ability to perceive and recognize items of interest others would simply glance over. You gain the following benefits:

- Your Intelligence or Wisdom score increases by 1, to a maximum of 20.
- You gain proficiency in Investigation. If you are already proficient, you instead add double your proficiency bonus to ability checks you make with Investigation.
- You can recall anything you have seen over the last week.
- When you meet a creature for the first time, you automatically find some detail that reveals something about them not commonly known. You might spot that a famed duelist is hiding a limp they did not have two days ago, or that a merchant has a hint of Cancerese in their speech.

Animal Affinity

You have a way with animals. You gain the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20.
- You gain proficiency in Animal Handling. If you are already proficient, you instead add double your proficiency bonus to ability checks you make with Acrobatics.
- You gain advantage on all Wisdom (Insight) checks when attempting to read a beast's emotional state and disposition.
- If you or your allies have not attacked a beast, you may attempt to charm it. Make a Wisdom (Animal Handling) check against a DC equal to 15 + the beast's CR. If you succeed, the beast is charmed by you for 1 minute or until it takes any damage. If you fail, the beast is immune to this ability until the next dawn.

Arcane Spell Mastery

Prerequisite: Arcane spellcaster

You have mastered one spell above all others and you are adept at using it well. Choose one spell of 1st level or higher that you can cast with your spell slots. This spell must be from an arcane spellcasting class that you have levels in and once this spell is chosen you may not change it.

- You know this spell so well that it no longer counts as one of your known spells, allowing you to learn an additional spell later.
- When you cast your chosen spell, you gain the following benefits:

- You treat your spell as if you had cast it with a spell slot one level higher than the one you used to cast the spell.
- You may apply one Metamagic option you know to your spell without paying its arcane point cost once, regaining the ability to do so after completing a long rest.
- Any creature attempting to interrupt or end your spell with *counterspell* or *dispel magic* must make an ability check using their spellcasting ability regardless of your spell's level.

Armor Training

You have learned the proper use of armor. You gain the following benefits:

- Your Dexterity, Constitution, or Strength score increases by 1, to a maximum of 20.
- You gain proficiency with shields.
- When you take this feat, you gain proficiency with light armor. If you are already proficient with light armor, you gain proficiency with medium armor. If you are already proficient with medium armor, you gain proficiency with heavy armor.

If you take this feat twice, you gain proficiency with all types of armor.

Blind-Fighting

Prerequisite: Wisdom 13 or higher

Your training in fighting without the use of your eyes has heightened your other senses to a nearly magical degree. You gain the following benefits:

- You gain blindsight out to a 10-foot radius.
- When an invisible or hidden creature that you are aware of makes a melee attack against you, you may make an opportunity attack against that creature.

Born in the Saddle

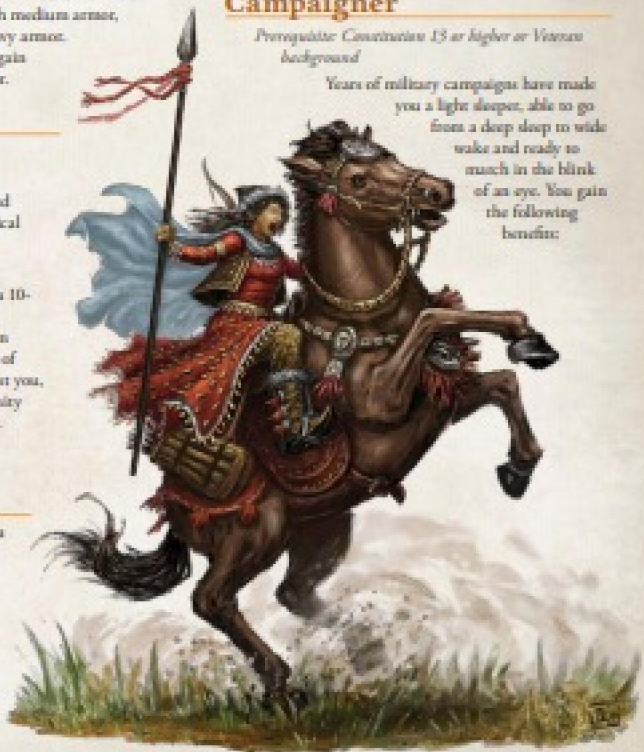
You were raised riding a horse or a similar animal, and were always eager to mount up and ride off. You gain the following benefits:

- You gain proficiency in Animal Handling. If you are already proficient, you instead add double your proficiency bonus to ability checks you make with Animal Handling.
- You gain advantage on all Wisdom (Animal Handling) checks when attempting to control your mount.
- While mounted, you gain advantage on all melee attack rolls against unmounted creatures which are smaller than your mount.
- When your mount is attacked with a melee or ranged weapon attack, as a reaction you can redirect the triggering attack to yourself.
- When your mount is required to make a Dexterity saving throw against a spell or effect that deals half damage with a successful save, as a reaction you may replace your Wisdom (Animal Handling) check for your mount's Dexterity saving throw. If your check is successful, your mount suffers no damage from the triggering effect.

Campaigner

Prerequisite: Constitution 13 or higher or Veteran background

Years of military campaigns have made you a light sleeper, able to go from a deep sleep to wide awake and ready to march in the blink of an eye. You gain the following benefits:



- Your Constitution score increases by 1, to a maximum of 20.
- You gain advantage on all Constitution saving throws to resist exhaustion when making a forced march.
- The sound of battle awakens you to action. If you are unconscious, you automatically regain consciousness at the end of your turn if you have at least 1 hit point.

Challenge

Your enemies cannot ignore the threat you pose. Choose a creature within 30 feet of you that can clearly see and hear you. As a bonus action, you can issue a challenge to that creature.

Your target must make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus). If your target fails their saving throw, they consider you a significant threat and will attack you on their next turn. If your target succeeds on their saving throw, you cannot challenge them again until you complete a long rest.

A target that is challenged by multiple Heroes will react to the last challenge successfully issued.

How your target attacks you is up to the GM. Unless they are very simple-minded, your target will not blindly charge you or disregard their own safety. Your target might attack you with a ranged weapon or a spell, or use a magic item to attack you.

Combat Aptitude

Prerequisite: Proficiency with simple weapons

Weapons feel familiar in your hands, as if you had always wielded them. You gain the following benefits:

- Your Dexterity or Strength score increases by 1, to a maximum of 20.
- You gain proficiency in martial weapons.

Combat Intuition

You have an uncanny clarity of mind, allowing you to feel the ebb and flow of battle. You gain the following benefits:

- Your Dexterity or Wisdom score increases by 1, to a maximum of 20.
- You have advantage on all opportunity attacks.
- You have advantage on all Wisdom (Perception) checks.

Combat School Training

Prerequisite: You cannot have the Personal Combat Style feat, and you must meet the prerequisites of your chosen combat school.

You have gained acceptance into a school that teaches a combat style.

When you first take this feat, you must choose a combat school to join and you gain 2 resolve dice. Combat schools are found at the end of this chapter. You must be proficient in the weapons your chosen school teaches and you must wield those weapons to gain any benefits from your chosen school. You gain the first tier (journeyman) benefits of your chosen school.

You may take this feat again to gain the next tier (master) benefits of your chosen school. When you take this feat again to become a master of your chosen school, your resolve die changes to a d8 and you gain an additional resolve die.

Church Education

You were trained in the rituals and prayers of one of the organized faiths, such as the Mother Church of Corvyn or the Miladric Orthodox Church. You may have a patron deity, whom you devote most your prayers to, but if you belong to a Church that worships a group of deities, like the Pantheon of Man, you are also knowledgeable in many of the other deities' mundane rites and benedictions. You gain the following benefits:

- You gain proficiency in Religion. If you are already proficient with Religion, you add double your proficiency bonus to ability checks you make with Religion.
- You learn two cantrips of your choice from the cleric spell list.
- Choose one 1st level spell from the cleric spell list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.
- Wisdom is your spellcasting ability for the cantrips and spell you gain from this feat.
- Clergy of your church who are aware of your education will treat you with respect and may even offer you food and shelter.
- You are now a divine spellcaster and must abide by all restrictions and requirements of that Arcanum.

Crossbow Adept

Prerequisite: Dexterity 13 or higher

Your hands move with blurring efficacy allowing you to load weapons with amazing speed. You gain the following benefits:

- You become proficient with the Sleight of Hand skill. If you are already proficient, you instead add double your proficiency bonus to ability checks you make with Sleight of Hand.
- You ignore the loading quality on crossbows with which you are proficient.
- Being adjacent to a hostile creature no longer imposes disadvantage on your ranged attack rolls when firing a crossbow.

Dedicated Defender

A good bodyguard is always willing to take a deadly strike for their charge. You gain the following benefits:

- Your Dexterity or Constitution score increases by 1, to a maximum of 20.
- When a friendly creature adjacent to you is attacked with a melee or ranged attack, as a reaction you may redirect the triggering attack to yourself. You must be aware of the triggering attack.
- When a friendly creature adjacent to you is required to make a Dexterity saving throw against a spell or effect that deals half damage on a save, as a reaction you may grant them advantage on their saving throw.

Dragon's Hide

Prerequisite: Scleraan

You have used a special diet, the proper rites, and a secret collection of ointments to harden your scales. You gain the following benefits:

- Your Constitution score increase by 1, to a maximum of 20.
- The AC granted by your Natural Armor racial trait increases to 14 + your Dexterity modifier. If you do not have the Natural Armor racial trait, you gain it, but your AC is 12 + your Dexterity modifier.

Eclectic Knowledge

You have learned a smattering of information about a wide variety of topics and you have dabbled in many different crafts. You gain the following benefits:

- Your Intelligence score increases by 1, to a maximum of 20.
- You can add half your proficiency bonus, rounded down, to any Intelligence or Wisdom check you make that doesn't already include your proficiency bonus.

Fortified Defenses

You have taken the time to fortify either your mind or your body. Choose an attribute for which you currently have a score of 13 or higher; that attribute score increases by 1, to a maximum of 20.

If you choose an attribute which you do not have as a saving throw proficiency, you also gain proficiency in saving throws with that attribute.

If you choose an attribute which you do have as a saving throw proficiency, when you are required to make a saving throw with that attribute you may, as a reaction, gain advantage your save. You can use this ability 3 times, regaining all expended uses after completing a long rest.

Grappler

Prerequisite: Strength 13 or higher

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

Have Pity

Prerequisite: Gnome, Charisma 13 or higher

You can make yourself seem pathetic and beneath notice.

When a creature tries to hit you with a melee attack, as a reaction you may cower in fear. Your attacker must succeed on a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus) or choose a new target for their attack. This effect doesn't protect you from area effect attacks, such as the explosion of a fireball.

You may use this ability a number of times equal to your Charisma modifier. You regain all expended uses after finishing a long rest.

Hawkeye

Prerequisite: Dexterity 13 or higher

You have spent countless hours training with a single ranged weapon, learning how to place the arrow or bullet exactly where you want it. You gain the following benefits when making attacks with a ranged weapon:

- You suffer no penalties for attacking at long range.
- You ignore penalties for firing at targets behind three-quarter or half cover.
- Before making an attack, you may choose to not apply your proficiency bonus to your attack roll. If your attack hits, you deal additional damage equal to double your proficiency bonus.

Healing Hands

Prerequisite: Wisdom or Intelligence 13 or higher

You have a natural ability to heal others, and your skill has become a thing of legend. You gain the following benefits:

- Your Intelligence or Wisdom score increases by 1, to a maximum of 20.
- You gain proficiency in Medicine. If you are already proficient, you instead add double your proficiency bonus to ability checks you make with Medicine.
- As an action, you may expend one use of a healer's kit to heal a creature for 1d6 + your proficiency bonus hit points. Once healed in this manner, a creature may not be healed again with the use of a healer's kit until they complete a short rest.

Honeyed Tongue

You have a way with words, and always seem to know what to say and when to say it. You gain the following benefits:

- Your Charisma score increases by 1, to a maximum of 20.
- You gain proficiency in either Deception or Persuasion. If you selected a skill you are already proficient in, you instead add double your proficiency bonus to ability checks you make with that skill.
- As an action, you can distract a humanoid creature. Your target cannot be involved in combat and you must be able to speak and understand each other. After speaking to them for 1 minute, your target must make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus) or suffer disadvantage on Wisdom (Insight) and Intelligence (Investigation) checks as long as you remain in a discussion with them.

Infernal Heritage

Prerequisite: Dark-kin

The taint of the infernal in your blood is stronger than in most dark-kin, causing additional demonic features to develop in you as time goes by. You gain the following benefits:

- Your Strength, Dexterity, or Constitution score increases by 1, to a maximum of 20
- Your unnatural aura intensifies. You suffer disadvantage on all Charisma (Persuasion) checks and gain advantage on all Charisma (Intimidation) skill checks when dealing with creatures which are not dark-kin or infernals.
- Choose an additional option from the list of traits for your Infernal Heritage racial feature. You may select this feat more than once, choosing a different Infernal Heritage option each time.

Linguist

You have always been particularly adept with languages. You gain the following benefits:

- Your Intelligence score increases by 1, to a maximum of 20.
- You gain proficiency in Linguistics. If you are already proficient, you instead add double your proficiency bonus to ability checks you make with Linguistics.
- You learn a number of languages equal to your proficiency bonus. Every time your proficiency bonus increases, you learn an additional language.

Personal Combat Style

Prerequisite: You cannot have the Combat School Training feat.

Some warriors develop their own unique combat style through trial and error. You have created a style that works for you but lacks the refinement and depth of a system with many years of development.

When building your personal style, you must create a list of chosen weapons and preferred armor types. If a technique requires you to use a weapon, shield, or armor that item must be part of your personal combat weapon and armor list.

You can only gain the benefits of your personal style if you are proficient in and wielding your chosen weapons.

Choose between Strength or Dexterity to determine your personal style's maneuver and technique DC. You cannot change the attribute once chosen. Your maneuver and technique DC becomes 8 + your chosen ability modifier + your proficiency bonus.

Choose two journeymen techniques and one journeymen maneuver from the combat styles presented at the end of this chapter.

When you first take this feat, you gain 2 resolve dice to use for your maneuvers. You can take this feat again to gain an additional resolve die, as well as one technique and one maneuver from any of the combat styles. When you take this feat a second time your resolve die increases to a d8.

Pistoleer

You have incredibly fast hands and can use flintlock pistols with amazing accuracy and grace, even during combat. You gain the following benefits:

- You gain proficiency with flintlock pistols and the flintlock kit.
- Once per turn, when you take the Attack action, you may reload a flintlock if you have a free hand.
- Being adjacent to a hostile creature no longer imposes disadvantage on your ranged attack rolls when firing a flintlock pistol.
- You may always draw a flintlock pistol as part of your action, even in addition to drawing another weapon.
- When you attack with a melee weapon in one hand and use a bonus action to make a ranged attack with your flintlock, you may add your Dexterity modifier to your flintlock's damage.
- When you use a flintlock pistol as a club, its damage die is increased to 1d8.

Political Maneuvering

Prerequisite: Proficiency in Intimidation, Insight, or Persuasion

When any of your allies commit a social blunder, you know what to say to cover for them. You may step in and attempt to correct a political or social blunder on the behalf of an ally. You gain the following benefits:

- Your Charisma score increases by 1, to a maximum of 20.
- You gain advantage on all Charisma (Persuasion) skill checks when attempting to correct an ally's social blunder or when attempting to maneuver another into committing a social blunder.
- You gain advantage on all Wisdom (Insight) skill checks when involved in negotiations or when determining when and if someone is attempting to draw you into committing a social blunder.

Powerful Cant

Prerequisite: Divine spellcaster

There is one cant (divine spell) you have come to cherish and whenever you cast it you are filled with righteous awe. Choose one spell of 1st level or higher that you can cast with your spell slots. This spell must be from a divine spellcasting class that you have levels in, and you cannot change this spell once you have chosen it. When you cast your chosen spell, you gain the following benefits:

- You always have your chosen spell prepared and it doesn't count against the number of spells you can prepare each day.
- Anyone attempting to interrupt or end your chosen spell with *counterspell* or *dispel magic* must make an ability check using their spellcasting ability regardless of your spell's level.
- When you roll for damage or healing with your spell, you may treat any 1 on a damage or healing die as a 2. If your spell doesn't deal damage or heal, you may treat your spell as if you had cast it with a spell slot one level higher than the one you used to cast the spell, up to a 6th level spell slot.

Primal Spell Affinity

Prerequisite: Primal spellcaster

The spirits have given you intimate knowledge of a spell, inscribing it into your blood and bones. Choose one spell of 1st level or higher that you can cast with your spell slots. This spell must be from a primal spellcasting class that you have levels in, and once this spell is chosen you may not change it.

- Your chosen spell no longer counts as one of your known spells, allowing you to learn an additional spell later. You gain the following benefits when casting your chosen spell:
- Anyone attempting to interrupt or end your spell with *counterspell* or *dispel magic* must make an ability check using their spellcasting ability regardless of your spell's level.
- When you roll for damage or healing with your spell, you may treat any 1 on a damage or healing die as a 2. If your spell doesn't deal damage or heal, you may treat your spell as if you had cast it with a spell slot one level higher than the one you used to cast the spell, up to a 6th level spell slot.

Relentless

You are a force of nature in battle. You gain the following benefits:

- Your Strength or Constitution score increases by 1, to a maximum of 20.

- You gain advantage in all Strength or Dexterity checks to resist being shoved or moved against your will.
- Any effect that would move you 10 feet or more against your will only moves you half the distance. You do not move if the action would move you 5 feet.
- You gain advantage on all Strength (Athletics) checks when attempting to shove a creature.

Ritualist

You have learned how to perform a small number of rituals.

When you choose this feat, choose either elder sorcerer, eldritch sorcerer, cleric, or shaman.

You learn a number of spells equal to your proficiency bonus with the ritual tag from the spell list of your chosen class. Whenever your proficiency bonus increases, you can learn another ritual. A chosen spell's level can be no higher than half your level (rounded up).

If you chose elder sorcerer your spellcasting attribute is Intelligence. If you chose eldritch sorcerer, your attribute is Charisma, if you chose cleric it is Wisdom, and if you chose shaman it is Charisma.

You may only cast the spells you learned from this feat as rituals, even if you are a spellcaster of the same class. You must provide all necessary components for these spells when you cast them.

You must abide by all the restrictions and requirements of the Arcanum of the class that you chose when you gained this feat (see Multiclassing p. 230).

Rudimentary Spell Casting

Prerequisites: You must be able to gain levels in an arcane spellcasting class. You cannot have spell slots.

You have studied sorcery, and although you lack the ability to manipulate spells on the fly you have learned a few useful tricks. You gain the following benefits:

- You become proficient in Arcana. If you are already proficient, you instead add double your proficiency bonus to ability checks you make with Arcana.
- You learn two cantrips and a 1st level spell of your choice from the elder or eldritch sorcerer spell list. You can only select from the elder sorcerer spell list if you are able to learn the Elder Tradition.
- You may cast the spell you learned though this feat once, without expending a spell slot or providing components. Once you do so, you cannot cast the spell again until you complete a long rest.
- If you learned eldritch sorcerer spells, Charisma is your spellcasting ability for those spells. If you learned elder sorcerer spells, Intelligence is your spellcasting ability.
- You gain the Hunted by Ymandragore trait.
- You are now an arcane spell caster and must abide by all restrictions and requirements of that Arcanum.

Sage's Insight

Prerequisite: Proficiency in History

Your reputation proceeds you and you are known as an expert in your chosen fields of study. Fellow scholars will treat you with respect and may seek you out for advice.

Your Intelligence score increases by 1, to a maximum of 20.

Choose three fields of study from the **Field of Study** table. You may only choose a field of study if you are proficient with its associated skill. You gain advantage on all Intelligence checks relating to one of these fields of study. There are times when your GM may require you to have an appropriate field of study to even attempt an Intelligence check about a topic, or may significantly lower the DC of the check because you have an appropriate field of study.

Skills	Field of Study
Arcana	Arcane symbols, elder magic, eldritch magic, magic items, magical traditions, the planes of existence
Religion	Any particular religious sect, such as the cult of the Thousand-Eyed Man, the cult of Tzizhet, or one of the major religions, such as the Mother Church of Coryan
Nature	Exotic animals, exotic plants, terrain, weather
History	Lost civilizations, myths & legends, a specific nation or region such as the Kingdom of Milandir or the Pricklespur Forest.
Psionic	Awakened monsters, psionic items, psionic powers, val family traditions

Shady

Prerequisite: Proficiency with thieves' tools

You're a natural adept at making your way into places you should not be. You gain the following benefits:

- Your Dexterity score increases by 1, to a maximum of 20.
- You add double your proficiency bonus to ability checks you make with thieves' tools.
- You can take a bonus action on each of your turns. This bonus action can only be used to take the Use an Object action to open a lock. You do not gain advantage on an ability check using thieves' tools if you are opening a lock as a bonus action.

Spell and Steel

Prerequisite: Spellcasting feature

You have mastered several combat techniques that allow you to blend both spell casting and melee combat with relative ease. You gain the following benefits:

- You gain a +5 bonus on Constitution saving throws to maintain concentration on a spell after suffering damage.
- You may choose to make a weapon your spellcasting focus. Doing so requires a day to forge a bond between yourself and your chosen weapon. You may have up to two bonded weapons at any one time. If you wish to bond yourself to a third weapon you must choose one of your bonded weapons and break the bond you have with it.

Spell Bane

Prerequisite: Intelligence 13 or higher

Your knowledge of magic and advanced tactical training gives you an edge when facing foes capable of spellcasting. You gain the following benefits:

- When a creature within 5 feet of you casts a spell, you can use your reaction to make a melee weapon attack against that creature. Alternately if you possess a weapon with the thrown weapon quality you may throw your weapon as a reaction at any creature that casts a spell within 20 feet.
- Any time you hit a creature maintaining concentration on a spell, they suffer disadvantage on the saving throw to maintain concentration on that spell.
- When you are hit by a spell or fail a saving throw against a spell, you can use your reaction to gain resistance to the spell's damage. You may use this ability a number of times equal to your Intelligence modifier + 1, regaining all expended uses after completing a long rest.

Spiritual Awakening

You have attracted the attention of a lesser spirit, who has blessed you with the ability to cast a lesser spell and gifted you with an aspect of its power, for a price of course.

You learn a cantrip of your choice from the shaman spell list.

Choose one boon available to 1st level shamans; the spirit that grants this boon is now your spirit guide and you must abide by its taboo.

You are now a primal spell caster and must abide by all restrictions and requirements of that Arcanum.

Spontaneously Awakened

Prerequisite: You cannot have the Awakened feature. You must have Psionic Potential racial trait.

You have not undergone any formal rites, but your mind is awakened to your psionic potential nonetheless.

- Choose a discipline other than Metapsionics. You gain access to your chosen discipline's 1st-level focused ability, expression, and psionic power, including the discipline's 1st-level spell expressions.
- You possess 1 mental focus. Once expended, you regain this mental focus after completing a long rest. Charisma is your manifesting ability score.
- You are now an awakened psion and must abide by all restrictions and requirements of that Arcanum.
- If you later take levels in a class that grants the Awakened class feature, you do not gain an additional discipline. Instead retain the discipline acquired through this feat as your primary discipline. Also, you may choose to keep Charisma as your manifesting ability score or switch to the manifesting ability score dictated by your new sub-class.

Stealthy

Prerequisite: Dexterity 13

You are at home in the shadows. You gain the following benefits:

- While you are in a lightly or heavily obscured area, you have advantage on Dexterity (Stealth) checks.
- You no long suffer disadvantage on Wisdom (Perception) checks when you are in a lightly obscured area.
- While you are hidden, after you make a ranged attack, as a bonus action you can make a Dexterity (Stealth) check with disadvantage to remain hidden.

Tactical Leadership

Prerequisite: Intelligence or Charisma 13 or higher

You have been trained in tactics and have experience with leading warriors into battle. You gain the following benefits:

- You learn two tactics of your choice from the Tactician martial archetype of the fighter class. If a tactic requires your target to make a saving throw to resist the tactic's effects, the saving throw DC equals 8 + your proficiency bonus + your Intelligence bonus.
- If you have tactical points, you gain one more; otherwise, you gain 1 tactical point. Tactical points are used to fuel your tactics. You regain your expended tactical points after completing a short or long rest.

Tail Swipe

Prerequisite: Si'tonen or similar physiology that includes a tail.

You have learned to make attacks with your tail, surprising opponents with your lightning-quick sweeps. You gain the following benefits:

- You can make unarmed strikes with your tail, dealing 1d6 + your Strength modifier in bludgeoning damage.
- When you take the Attack action, you may attempt to shove a creature within 5 feet of you with your tail as a bonus action.
- You have advantage on any Strength (Athletics) check to resist being shoved.

Treasure Hunter

Prerequisites: Dexterity 13 or higher, Intelligence 13 or higher

You have an uncanny ability to deduce meaning from fragmented parts of a whole. You know when to duck to avoid traps and how to spot them in the first place. You gain the following benefits:

- Your Dexterity or Intelligence score increases by 1, to a maximum of 20.
- You gain advantage on all Dexterity saving throws to avoid traps.
- You gain advantage on all Intelligence (Linguistics) checks when attempting to decipher faded or fragmented script.
- You gain advantage on all Intelligence (Investigation) and Wisdom (Perception) checks to locate traps.

Toughness

Your hit point maximum is increased by +1 per hit die, and you increase your hit point maximum by +1 whenever you gain a Hit Die (such as when you gain a level).

Any time you spend a Hit Die to recover hit points during a short rest you recover an additional 2 hit points per hit die used to recover hit points.

Well-Traveled

You have been traveling the Known Lands for years, and know your way around. Choose a number of cities equal to your proficiency bonus as your list of well-known cities. Whenever your proficiency bonus increases, you add another city to your list. You have advantage on all Intelligence (History) rolls when it pertains to one of your chosen cities.

- While you are in a city that is on your list of well-known cities, you gain the following benefits:
- You may use Charisma (Persuasion) or Intelligence (Investigation) instead of Wisdom (Survival) to track someone.
- You may conceal your presence in the city. If you wish to keep your presence secret, anyone asking for you or attempting to determine where you are though non-magical means must succeed in an Intelligence (Investigation) check (DC 8 + your Charisma or Intelligence modifier + your proficiency bonus.
- You get a 10% discount on all non-magical equipment.
- You are always aware of the most popular rumors in the city.
- You cannot get lost and you know the streets quite well. You know what areas to avoid and which areas are safer than others. You know the quickest way between two points in the city.
- You always know where the inns and taverns are. If you set your mind to it you can always find a room, even during major events. Knowing the right people helps.
- You have made a few solid connections. The nature of these connections is up to you. They may be lesser well-connected nobles, powerful merchants, or someone with pull in city's underworld. You may use your connections to gain information or seek an audience with such individuals, though such a meeting may entail a cost, one not always paid in coin.

Combat Schools of Arcanis

Warriors across the Known Lands have spent years perfecting the art of combat. Over the years, masters of various weapons and styles of combat have taken on apprentices and formed schools to pass on their techniques.

When you join a combat school, by taking the Combat School Training feat, you gain the journeyman benefits of that combat school. You gain the master benefits once you take the feat a second time. Once you join a combat school, you cannot join another one until you are a master in your first combat school.

Most combat schools have prerequisites that must be met before you join them. You can join a combat school at the same time as you meet its prerequisites.

All combat schools grant a mixture of **maneuvers** and **techniques**, as well as some **physical training**. Combat schools require specific weapons or combinations of weapons. You cannot use the maneuvers or techniques from a combat school unless you are both proficient in and wielding the school's specified weapons.

Combat schools use **resolve** to power their maneuvers and techniques. If a maneuver or a technique requires a saving throw, your combat school will tell you how to determine the DC.

Maneuvers: These are the signature moves of a school and require the expenditure of resolve dice. You can use only one maneuver per attack.

Physical Training: When you first join a combat school, you can increase one of your attributes, reflecting the training you receive.

Techniques: These are the skills of a school. They do not require resolve dice and grant a passive benefit if you are using the combat school's weapons.

Resolve: Martial maneuvers and techniques require cunning, strength, timing and panache, all of which are represented by resolve dice. Resolve dice are d6's. You recover all expended resolve die after completing a short or long rest.

When you take the Combat School Training feat a second time to become a master in a combat school, your resolve die increases to a d8.

Dimachaerus Style (Twin Sword Style)

Prerequisites: Former Slave or Veteran background, or Dexterity 13 or higher

Originally developed by early gladiators in the arena and still used to thrill the crowd, Dimachaerus style is also used by officers of the legions of Coryan. Since they do not normally carry a shield, it gives them an edge in carving their way free of a fight and returning to command their troops.

Maneuver and Technique DC: 8 + your Dexterity modifier + your proficiency bonus

Physical Training: When you first join this combat school, your Dexterity score increases by 1, to a maximum of 20.

Weapons: Dimachaerus style utilizes twin daggers, gladii, short swords, scimitars or any combination of two light, finesse or versatile weapons.

Journeyman

You gain the following maneuvers and techniques when you join this combat school. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Riposte (Maneuver): When you are missed with a melee attack, as a reaction you can spend 1 resolve die to make an opportunity attack against the triggering creature. Roll the resolve die you spent and add its result to both your attack and damage roll.

Unfettered Defense (Technique): If you are wearing light or no armor, and not wielding a shield, you gain a +1 bonus to your AC.

Fancy Footwork (Technique): Any time you score a critical hit or reduce a creature to 0 hit points, as a reaction you can take the Dash or Disengage action.

Master

You gain the following maneuvers and techniques when you take the Combat School Training feat a second time and select this school again. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Redirect Attack (Maneuver): When you are missed with a melee attack, as a reaction you may spend 1 resolve die to redirect that attack to another creature adjacent to you. Roll the resolve die you spent and add your result to the creature's original attack roll and damage rolls against your chosen target.

Blood for Steel (Technique): When you take the Attack action, you can choose to lower your AC by 2 to gain a +1 bonus to all your attack and damage rolls until the end of your turn.

Flos de Macto (The Flower of Battle)

Prerequisites: Proficiency with shields, Strength or Dexterity 13 or higher

Arguably one of the oldest established fighting styles in all the Known Lands, formal instruction in the Flos de Macto is a rarity, limited to a handful of academies. The development and use of the fighting art can be traced as far back as the Shadowed Age where many soldiers wielded a short spear and small steel shield.

Curiously, in Coryan Flos de Macto has gained a level of popularity among some circles of the young nobility, who see the study of ancient techniques as an attempt to relive the glory days of the Imperium of Man.

Maneuver and Technique DC: 8 + your Dexterity or Strength modifier + your proficiency bonus. If you chose to increase your Dexterity when you joined this combat school, you use your Dexterity modifier for your DC. If you increased your Strength, use that instead.

Physical Training: When you first join this combat school your Dexterity or Strength score increases by 1, to a maximum of 20.

Weapons: The Flos de Macto style utilizes a combination of shield and spear, taking advantage of the spear's flexibility and the shield's utility.

Journeyman

You gain the following maneuvers and techniques when you join this combat school. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Pressing Attack (Maneuver): When you successfully hit a creature with a melee weapon attack you may spend 1 resolve die as a reaction. Roll the resolve die you spent and add the result to the damage dealt. Your target must also make a successful Strength or Dexterity saving throw or be moved back 10 feet. If you choose you may move with your target.

Distracting Strike (Technique): When you successfully strike an opponent with an opportunity attack they may not take reactions until the beginning of their next turn.

Shield Defense (Technique): You can apply your shield's bonus to your AC to your Dexterity saving throws. Additionally, when you succeed on a Dexterity saving throw against an effect which would deal half damage with a successful save, as a reaction you can reduce the damage to 0.

Master

You gain the following maneuvers and techniques when you take the Combat School Training feat a second time and select this school again. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Precision Strike (Maneuver): When you miss with a weapon attack, as a reaction you may spend 1 resolve die. Roll it and add the result to your attack roll. If your new attack roll would have hit your target, roll damage as normal.

Polearm Expertise (Technique): When you wield a spear, it gains the reach property. In addition, when a creature enters your reach you can make an opportunity attack against that creature. (Keep in mind, the reach quality increases your reach all the time, not just when you are making an attack.)

Shield Bash (Technique): When you take the Attack action while wielding a shield, you can attempt to shove a creature as a bonus action.

Iron Hand

Prerequisites: Heavy armor proficiency, Strength 13 or higher

Primarily taught in Midlandic the Iron Hand combat school takes advantage of both the size of heavy weapons and the protection of very heavy armor

Maneuver and Technique DC: 8 + your Strength modifier + your proficiency bonus

Physical Training: When you first join this combat school your Strength score increases by 1, to a maximum of 20.

Weapons: The Iron Hand style relies on heavy armor with gauntlets and heavy or two-handed melee weapons.

Journeyman

You gain the following maneuvers and techniques when you join this combat school. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Grasp the Blade (Maneuver): Any time you are the target of a melee weapon attack, as a reaction you may spend 1 resolve die to grasp your foe's weapon. Roll the resolve die you spent and add the result to a grapple check you make to seize your target and to your Armor Class against the triggering attack. If you successfully grapple your target and their attack misses, they cannot make attacks with the weapon they used for the triggering attack. On their turn, your target can drop the weapon they used for the triggering attack, ending the grapple. You must have a free hand to use this maneuver and it is ineffective against unarmed strikes or natural attacks.

Charge (Technique): When you take the Dash action you may make a single melee attack as a bonus action at the end of your move. If you hit, you deal double your proficiency bonus in additional damage. This damage is of the same type as your weapon.

Deadly Strike (Technique): When you take the Attack action, you may choose to not apply your proficiency bonus to your attack roll. If your attack hits, you deal additional damage equal to double your proficiency bonus. This damage is of the same type as your weapon.

Master

You gain the following maneuvers and techniques when you take the Combat School Training feat a second time and select this school again. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Pressing Attack (Maneuver): When you successfully hit a creature with a melee weapon attack you may spend 1 resolve die as a reaction. Roll the resolve die you spent and add the result to the damage dealt. Your target must also make a successful Strength or Dexterity saving throw or be moved back 10 feet. If you choose you may move with your target.

Flowing Sand (Technique): Any time you score a critical hit or reduce a creature to 0 hit points with a melee attack, as a reaction you can move up to 10 feet and make a single melee attack.

Threatening Stance (Technique): Creatures within your reach provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

Militares Gradus (Military Step)

Prerequisites: Proficiency with shields, Strength 13 or higher

First introduced by the Coryani legions and then promptly replicated by every organized military force across the Known Lands, the Militares Gradus, or Military Step, is a small unit's tactic that maximizes the strengths of a group by teaching them to fight in-step with one another. Even if only one warrior in the group was trained in this combat style, they can still aid an ally by enhancing each other's attacks.

Maneuver or Technique DC: 8 + your Strength modifier + your proficiency bonus

Physical Training: When you first join this combat school your Strength score increases by 1, to a maximum of 20.

Weapons: The Militares Gradus utilizes the traditional combination of the gladius, longsword, or a shortsword paired with a shield.

Journeyman

You gain the following maneuvers and techniques when you join this combat school. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Unbalancing Attack (Maneuver): When you successfully hit a creature with a weapon attack, as a reaction you can spend 1 resolve die to force your target to make a Wisdom saving throw. If they fail, a friendly creature adjacent to your target can make opportunity attack against them. Your ally rolls the resolve die you spent and adds it to the attack roll and damage roll of the opportunity attack.

Reactive Strike (Technique): When a creature within 5 feet of you makes an attack against one of your allies, they provoke an opportunity attack from you.

Shield Bash (Technique): When you take the Attack action while wielding a shield, you can attempt to shove a creature as a bonus action.

Master

You gain the following maneuvers and techniques when you take the Combat School Training feat a second time and select this school again. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Blinding Strike (Maneuver): When you successfully hit a creature with a melee weapon attack you may spend 1 resolve die as a reaction. Roll the resolve die you spent and add the result to the damage dealt. Your target must also make a successful Constitution saving throw or be blinded until the end of their next turn.

Distracting Strike (Technique): When you successfully strike an opponent with an opportunity attack they may not take reactions until the beginning of their next turn.

Shield Defense (Technique): You can apply your shield's bonus to your AC to your Dexterity saving throws. Additionally, when you succeed on a Dexterity saving throw against an effect that would deal half damage with a successful save, as a reaction you can reduce the damage to 0.

Red Sword Fencing School: Single Blade (Una Mundi)

Prerequisites: Strength or Dexterity 13 or higher

This fighting art is an adaptation of fencing styles developed by Mannulus val'Sheera, who was disgusted by the 'gentleman's club' dueling schools of Savona. Mannulus moved to Old Coryan and began teaching anyone whose skill impressed him, regardless of their status.

Una Mundi, or Single Blade, is one of the styles taught at his school. Fencers are taught how to wield their weapons as an extension of their body; with finesse, grace and speed. Due to their shady backgrounds, many of this school's students develop a harsh, no-holds-barred style that retains all the finesse of dueling but little of the honor.

Maneuver and Technique DC: 8 + your Dexterity or Strength modifier + your proficiency bonus. If you chose to increase your Dexterity when you joined this combat school, you use your Dexterity modifier for your DC. If you increased your Strength, use that instead.

Physical Training: When you first join this combat school your Dexterity or Strength score increases by 1, to a maximum of 20.

Weapons: The Red Sword Fencing School's Single Blade style uses a weapon in one hand, usually a shortsword, while the other hand is left free.

Journeyman

You gain the following maneuvers and techniques when you join this combat school. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Disarm Foe (Maneuver): When you successfully hit a creature with a melee weapon attack you may spend 1 resolve die as a reaction. Roll the resolve die you spent and add the result to the damage dealt. Your target must also make a successful Dexterity saving throw or drop their weapon. If your target is wielding one or more weapons, you choose which one they drop.

Defensive Stance (Technique): If you are not wielding a shield, as a bonus action you can increase your AC by 2 until the end of your next turn.

Distracting Strike (Technique): When you successfully strike an opponent with an opportunity attack they may not take reactions until the beginning of their next turn.

Master

You gain the following maneuvers and techniques when you take the Combat School Training feat a second time and select this school again. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Riposte (Maneuver): When you are missed with a melee attack, as a reaction you can spend 1 resolve die to make an opportunity attack against the triggering creature. Roll the resolve die you spent and add its result to both your attack and damage roll.

Deadly Strike (Technique): When you take the Attack action, you may choose to not apply your proficiency bonus to your attack roll. If your attack hits, you deal additional damage equal to double your proficiency bonus. This damage is of the same type as your weapon.

Force the Opening (Technique): When you score a critical hit with a melee attack against a creature, you gain advantage to all subsequent melee attacks against that creature until the end of your turn.

Red Sword Fencing School: Two Blades (Laminae Duo)

Prerequisites: Strength or Dexterity 13 or higher

Another of the fencing styles developed by Mannalus val'Shoem, Red Sword fencers who practice the Laminae Duo become literal whirlwinds of death. Using edged weapons of equal length, they are taught to keep their foes on the offensive, pushing every advantage. If there is a weakness in the style it is the lack of defensive maneuvers.

Maneuver and Technique DC: 8 + your Dexterity or Strength modifier + your proficiency bonus. If you chose to increase your Dexterity when you joined this combat school, you use your Dexterity modifier for your DC. If you increased your Strength, use that instead.

Physical Training: When you first join this combat school your Dexterity or Strength score increases by 1, to a maximum of 20.

Weapons: The Red Sword Fencing School's Two Blades style uses two edged weapons of equal length, usually combining twin longswords or small swords.

Journeyman

You gain the following maneuvers and techniques when you join this combat school. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Pressing Attack (Maneuver): When you successfully hit a creature with a melee weapon attack you may spend 1 resolve die as a reaction. Roll the resolve die you spent and add the result to the damage dealt. Your target must also make a successful Strength or Dexterity saving throw or be moved back 10 feet. If you choose you may move with your target.

Balanced Hands (Technique): When you take the Attack action and attack with a melee weapon that you're holding in one hand, you can use a bonus action to attack with another melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

Charge (Technique): When you take the Dash action you may make a single melee attack as a bonus action at the end of your move. If you hit, you deal double your proficiency bonus in additional damage. This damage is of the same type as your weapon.

Master

You gain the following maneuvers and techniques when you take the Combat School Training feat a second time and select this school again. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Crippling Strike (Maneuver): When you successfully hit a creature with a weapon attack you may spend 1 resolve die. Roll it and add the result to your weapon damage. Your target must also make a Dexterity saving throw. On a failed save, the creature's speed is reduced by half until they complete a short rest.

Deadly Strike (Technique): When you take the Attack action, you may choose to not apply your proficiency bonus to your attack roll. If your attack hits, you deal additional damage equal to double your proficiency bonus. This damage is of the same type as your weapon.

Threatening Stance (Technique): Creatures within your reach provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

Scutum Primus (Primary Shield)

Prerequisite: Proficiency with the gladius, Strength 13 or higher

Coryani legions derive their fearsome reputation because they are taught to fight together as one cohesive unit. However, there are times when legionnaires are forced to do battle individually or in small groups. Thanks to the training received in the Scutum Primus fighting style, they are no less deadly.

Maneuver and Technique DC: 8 + your Strength modifier + your proficiency bonus.

Physical Training: When you first join this combat school your Strength score increases by 1, to a maximum of 20.

Weapons: Scutum Primus utilizes the shield and gladius, exploiting the shield's superior cover and the gladius' speed.

Journeyman

You gain the following maneuvers and techniques when you join this combat school. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Crippling Strike (Maneuver): When you successfully hit a creature with a weapon attack you may spend 1 resolve die. Roll it and add the result to your weapon damage. Your target must also make a Dexterity saving throw. On a failed save, the creature's speed is reduced by half until they complete a short rest.

Shield Defense (Technique): You can apply your shield's bonus to your AC to your Dexterity saving throws. Additionally, when you succeed on a Dexterity saving throw against an effect which would deal half damage with a successful save, as a reaction, you can reduce the damage to 0.

Shield Bash (Technique): When you take the Attack action while wielding a shield, you can attempt to shove a creature as a bonus action.

Master

You gain the following maneuvers and techniques when you take the Combat School Training feat a second time and select this school again. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Precision Strike (Maneuver): When you miss with a weapon attack, as a reaction you may spend 1 resolve die. Roll it and add it to your attack roll. If your new attack roll would have hit your target, roll damage as normal.

Distracting Strike (Technique): When you successfully strike an opponent with an opportunity attack they may not take reactions until the beginning of their next turn.

Threatening Stance (Technique): Creatures within your reach provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

VI
MAGIC
Arcane Magic
Divine Magic
Primal Magic
Psionics
Spells Lists
New Spells

Magic of Arcanis

There are those who bow to the will of the Gods, and there are others who supplant that will with their own."
— Scroll VI of the Revelations of Illiir.

When asked how humanity can wield miraculous powers with such grace and finesse, seemingly beyond mortal ken, the priest shook his head and cracked his rod on the acolyte's bare back.

"The power to manipulate the Mortal Realm, to heal the injured, or even cause water to take on the property of stone is not meant to be the purview of mortals but of the Gods. However, They knew that for all Their power They could not hold our hands forever. They instructed the most faithful amongst us to write down Their simplest words of power to perform the miracles that They wished us to possess.

"Think of them as a set of instructions. These instructions are complex, requiring years of study and meditation to properly intone Their holy words and to fuel them with your own ardent faith."

"What about the power of the minds that the vals wield, Frati? I have never seen my father sing the praises to the Gods to move things with his mind."

Again came the stinging crack of the rod. "Were you asleep during your lessons again, Felix? All the gifts of the noble vals, including those who are awakened, come from the Gods. One might say that your very existence, your birthright, is because of the Will of the Gods. Had a far distant ancestor of yours not been selected to join with a Valinor, you would be as mundane as I.

'Each of the gifts of the Gods works differently. The prayers of the priesthood operate through rote and faith. The psionics of the val come from intensive mental training after they have been awakened. Even the base practitioners of primal magic are in fact entreating the lesser powers and spirits to do something for them; it does not spring directly from them."

"My uncle is a sorcerer," piped up Castor, the son of the spice merchant, "and he says that he wields the power of Creation!"

CRACK!

"I will not hear such blasphemy spoken within the temple grounds. Your uncle's sorcery supplants the very will of the Gods with his own. While we follow precise instructions that manipulate reality to a very small degree, your uncle and his ilk twist their holy words, mixing and matching as they wish to create effects that the Gods never meant to be placed in the hands of mankind."

"Isn't that considered heretical then, Frati?" This time the question came from Vitai val'Assanti, niece of one of the Mother Church's inquisitors. He would have to tread carefully in answering her.

"What is considered heretical behavior and what has been accepted by the powers that be is not for me to decide, my dear. But the holy Revelations clearly state any being, organization, or power that seeks to elevate itself on par with the Gods is profane before Their eyes." There, that should be neutral and obsequious enough so as not to draw the attention of the Holy Inquisition.

"Frati—what about the Sorcerer-Priests of Sarish?"

The beginning of a headache was already throbbing behind his left eye. It was going to be one of those days.

The Arcanum

There are four different sources that fuel magical effects on Arcanis. These sources are collectively called Arcanum. Both arcane and divine magic draw upon the same power source, the residual energy left from the act of Creation, but one (arcane) uses mental focus and willpower to shape the effects desired, while the other (divine) is fuelled by faith. The other two sources are primal magic and psionics, each described below.

Arcane Magic

Those who wield arcane magic spend years practicing how to focus their Arcanum, entering the right mindset to envision what they wish to shape and then how to use the proper words, body positioning and even which materials are useful to aid in creating the effect. Arcane casters see magic as a tool to be used and manipulated as they see fit, as opposed to those casters constrained by rote casts that cannot be manipulated beyond certain set adaptations imposed by the Church. Sorcerers are the primary casters of this Arcanum. Arcane magic is further divided between the Elder and the Eldritch Traditions.

Elder Tradition

What differentiates elder magic from the eldritch sorcery practiced by the younger races, such as humanity, is the elegant and precise nature in which the raw energy is manipulated. Though this assiduous attention to detail makes elder magic potent, it is much slower to cast in some cases than its eldritch counterpart.

Elder sorcery is the magic practiced by the elder races of Arcanis, such as the elotii, il'Huan sama, suana, and other races with unique physiological and mental characteristics. Elder sorcery tends to be methodical and precise.

Many wise and intelligent humans have devoted much of their lives in the attempt to master elder sorcery, but any who came near to success were driven mad. Many speculate that the human brain lacks the structure of the elder races and are thus incapable of mastering that Arcanum.

Channeling Magic Will Kill You ...Eventually!

The act of wielding arcane magic, as opposed to divine or even primal magic, involves channeling through your body an infinitesimal amount of the energy that remained after The Act of Creation. Notice the capital "T", "A" and "C"; we're talking about the Creation of the entire universe.

That much power, even in the smallest of quantities, is more than mortal bodies can handle. Cast a spell here or there, you're fine. Cast spells for year after year, and your body will begin to break down.

The first symptoms are like a cold or flu. Then comes the shakes—or in some cases, small droplets of blood when you cough. Every caster is unique and may suffer from different warning signs, just as some may live until a very old age while others get eaten up from the inside before reaching thirty.

In most cases, the wasting effect of channeling magical energy doesn't affect your Hero. It's primarily a source of inspiration for role-playing and character development. The Sorcerer-King of Ymandragore is said to have a cure for the wasting disease. What would a sorcerer who thinks he's dying do if there was a cure but the price was to bend the knee to the Devil himself?

Eldritch Tradition

Eldritch sorcery is the magic tradition used by most of the younger and shorter-lived races, such as humanity. Like elder sorcery, the caster takes in the residual energy left after the act of Creation and funnels that power through himself, channeling it to perform a desired effect through sheer force of will.

To illustrate the differences between elder and eldritch sorcery, masters use the following analogy to their students: elder sorcerers are able to form and maintain a long equation, manipulate it, and solve it to the last decimal, whereas an eldritch practitioner can formulate the equation in their mind, manipulate it up to a point, but then must estimate the answer.

This makes eldritch sorcery, by comparison, quick and dirty. It is doubtful that it will ever be as elegant and precise as elder magic, but there is little dispute of the fact that it is just as deadly.

Arcane Flexibility

One of the things that sets the arcane approach to magic apart from all the other Arcanum is the acceptance and use of the malleability of magic. With enough skill, training, and mental agility, the power of Creation can be manipulated and altered in a variety of ways. This skill is represented in two ways: arcane points and Metamagic.

Arcane Points

This feature grants you a number of arcane points, as shown in the Arcane Points column of the class table that granted the feature. You can never have more arcane points than shown on the table for your level. You regain all spent arcane points when you finish a long rest.

Flexible Casting

Arcane spellcasters can use their arcane points to gain additional spell slots or sacrifice spell slots to gain additional arcane points. You learn other ways to use your arcane points as you reach higher levels.

Creating Spell Slots: You can transform unexpended arcane points into one spell slot as a bonus action on your turn. The **Creating Spell Slots** table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot created with this feature vanishes when you finish a long rest.

Converting a Spell Slot to Arcane Points: As a bonus action on your turn, you can expend one spell slot and gain a number of arcane points equal to the slot's level.

Creating Spell Slots

1st	2
2nd	3
3rd	5
4th	6
5th	7

Metamagic

When an arcane spellcaster gains this feature, they gain the ability to twist their spells to suit their needs. The description of this feature in the class that gave it to you will list how many options you gain and when you gain them.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Careful Spell

When you cast a spell that forces other creatures to make a saving throw, you can protect some of your allies from the spell's full force. Allowing you to protect some of your allies from a ball of fire thrown into a melee of allies and enemies.

To do so, you spend 1 arcane point and choose a number of those creatures up to your spellcasting ability modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Distant Spell

When you cast a spell that has a range of touch or 5 feet or greater, you can spend 1 arcane point to extend a spell's range to either 30' or double its normal range, whichever is greater.

Empowered Spell

Immediately after you roll damage for a spell, you can spend 1 arcane point to reroll a number of the damage dice up to your spellcasting ability modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 arcane point to double its duration to a maximum duration of 24 hours.

Heightened Spell

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 arcane points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Spell

When you cast a spell that has a casting time of 1 action, you can spend 2 arcane points to change the casting time to 1 bonus action for this casting.

Subtle Spell

When you cast a spell, you can spend 1 arcane point to cast it without any somatic or verbal components. Unless the spell possesses a material component, you automatically conceal your spellcasting, no ability check needed.

Twinned Spell

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of arcane points equal to the spell's level to target a second creature in range with the same spell (1 arcane point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, *magic missile* and *scorching ray* aren't eligible, but *ray of frost* is.

Divine Magic

Divine magic is the Arcanum of magic that comes directly from the Gods. Its usage requires that the faithful learn individual spells, called cants, by rote, without any deviation. To do otherwise is seen as an affront to the Gods. The cant that was used a thousand years ago to heal a wound is nearly identical to the one used today.

Divine magic does not permit any innovation or deviation beyond those already present in the description of the cant. As a result, the effects brought forth by the cants are predictable and relatively quick. The faithful enjoy perfect assurance that the cant they are casting will produce the desired effect. Clerics and holy champions are the most common divine spellcasters.

While both the arcane and divine Arcanum use the same source of power, scholars note that while one must be born with the "gift" to use arcane magic, anyone can cast a known cant, as long as they have the faith to do so. It appears that faith in deities and religion is a requirement for casting divine cants, and anyone who loses their faith also loses the ability to cast them.

Theoretically, a religious sorcerer with faith in the gods should be able to cast a cant, but for some reason this is impossible. The ultra-orthodox point to this to bolster their claim that arcane sorcery is blasphemous in the eyes of the Gods, while arcane masters believe the reason for the failure is that once the mind is free to play with the building blocks of creation, casting magic by rote is a straight jacket that their minds instinctively rebel against.

Bloodline Powers

The elemental power flowing in the veins of the elorii and the divine essence that is the birthright of the val grants those races unique abilities called bloodline powers. Bloodline powers are not part of the Arcanum and those who have them are not seen as spellcasters.

Primal Magic

The most savage means of calling forth a magical effect, primal magic requires the practioners to acquiescence to lesser powers, such as spirits and the power of the natural world, to create the effect desired. Primal magic relies on maintaining bonds of exchange between the practitioner and their spirit guides. A primal spell can require vows, specific songs and/or dances, gifts, or even blood sacrifice. Shamans are the most common primal spellcasters.

Psionics

The rarest of all the Arcanum, only a select few species on Arcanis can wield the power of psionics. At its most basic definition, psionics is the ability to change one's self, environment, or others solely using one's mind. The il'Huan, vals, xuanu and voiceless ones are the only known races on Arcanis that can master this Arcanum. Psions are the most common practitioners of psionics.

For more information on psionics see **Chapter VII: Psionics of Arcanis**

Casting Spells with Subtlety

Spell casting is a clearly noticeable act under normal circumstances; even manifesting psionic powers, a purely mental exercise, creates visual effects that betray the caster. In fact, psionics is perhaps the most difficult Arcanum to disguise.

When you cast a spell, you may attempt to conceal, but not remove, the spell's verbal and somatic components. To do so, make an ability check using your spellcasting ability. You can add your proficiency bonus if you are proficient in Stealth. The DC is equal to 12 + the slot level used to cast the spell. You cannot conceal your spellcasting in this way if the spell you are casting has material components.

If you are attempting to manifest a psionic power or expression, you may attempt to suppress your manifestation's displays through force of will. To do so, make an ability check using your spellcasting ability. The DC is equal to 13 + your manifesting level.

Regardless of if you succeed or fail, you still cast your spell or manifest your expression. If you succeed, the result of your check becomes the DC for onlookers to determine if you cast a spell, with either their passive or active Perception. Failure means that any onlookers, active or passive, automatically know that you cast your spell.

Bonuses and penalties are at the GM's discretion. In a dark room, hiding the creation of a flaming sword would be impossible, while forming a dagger with *manipulation of shadows* would be significantly easier. Many spells are simply impossible to cast without notice; an explosion of fire or lightning bolts flying from your outstretched hands tend to draw attention.

Subtle Spell: If you use this metamagic option you automatically cast your spell with subtlety, no ability check needed. The DC for onlookers to determine if you cast a spell is equal to your spell save DC+ 5.

Altered Spells

Some spells that are part of the core rules function differently on Arcanis, as described below.

Dying Heroically

On Arcanis, each dawn the souls of the recently departed travel from the Mortal Realm to face the Judgement of Nier. There, they are either sent to Beltine's Cauldron to face dissolution and rebirth or are allowed entry into the Paradise of the Gods.

Elorii souls travel to the Otumar at dawn, while the souls of dwarves take up residence in their soul shards.

This means that spells like *raise dead* function a little differently than presented in the core rules.

Raising the Dead: The spells *reincarnate, resurrection, and true resurrection* do not exist on Arcanis. Rumors abound of rituals and grand adventures where brave Heroes descend into the Cauldron to rescue the soul of a lost loved one, but such stories are usually as the stuff of myth and legends. By working together, the clergy of Beltine and Nereth have found a way to approach the level of magic heard of in these myths, and have created the *raise dead* spell. It is the only way known to return life to the dead. *Raise dead* remains unchanged from core rules with the exception that the body must be raised before the next dawn, not before 10 days have past.

Gentle Repose

This spell is also particularly useful for the Chosen of Nereth. If under this spell's effect without lapse since first becoming undead, it preserves your body. While this keeps your mortal frame looking fresh your eyes will still have the sheen of a dead person. For the duration of the spell, you do not suffer disadvantage when attempting to disguise your undead nature.

Summoning Spells and Fey

There are no fey on Arcanis, nor does the Feywild exist. There are spirits, however, which are like fey but are connected to the Material Plane. See the Bestiary (p. 401) for more details about spirits.

The following spells function differently on Arcanis, as detailed below:

- *Commune with nature:* This spell gives you knowledge of spirits, not fey, within the area.
- *Conjure animals:* This spell summons spirits in the shape of beasts, not fey.
- *Conjure fey:* This spell does not exist.
- *Conjure woodland beings:* This spell summons spirits, not fey.
- *Detect evil and good, dispel evil and good, divine word, hallow, magic circle, protection from evil and good,* and *planar binding:* These spells all function on spirits, but not on fey.
- *Find familiar, find steed, and spirit guardians:* These spells all summon spirits, not fey.

Secret Spells

Some spells are only taught to members of specific groups, religious orders, or bloodlines. A spell that is designated a secret spell is only available to you if you are a member of the listed group.

Spells

The following are complete spell lists for each spell casting class on Arcanis. If a spell does not appear on a class spell list, that spell is not available on Arcanis (for example, teleport).

* *Denotes new spells*
† *Denotes secret spells*

Cleric Spells

Cantrips (0 Level)

Guidance
Light
Mending
Resistance
Sacred Flame
Spare the Dying
Thaumaturgy

1st Level

Bane
Bless
Command
Create or Destroy Water
Cure Wounds
Deeper Understanding*
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Guiding Bolt
Healing Word
His Blade Shall Not Harm Me*†
Inflict Wounds
Protection from Evil and Good
Purify Food and Drink
Sanctuary
Shield of Faith
Smite Heretic*
Summon Tome*†

2nd Level

Aid
Augury
Blindness/Deafness
Calm Emotions
Continual Flame
Enhance Ability
Epiphany*†
Find Traps
Gentle Repose
Hold Person
Lesser Restoration
Locate Object
Prayer of Healing
Protection from Poison
Scare*
Scorching Radiance*†
Silence
Spiritual Weapon
Warding Bond
Zone of Truth

3rd Level

Animate Dead
Beacon of Hope
Bestow Curse
Clairvoyance
Contemplation
Create Food and Water
Daylight
Dispel Magic
Glyph of Warding
Magic Circle
Mass Healing Word
Meld into Stone
Protection from Energy
Remove Curse
Revivify
Return to thy Rest*
Sending
Speak with Dead
Spirit Guardians
Tongues
Water Walk

4th Level

Banishment
Control Water
Death Ward
Divination
Freedom of Movement
Guardian of Faith
Locate Creature
Mind Ward*
Retribution*
Stone Shape

5th Level

Aura of Life*
Cascading Radiance*
Commune
Contagion
Decree of Salvation*
Dispel Evil and Good
Flame Strike
Geas
Greater Restoration
Hallow
Insect Plague
Legend Lore
Mass Cure Wounds
Planar Binding
Raise Dead
Righteous Edict*
Scrying
Scrying Inscription*

6th Level

Blade Barrier
Create Undead
Find the Path
Forbiddance
Harm
Heal
Heroes' Feast
Planar Ally
True Seeing
Word of Recall

7th Level

Conjure Celestial
Divine Word
Etherealness
Fire Storm
Plane Shift
Regenerate
Resurgence*
Symbol

8th Level

Antimagic Field
Control Weather
Earthquake
Holy Aura

9th Level

Astral Projection
Gate
Mass Heal

Shaman Spells

Cantrips (0 Level)

Chill Touch
Dancing Lights
Elemental Bolt*
Fire Bolt
Guidance
Mage Hand
Mending
Minor Illusion
Poison Spray

Produce Flame
Resistance
Shillelagh
Spiritcraft*

1st Level

Alter Winds*
Animal Friendship
Black Ice*
Charm Person
Cure Wounds
Deeper Understanding*
Detect Magic
Detect Poison and Disease
Evil Eye*
Entangle
Find Familiar (spirit only)
Fog Cloud
Healing Word
Protection from Evil and Good
Speak with Animals
Spirit Flames*
Thunderwave
Unseen Servant

2nd Level

Animal Messenger
Cleanse the Blood*
Darkvision
Darkness
Earth Shield*
Enemy of my Enemy*
Enhance Ability
Enthrall
Flaming Sphere
Gust of Wind
Heat Metal
Hold Person
Lesser Restoration
Locate Animals or Plants
Locate Object
Misty Step
Moonbeam
Pass without Trace
Primal Senses*
Protection from Poison
Ray of Enfeeblement
Riptide*
Scare*
Spider Climb
Spike Growth
Suggestion

3rd Level

Brittle Bones*
Call Lightning
Conjure Animals
Counterspell
Daylight
Dispel Magic
Fear
Gaseous Form
Meld into Stone
Plant Growth
Protection from Energy
Remove Curse
Revivify
Sleet Storm
Speak with Plants
Tongues
Water Breathing
Water Walk
Wind Wall

4th Level

Blight
Confusion
Conjure Minor Elementals
Control Water
Dominate Beast
Freedom of Movement
Giant Insect
Ice Storm
Locate Creature
Mind Ward*
Steal Water*
Stone Shape
Stoneskin
Wall of Fire

5th Level

Blood Storm*
Crushing Weight*
Commune with Nature
Conjure Elemental
Contagion
Dream
Greater Restoration
Insect Plague
Mass Cure Wounds
Mind Fog*
Scrying
Tendrils of Water*
Wall of Stone

6th Level

Eyebite
Flesh to Stone
Find the Path
Heal
Heroes' Feast
Move Earth
Spiritual Journey*
Sunbeam
True Seeing
Wall of Thorns
Wall of Ice
Wind Walk

7th Level

Etherealness
Fire Storm
Mirage Arcane
Regenerate
Reverse Gravity

8th Level

Animal Shapes
Dominate Monster
Feeblemind
Glibness
Earthquake
Power Word Stun
Sunburst
Wail of the Banshee*

9th Level

Astral Projection
Foresight
Imprisonment
Power Word Kill

Elder Sorcerer

Cantrips (0 Level)

Acid Splash
Chill Touch
Dancing Lights
Ebon Blade*
Empowered Strike*
Fire Bolt
Light
Mage Hand
Mending
Message
Minor Illusion
Poison Spray
Prestidigitation
Ray of Frost
Shocking Grasp
True Strike

1st Level

Alarm
Alter Winds*
Black Ice*
Burning Hands
Charm Person
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Expeditious Retreat
False Life
Feather Fall
Find Familiar
Floating Disk

Fog Cloud
Identify
Illusory Script
Jump
Mage Armor
Magic Missile
Protection from Evil and Good
Shield
Silent Image
Sleep
Thunderwave
Unseen Servant

2nd Level

Alter Self
Arcane Lock
Arcanist's Magic Aura
Blindness/Deafness
Blur
Call to Arms*
Continual Flame
Crushing Waves*
Darkness
Detect Thoughts
Earth Shield*
Enhance Ability
Enlarge/Reduce
Flaming Sphere
Gust of Wind
Hold Person
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Magic Weapon
Mirror Image
Misty Step
Ray of Enfeeblement
Riptide*
Rope Trick
Scorching Ray
See Invisibility
Shatter
Silence
Slip Sideways*
Spider Climb
Suggestion
Forceful Repositioning*
Web

3rd Level

Arcane Sight
Blink
Clairvoyance
Contemplation
Counterspell
Daylight
Dispel Magic
Fear
Fireball
Fly
Gaseous Form
Glyph of Warding
Haste
Hypnotic Pattern
Lightning Bolt
Magic Circle
Major Image
Nondetection
Phantom Steed
Protection from Energy
Sending
Sleet Storm
Slow
Stinking Cloud
Tiny Hut
Tongues
Vampiric Touch
Water Breathing

4th Level

Arcane Eye
Banishment
Black Tentacles
Blight
Confusion
Conjure Minor Elementals
Control Water
Dimension Door
Fabricate
Fire Shield
Greater Invisibility
Ice Storm
Locate Creature
Phantasmal Killer
Polymorph
Private Sanctum
Resilient Sphere
Secret Chest
Stone Shape
Stoneskin
Wall of Fire

5th Level

Animate Objects
Arcane Hand
Cloudkill
Cone of Cold
Conjure Elemental
Contact Other Plane
Creation
Crushing Weight*
Dominate Person
Dream
Geas
Hold Monster
Inferno*
Insect Plague
Legend Lore
Mind Fog*
Mislead
Modify Memory
Passwall
Planar Binding
Retribution*
Scrying
Scrying Inscription*
Seeming
Telekinesis
Telepathic Bond
Tendrils of Water*
Wall of Force
Wall of Stone

6th Level

Chain Lightning
Circle of Death
Contingency
Disintegrate
Eyebite
Flesh to Stone
Freezing Sphere
Globe of Invulnerability
Guards and Wards
Instant Summons
Irresistible Dance
Magic Jar
Mass Suggestion
Move Earth
Programmed Illusion
Repulsion*
Sunbeam
True Seeing
Wall of Ice

7th Level

Delayed Blast Fireball
Etherealness
Finger of Death
Forcecage
Magnificent Mansion
Mirage Arcane
Plane Shift
Prismatic Spray
Project Image
Reverse Gravity
Sequester
Simulacrum
Symbol

8th Level

Antimagic Field
Antipathy/Sympathy
Clone
Control Weather
Demiplane

Dominate Monster
Feeblemind
Incendiary Cloud
Maze
Mind Blank
Power Word Stun
Sunburst

9th Level

Foresight
Gate
Imprisonment
Implosion*
Meteor Swarm
Power Word Kill
Prismatic Wall
Shapechange
Time Stop
Tune Polymorph
Weird

Eldritch Sorcerer

Cantrips (0 Level)

Acid Splash
Chill Touch
Dancing Lights
Fire Bolt
Light
Mage Hand
Mending
Message
Poison Spray
Prestidigitation
Ray of Frost
Resonant Blade Strike*
Shocking Grasp
Smith's Hammer*
True Strike

1st Level

Alarm
Black Ice*
Charm Person
Comprehend Languages
Detect Magic
Disguise Self
False Life
Feather Fall
Find Familiar
Fog Cloud
Grease
Hideous Laughter
Identify
Jump
Longstrider
Mage Armor
Magic Missile
Protection from Evil and Good
Shield
Silent Image
Sleep
Summon Tome*†
Thunderwave
Unseen Servant
Whirling Blade*

2nd Level

Acid Arrow
Alter Self
Arcane Lock
Blindness/Deafness
Blur
Call to Arms*
Continual Flame
Darkness
Darkvision
Detect Thoughts
Earth Shield*
Enemy of my Enemy*
Enhance Ability
Enlarge/Reduce
Epiphany* (Akhaves only)
Gentle Repose
Gust of Wind
Hold Person
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Magic Weapon
Mirror Image
Misty Step
Scare*
Scorching Ray
Storm of Knives*
See Invisibility
Shatter
Silence
Silent Steps*
Spider Climb
Suggestion
Web

3rd Level

Animate Dead
Arcane Sight
Bestow Curse
Blink
Brittle Bones*
Counterspell
Daylight
Dispel Magic
Fear
Fireball
Fly
Glyph of Warding
Haste
Hypnotic Pattern
Lightning Bolt
Magic Circle
Major Image
Nondetection
Phantom Steed
Protection from Energy
Remove Curse
Sleet Storm
Slow
Stinking Cloud
Tiny Hut
Tongues
Vampiric Touch
Water Breathing

4th Level

Arcane Eye
Banishment
Black Tentacles
Blight
Confusion
Control Water
Dimension Door
Fabricate
Faithful Hound
Fire Shield
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Locate Creature
Polymorph
Resilient Sphere
Secret Chest
Steal Water*
Stoneskin
Thunderous Strike*
Wall of Fire

5th Level

Animate Objects
Arcane Hand
Blade Storm*
Blood Storm*
Cloudkill
Cone of Cold
Contact Other Plane
Creation
Dominate Person
Dream
Geas
Hold Monster
Inferno*
Insect Plague
Legend Lore
Lightning Armor*
Mislead
Modify Memory

Passwall
Planar Binding
Reanimate Construct*
Retribution*
Scrying
Scrying Inscription*
Seeming
Tendrils of Water*
Wall of Force
Wall of Stone
Symbol

6th Level

Chain Lightning
Circle of Death
Contingency
Create Undead
Disintegrate
Eyebite
Flesh to Stone
Freezing Sphere
Globe of Invulnerability
Guards and Wards
Instant Summons
Irresistible Dance
Mass Suggestion
Move Earth
Programmed Illusion
Repulsion*
Sunbeam
True Seeing
Wall of Ice

7th Level

Arcane Sword
Delayed Blast Fireball
Etherealness
Finger of Death
Forcecage
Magnificent Mansion
Mirage Arcane
Plane Shift
Prismatic Spray
Project Image
Reverse Gravity
Sequester
Symbol

8th Level

Antimagic Field
Antipathy/Sympathy
Clone
Control Weather
Dominate Monster
Feeblemind
Incendiary Cloud
Maze
Mind Blank
Power Word Stun
Sunburst
Wail of the Banshee*

9th Level

Foresight
Gate
Imprisonment
Meteor Swarm
Power Word Kill
Prismatic Wall
Shapechange
Time Stop
Ture Polymorph
Weird

Holy Champion

1st Level

Bless
Command
Compelling Strike*
Cure Wounds
Deeper Understanding*
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Divine Favor
Heroism
Protection from Evil and Good
Purify Food and Drink
Righteous Fury*
Shield of Faith
Smite Heretic*

2nd Level

Aid
Call to Arms*
Find Steed
Lesser Restoration
Locate Object
Magic Weapon
Protection from Poison
Whirling Blade*
Zone of Truth

3rd Level

Create Food and Water
Daylight
Dispel Magic
Magic Circle
Remove Curse
Return to thy Rest*
Revivify
Righteous Strike*

4th Level

Banishment
Death Ward
Locate Creature

5th Level

Circle of Radiance*
Decree of Salvation*
Dispel Evil and Good
Geas

New Spells

Alter Winds

1st-level transmutation (ritual)

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a small tube)
Duration: Concentration, up to 1 hour

You change the strength or direction of the wind around you. The current wind conditions are determined by the GM based on the climate and season.

You may only affect one aspect of the wind (its strength or its direction), and you many only affect that aspect once per casting of this spell. The change caused by this spell is immediate within the area of effect. When the spell ends, the weather gradually returns to normal.

Successive castings of this spell or casting multiple casters of this spell do not stack, but you may alter a different aspect of the wind with a subsequent casting (direction for the first casting, strength for the second)

You can only affect the wind's strength if its current condition is a moderate wind (see the Wind table of *control weather*) or weaker. You cannot alter a wind to higher than a strong wind.

Arcane Sight

3rd-level divination

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

You can sense the presence of magic within 60 feet. If you detect the presence of magic you may use an action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

Additionally, if you focus on a specific creature and that creature can cast or manifest spells (through their class, a bloodline power, feat, or something similar), they must make a saving throw utilizing their primary spellcasting or manifesting ability. If they fail this saving throw, you know what type of spell caster they are (arcane, divine, primal, or psionic), and their relative power level (1st to 3rd level are neophytes, 4th through 10th are journeymen, 11th through 15th are masters, and 16th through 20th are grand masters). If they succeed, you fail to detect anything except the presence of any magical items on their person.

Althares' Second Blessings

6th-level evocation (ritual)

Secret Spell: Faithful of Althares or val'Abebi bloodline
Casting Time: 1 hour
Range: Touch
Components: V, S, M (200 gp of rare materials and chemicals, see below)
Duration: Instantaneous

With a prayer to Althares, you touch a barrel filled with a prepared mixture of rare materials and chemicals worth 200 gp, infusing it with the Second Gift and creating 200 shots worth of blastpowder. The recipe for this dangerously unstable mixture is a closely guarded secret of the Althorian people.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, you may produce an additional 200 shots of blastpowder for each slot level above 6th. You must provide a barrel full of 200 gp worth of materials for each slot level above 6th as well.

Aura of Life

5th-level evocation

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V
Duration: Concentration, up to 1 minute

You radiate an aura of life energy, healing your allies and burning the undead. Until the spell ends, your aura moves with you and is filled with dim light.

Any friendly creature that begins their turn in your aura regains a number of hit points equal to your 1d8 + your spellcasting ability modifier, while any undead that starts its turn in your aura suffers the same amount of radiant damage.

Aura of Radiance

5th-level evocation

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V
Duration: Concentration, up to 1 minute

You radiate an aura of bright light, burning the unclean and protecting you from their foul magic. Until the spell ends, your aura of bright light moves with you. This aura sheds bright light in a 10-foot radius and dim light for an additional 10 feet beyond that. Your aura instantly suppresses any magical darkness it touches.

Any friendly creatures within your aura gain resistance to necrotic damage as long as they remain in your aura.

Any infernal or undead that starts their turn within your aura must make a Constitution saving throw. A creature takes 3d10 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the radiant damage increases by 1d10 for each spell level above the 5th.

Bestial Form

3rd-level transmutation

Secret Spell: Faithful of Salusk or val'Dellenov bloodline
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

With a whisper, you transform yourself into a primal humanoid, summoning forth the aspects of several beasts and incorporating them into your physical form. For the duration, you gain the following benefits:

Animal Endurance: You have advantage on all Constitution saving throws to maintain concentration on your spells.

Bestial Traits: You gain one of the traits from the following list:

- **Eyes of the Eagle:** You gain advantage on all Wisdom (Perception) skill checks that rely on sight.
- **Ferocity of the Tiger:** When you take the Attack action you can make an extra attack with your natural weapon as a bonus action.
- **Hide of the Boar:** You possess natural armor class of 12 + proficiency bonus + your spellcasting ability modifier.
- **Might of the Bear:** You gain 2d6 temporary hit points, which are lost when the spell ends.
- **Nose of the Wolf:** You gain advantage on all Wisdom (Perception) skill checks that rely on smell scent.
- **Swiftness of the Cat:** Your base speed increase by 10 feet.

Natural Weapons: You grow claws, fangs, spines, horns, or a different natural weapon of your choice and you gain proficiency with whatever you choose. Your natural weapons are magical and deal 1d6 slashing, bludgeoning or piercing damage. You must choose the type of damage dealt when you cast this spell and you cannot change it unless you cast this spell again.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you may choose an additional Bestial Trait for each level slot above 3rd. You cannot choose the same trait more than once.

Bindings of Sarish

2nd-level enchantment

Secret Spell: Faithful of Sarish or val'Mehan
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Calling upon the contracts of Sarish, you attempt to bind an infernal that you can see within range. Your target instantly becomes aware of the spell and its purpose and will do what it can to stop you. The infernal must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting your target, it has advantage on the saving throw.

You may only attempt to charm infernals with a CR equal to or less than your level. Infernals with a higher CR automatically make their saving throw. Infernals with a CR less than half your level suffer disadvantage on their saving throw to resist this spell.

While your target is charmed, you may give it basic verbal commands as a bonus action; such as "attack that creature", "fly up there", "fetch me that object". If you are unable to communicate with your charmed infernal, or give it no other commands, it will simply protect you, attempting to kill anyone who dares attack you.

You can use your action to take total and precise control of your charmed infernal. Until the end of your next turn, it takes only the actions you choose, and doesn't do anything that you won't allow it to do. During this time, you can also cause your charmed infernal to use a reaction, but this requires you to use your own reaction as well. Each time your charmed infernal takes damage, it makes a new

Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels: When you cast this spell with a 3rd-level spell slot, the duration is concentration, up to 1 hour. When you use a 6th-level spell slot, the duration is concentration, up to 6 hours. When you use a spell slot of 7th level or higher, the duration is concentration, up to 12 hours.

Black Ice

1st-level conjuration

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a drop of water or water within 10 feet of you)
Duration: 1 minute

An area you choose is blanketed in black ice. Choose a point you can see within range. A 10-foot square centered on that point is covered in ice, becoming difficult terrain for the duration of the spell. Any creature that starts their turn in or moves though the ice must make a successful Dexterity saving throw or fall prone.

If a spell that deals fire damage affects a section of *black ice*, that section becomes normal terrain.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can conjure an additional 10-foot radius sphere of ice for each slot level above 1st. These additional sections need not be connected to each other.

Blade Storm

3rd-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a small chain with tiny blades shaped like lightning bolts as charms)
Duration: Instantaneous

A location within range that you can see erupts in a cloud of flashing blades, cutting those within it to ribbons. The cloud of blades flares up in a 10-foot radius, 40-foot high cylinder. All creatures within the cylinder must make a Dexterity saving throw. A target takes 6d6 slashing damage on a failed save, or half as much damage on a successful one.

The blades spread around corners and will destroy small, delicate, unattended objects.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Bleed

3rd-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You point your finger, utter an incantation, and force a creature within range that you can see to make a Constitution saving throw. If your target fails their saving throw, they start to bleed from their eyes, mouth, and ears. Your target suffers 4d10 necrotic damage and disadvantage on all Wisdom (Perception) checks based on sight. This spell has no effect on constructs, oozes plants, and undead.

At the end of each of its turns, the target can make another Constitution saving throw. On a failure, the target takes 2d10 necrotic damage. On a success, the spell ends. This spell also ends if the target leaves the spell's range.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the initial damage increases by 1d10 for each slot level above 3rd.

Blood Spider

1st-level necromancy (ritual)

Secret Spell: Faithful of Sarish or val'Mehan
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a small spider made of your own blood. As an additional component when you cast this spell, you must reduce your hit point maximum by 2. This reduction ends when the spell ends.

The blood spider stands about an inch tall, and is tethered to you by a thin string of blood. The spider is completely under your control, and moves with a base walking and climbing speed of 20 feet. It also acts as an extension of your own senses, allowing you to see and hear through it without difficulty.

The blood spider always leaves a small trail of blood that may betray your presence or location. If it is ever attacked, it simply "pops" into a splatter of blood.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spider's speed and range increases by 10 feet for every slot level above 1st.

Blood Storm

5th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (the corpse of a creature that died no more than 1 minute ago)
Duration: Instantaneous

With a touch and a few arcane words, you rip the lifeblood from a freshly fallen foe, forming it into a torrent of crystallized blood that slices through those around you.

All creatures within 20-feet of you must make a Dexterity saving throw. On a failed save they suffer 8d6 magical slashing damage, or half as much on a successful one.

The effect of this spell is so unnerving that any living, intelligent creature within 60 feet that can see the spell's effect must make a Wisdom saving throw or be frightened until the end of their next turn.

Undead, spirits, or constructs automatically succeed on their Wisdom saving throw.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

Breath of the Dragon

3rd-level evocation

Secret Spell: Sa'ruuun who worship the Fire Dragon
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: Instantaneous

The Fire Dragon bestows upon you the ability to breathe fire, like the ancient, city-destroying beasts of myth. Each creature in a 30-foot cone must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful one.

This fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Brittle Bones

3rd-level necromancy

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S, M
Duration: Instantaneous

You weaken a creature's bones, making them as delicate as eggshells. Choose a creature within range that you can see; your target must make a Constitution saving throw. If the target fails their save, they suffer 3d6 necrotic damage and they gain vulnerability against the next attack that deals bludgeoning, piercing, or slashing damage before the end of your next turn.

Call Revenant

5th-level necromancy

Secret Spell: Faithful of Nuuth
Casting Time: 10 minutes
Range: Touch
Components: V, S, M (a pair of 50 gp silver bracers which are put on the body's wrists and are not consumed by the casting of the spell.)
Duration: Instantaneous

You touch the body of a creature who was murdered within the last 10 hours and utter an oath of vengeance, empowering the soul's discarded intellect and infusing it with your lord's power.

You raise the touched creature as a revenant intent on seeking down and killing the person who caused their death. If your target was aware of the attack and saw the face or knew the name of their killer, they will use their innate abilities to hunt them down. Otherwise they will look to you for guidance. For the revenant's stats see Appendix 1 Bestiary.

The revenant's respite from death is short-lived. It has a number of days equal to your level to find and kill its murderer. Once the time has elapsed, or when the revenant wills it, the revenant instantly decays and turns to dust. The revenant's equipment, clothing, and the bracers used as the material component of this spell remain.

Call to Arms

2nd-level transmutation (ritual)

Casting Time: 20 minutes
Range: Touch
Components: V, S, M (a suit of armor or a weapon)
Duration: Until dispelled

You enchant a chosen weapon (ranged weapons include 20 arrows/bolts in their quiver, or 10 packs of shot for flintlocks), or a suit of armor (including a shield) of your choice.
As a bonus action, you can call forth the item you enchanted, ending this spell. The item teleports to you, over a distance of up to 50 miles. It will pass through any barriers, except an effect that would block teleportation.

A weapon summoned with this spell appears in hand ready to be used, while a suit of armor and a shield appear strapped and buckled onto you, ready for action.

Captivating Melody

3rd-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

Also known as *Cadi's ballad*, with this spell you create a haunting melody that fascinates all those who hear it. Choose a point within range; each creature in a 30-foot-radius sphere centered on that point must make a Wisdom saving throw. On a failed save, a creature becomes charmed for the duration, quietly listening to the song. While charmed by this spell, a creature is incapacitated, and their speed is reduced to 0.

A deaf creature or a creature within the area of a *silence* spell or similar effect automatically succeeds on their saving throw.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Cascading Radiance

5th-level evocation

Casting Time: 1 action
Range: Self (15-foot radius)
Components: V, S
Duration: Instantaneous

A wave of brilliant light sweeps out from you. Each creature in a 15-foot radius must make a Constitution saving throw or be blinded until the end of your next turn.

Any infernal, undead, or entropic creature within the area must also make a Charisma saving throw. A creature takes 5d8 radiant damage on a failed save, or half as much on a successful one.

If any of this spell's area overlaps with an area of magical darkness or the area of an illusion spell of 3rd level or lower, the spell that created the darkness or the illusion spell is dispelled.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage dealt to infernals or undead increases by 1d8 for each slot level above 5th.

Circle of Radiance

5th-level abjuration

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V
Duration: Concentration, 1 minute

Radiant energy spills out from you, forming a 20-foot radius field of life energy that protects your allies and immolates the undead. This circle does not move with you. It sheds bright light within its radius and dim light in a 20-foot radius beyond that. This spell instantly dispels any magical darkness within it's radius. Any friendly creature within the circle gains resistance to necrotic damage for as long as they remain within it.

Any undead that enters or starts their turn in the circle must make a Constitution saving throw or suffer 5d8 radiant damage and disadvantage on all attack rolls while they remain in the circle of radiance. On a successful save they suffer only half damage.

Cleanse the Blood

2nd-level necromancy (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Reaching out to a willing ally, you draw out their ailments by violently ripping them out of their body. You touch a friendly creature and neutralize one poison or cure one disease affecting it. Your target suffers 1d4 points of slashing damage as the affliction is ripped out of them.

You may keep the extracted blood in a specially prepared vial that costs 40gp. This blood may be used later as an additional material component in a *scrying* or *locate creature* spell. This consumes the blood, but leaves the vial intact.

If you use the blood as component for *scrying*, it counts as a body part. If you use the blood as component for *locate creature*, the detection range of the spell is increased to 3,000 feet.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can neutralize an additional poison or cure an additional disease your target is affected by for each slot level above 3rd. Your target suffers an additional 1d4 points of slashing damage for each disease or poison you cure.

Compelling Strike

1st-level enchantment

Casting Time: 1 bonus action
Component: V
Range: 5 feet
Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, your weapon produces a burst of light, and the attack deals an additional 1d8 radiant damage. Additionally, the target of your attack must make a successful Wisdom saving throw or gain disadvantage on attacks rolls against creatures other than you for the remainder of the duration.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the radiant damage your attack deals increases by 1d8 for every slot level above 1st.

Contemplation

3rd-level divination (ritual)

Casting Time: 10 minutes
Range: Self
Components: V, S
Duration: 1 hour

You can review your memories with perfect clarity. You select a 1-hour span of your life from a number of days ago equal to your spellcasting ability modifier. You relive the specified hour from a point of view just slightly above your head, allowing you to look all around yourself out to a 30-foot radius. You can only see and hear what happens around you, not recall your exact thoughts.

When you are reliving the past, your senses are the same as they normally are. But you have a second chance to spot something hidden or make ability checks related to the events of the hour. If you relive an hour where you are forced to make a saving throw to avoid being frightened, you must make that saving throw again.

You can never relive the same hour from your past more than once with this spell. This includes using this feature to revisit the hour when you initially used it. If you recite aloud any of the events of the hour you relive, you can revisit that recitation with this feature.

Crystallize

8th-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You attempt to turn one creature that you can see within range into a statue made of crystal. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is turned to solid crystal and petrified. On a successful save, the creature isn't affected.

While petrified by this spell, the creature gains vulnerability to force and thunder damage. If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

Crushing Waves

2nd-level conjuration

Casting Time: 1 action
Range: Self (15-foot cube)
Components: V, S
Duration: Instantaneous

You call forth a powerful wave to strike and push back your enemies. This wave rushes out from your feet, forcing all creatures in a 15-foot cube originating from you to make a Strength saving throw. On a failed save, each creature takes 3d6 bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and is pushed 5 feet back, but not knocked prone.

Unsecured objects that are completely within the area of the spell are automatically pushed 10 feet away from you by the wave. This spell creates a total of 50 gallons of water, which does not disappear after the spell is completed.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Crushing Weight

5th-level evocation

Casting Time: 1 action
Range: Touch
Components: V, M (a polished lodestone worth 50gp)
Duration: Concentration, 1 minute

You can only cast this spell when you and your target are upon solid earth (the ground, in a stone building, on a stone wall). Make a melee spell attack against your target. On a hit, the creature is rooted in place and suffers 10d6 points of bludgeoning damage.

For the spell's duration, at the start of your target's turn, they must succeed on a Strength saving throw or be restrained until the beginning of their next turn.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each level above 5th.

Decree of Salvation

5th-level evocation

Casting Time: 1 action
Range: 10 feet
Components: V
Duration: Concentration, up to 10 minutes

With a prayer, you create a field of grace that protects the faithful within its bounds. You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range.

Any friendly creatures within the cylinder gains advantage on all saving throws and 10 temporary hit points at the beginning of their turn.

Deeper Understanding

1st-level enchantment

Casting Time: 1 minute
Range: Self
Components: V
Duration: Concentration, 1 hour

During the casting of this spell, you talk with a creature that can understand you and gain a deeper understanding of them. The creature must make a Charisma saving throw. If they fail, you gain advantage on all Wisdom (Insight) checks you make regarding that creature for the spell's duration.

Even if the creature succeeds on their saving throw, you cannot be surprised by the creature for the duration.

Dragon's Fury

5th-level transmutation

Secret Spell: Sa'ressen that worship the Fire Dragon
Casting Time: 1 action
Range: Self
Components: V, S, M (a scale from a drake, which is consumed in the casting, and a 75 gp gold torque, which is not)
Duration: Concentration, up to 1 minute

You channel the will of the Fire Dragon into yourself, taking on a draconic appearance, and growing in size and ferocity. For the duration, you gain the following benefits:

- Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category— from Medium to Large, for example. If there isn't enough room for you to double in size, you attain the maximum possible size in the space available. Until the spell ends, you have advantage on Strength checks and Strength saving throws. Your weapons also grow to match your new size. While your weapons are enlarged, your attacks with them deal 1d4 extra damage.
- You have resistance to fire damage
- You cannot be frightened

When the spell ends, you return to your original size.

Dragon's Roar

2nd-level illusion

Casting Time: 1 action
Range: Self (15-foot radius)
Components: V, S, M (the scale from a drake)
Duration: Instantaneous

You roar with primal ferocity. Each creature in a 15-foot radius must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened until the end of its next turn.

While frightened by this spell a creature must take the Dash action and move away from you by the safest available route, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight on you, the creature can make a Wisdom saving throw. On a successful save the spell ends for that creature.

Earth Shield

2nd-level conjuration

Casting Time: 1 reaction, taken when you are hit by an attack
Range: Self
Components: V, S
Duration: 1 minute

You stomp the ground, causing a shield of stone to erupt from it. To cast this spell, you must be standing upon stone or earth.

The stone wall erupts between you and your attacker, granting you three-quarters cover (+5 bonus to AC and Dexterity saving throws) against the triggering attack. If this increase to your AC would have made the triggering attack miss, it does.

The wall remains until the spell ends, after which it crumbles to dust. It is 5 feet wide, 5 feet high and 1 foot deep. The wall has an AC of 15 and 30 hit points. Reducing the wall to 0 hit points destroys it.

Ebon Blade

Conjuration cantrip

Secret Spell: Elder Tradition
Casting Time: 1 bonus action
Components: V, S
Range: Self
Duration: 1 minute

You conjure forth a blade of dark, crackling energy. Your blade can take the form of any simple or martial weapon with a blade that doesn't have the heavy or two-handed property.

For the duration, you can use your spellcasting ability instead of Strength for attack and damage rolls you make with your blade. Your ebon blade deals 1d8 slashing damage and counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The spell ends if you cast it again or if you release the blade, causing it to instantly dissipate.

Elemental Bolt

Evocation cantrip

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a gem for earth, a feather for air, a shell for water, or a coal for fire)
Duration: Instantaneous

You create a bolt infused with elemental energy that you hurl at a creature you can see within range. You choose bludgeoning (earth), lightning (air), fire, or slashing (water) damage for the bolt you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 1d8 damage of the type you chose. The damage of your bolt is magical.

This spell creates more than one bolt when you reach higher levels: two bolts at 5th level, three bolts at 11th level, and four bolts at 17th level. You must choose the same element for all your bolts. You can direct the bolts at the same target or at different ones. Make a separate attack roll for each bolt.

Empowered Strike

Evocation cantrip

Casting Time: 1 action
Component: V, M (a weapon)
Range: 5 feet
Duration: Instantaneous

You envelop your weapon with energy that empowers your strike and it slams into an adjacent foe. As part of casting this spell, make a melee weapon attack against one creature within range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and crackling black force leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes force damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 force damage to the target, and the force damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

Enemy of my Enemy

2nd-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, M (a drop of blood)
Duration: Instant

You twist a creature's mind, turning allies into enemies. Choose a creature in range that can see and hear you. They must make successful Wisdom saving throw or regard another creature of your choice within range as their most hated foe until the end of their next turn. Your target will attack the creature you designated as its enemy just as it would attack any other creature it truly despised.

Epiphany

2nd-level divination (ritual)

Secret Spell: Faithful of Althaea or val'Abebi
Casting Time: 1 action
Range: Self
Components: V, S, M (1 sp)
Duration: Concentration, up to 1 hour

After tossing the silver piece over your shoulder, your perception narrows allowing you to focus upon your thoughts and actions with singular purpose. For the duration, you gain advantage on all Intelligence checks and ability checks that benefit from your tool proficiencies.

However, this intense internal focus distracts you from the physical world. For the duration, you suffer disadvantage on all Wisdom (Perception) checks.

Euphoria

4th-level enchantment

Secret Spell: Faithful of Larissa or val'Sheem
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You overwhelm creatures with pleasure. Choose up to 4 living humanoid creatures you can see within range. Your targets must succeed on a Charisma saving throw or become stunned for the duration.

At the end of each of its turns, an affected creature can make another Charisma saving throw. On a successful save the spell ends for that creature.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional humanoid for each slot level above the 4th.

Evil Eye

1st-level enchantment

Casting Time: 1 bonus action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute.

With a vicious glare, you lay a curse upon a creature you can see within range. When you cast this spell, you may choose one of the two following effects:

Biting Curse: For the duration, you deal an extra 1d6 damage to the target whenever you hit it with a spell or weapon attack.

Additionally, as a bonus action you can force the target to make a successful Wisdom saving throw or suffer disadvantage on the next attack roll it makes before the end of its next turn. The target must be visible and within range for you to use this option.

Wicked Curse: The target must make a Charisma saving throw. If it succeeds, the creature cannot be targeted by you with this spell until you finish a long rest. If it fails, until the spell ends, whenever the target makes an attack roll, saving throw, or ability check you can, as a reaction, give the target disadvantage. The target must be visible and within range for you to use this option.

Regardless of the curse you choose, if the target drops to 0 hit points before this spell ends, as a bonus action on your turn you may curse a new creature. You must choose the same option for the new target as the option you chose when you initially cast the spell. A *remove curse* cast on the target ends this spell early.

At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Fate of One

7th-level divination

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, 1 minute

You gain a limited form of precognition. For the duration, you gain advantage on all saving throws and all attacks against you are made with disadvantage.

Force Bolt

1st-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You fire a bolt of pure force at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 force damage. Your target must then make a successful Strength saving throw or be shoved back 10 feet.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Forceful Repositioning

2nd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bracelet of twisted string)
Duration: Instantaneous

You force two creatures within range to be teleported into each other's places. Your targets must be within 30 feet of each other and you must be able to see both targets. Each creature must make a Charisma saving throw. If both creature fails their saving throw, the creatures swap places, teleporting through the intervening distance. A friendly creature can automatically fail its saving throw if they wish.

Grey Mists

2nd-level conjuration

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute.

The chilly grey mists of the Cauldron flow from your mouth and nose, creating a 20-foot-radius sphere of dark grey fog, centered on you.

This fog spreads around corners and creates an area that is heavily obscured. It does not move with you. Any creature other than you that starts its turn within the mists must make a Constitution saving throw or suffer 4d6 cold damage.

This fog remains for the spell's duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the radius of the sphere increases by 5 feet for each slot level above 3rd.

His Blade Shall Not Harm Me

1st-level abjuration

Secret Spell: Faithful of Hurrian
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

Hurrian's blessing enfolds you. For the duration, you have resistance to slashing damage.

Implosion

9th-level Transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create a field of powerful kinetic force around one creature you can see and squeeze, attempting to pop them like a grape. If the creature you choose has 80 hit points or fewer, it dies. Otherwise, it must make a Strength saving throw or become restrained until the beginning of your next turn.

Impose Emotions

4th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, 1 minute

Choose one creature within range that you can see. That creature must make a Wisdom saving throw and if it fails, you can impose one of the following effects.

- **Desire:** Your target is charmed by you for the duration.
- **Fury:** Your target starts to attack with reckless abandon. They gain advantage on all melee attack rolls but attack rolls against them gain advantage.
- **Fear:** Your target becomes frightened for the duration.

- **Hatred:** Your target is filled with overwhelming hatred for you. For the duration, your target will do nothing but attack you by any means it can, such as including you in the area of spells.
- **Terrified:** For the duration of the spell your target must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

At the end of each of its turns, the target can attempt another Wisdom saving throw. If it succeeds, the spell ends.

Inferno

5th-level evocation

Casting Time: 1 action
Range: Self (15-foot cube)
Components: V, S, M (pinch of sulfur)
Duration: Instantaneous

A wave of flame sweeps out from you. Each creature in the area must make a Dexterity saving throw. A target takes 8d8 fire damage on a failed save, or half as much damage on a successful one. This wave of flame spreads around corners and ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage increases by 1d8 for each slot level above 5th.

Just Torment

5th-level evocation

Casting Time: 1 action
Range: 30 Feet
Components: V, S, M
Duration: 1 minute

Choose one living creature within range that you can see. That creature must make a Wisdom saving throw and if it fails, an empathic bond forms between you and your target.

For the duration, any time your target deals hit point damage to you, as a reaction you may deal an amount of psychic damage to your target equal to the damage you suffered. Once under the spell's influence, your target is instantly aware of its effects.

At the end of each of its turns, your target can make another Wisdom saving throw. If it succeeds, the spell ends.

Larissa's Fickleness

5th-level divination

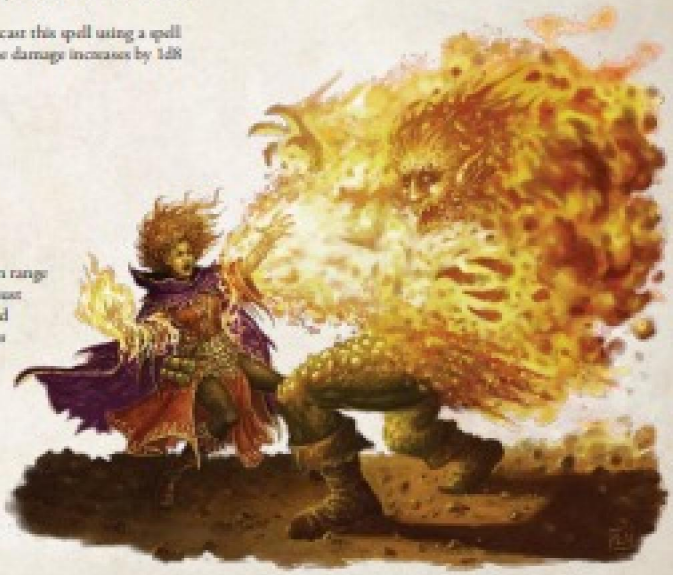
Secret Spell: Faithful of Larissa
Casting Time: 1 reaction, which you take when a creature you can see within range makes an attack roll or saving throw
Range: 90 feet
Components: V, S, M (1 gp)
Duration: Instantaneous

You call on Larissa to pluck the strings of fate. You can grant either advantage or disadvantage to the triggering roll. If the creature making the roll is hostile, they make a Charisma saving throw. If they succeed, the spell has no effect.

Lightning Armor

5th-level evocation

Secret Spell: Faithful of Hurrian
Casting Time: 1 action
Range: Self
Components: V, S, M (a small sliver of iron)
Duration: 10 minutes



Crackling tendrils of lightning wreathe your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. The lightning gives you resistance to lightning and thunder damage; if you already have resistance you gain immunity instead.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with lightning and your attacker takes 2d8 lightning damage.

You can end the spell early by using an action to dismiss it.

Luck of Fools

3rd-level divination

Secret Spell: Faithful of Larissa
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You call upon the Lady of Fate to grant you her boons and banes. When you cast this spell, choose two ability scores. For the duration, you gain advantage on saving throws with the two chosen ability scores and disadvantage on all others.

Also, you may, as a reaction taken when you suffer a critical hit, end this spell and gain resistance to all damage dealt by the triggering attack.

Manipulation of Shadow

Conjuration cantrip

Secret Spell: Faithful of Cadic
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 minute

You reach into a nearby shadow and pull out one of the following items: a set of thief's tools, 50 feet of rope, or a matched set of two daggers.

Although these items are shaped from pure shadow and very cold to the touch, they are as solid as any real object. The items you create dissipates into shadowy mist when the spell ends.

Mantle of Unassailable Flame

3rd-level evocation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

With a few words, you wrap yourself in magical flames that shed bright light in a 10-foot radius and dim light for an additional 10 feet. The flames do not harm you or any of your belongings.

For the duration, any time you are attacked with a weapon you may, as a reaction, use the flames to destroy the weapon or damage your attacker.

Non-magical ammunition from ranged weapons and thrown weapons are destroyed before hitting you, dealing no damage. This spell is ineffective against magical ranged or thrown weapons.

A creature attacking you with a melee weapon takes 1d10 points of fire damage and must succeed on a Constitution saving throw or drop their weapon. If the creature can't drop the weapon, it has disadvantage on attack rolls and ability checks until the start of your next turn.

Mind Fog

5th-level enchantment

Casting Time: 1 action
Range: 100 feet
Components: V
Duration: Concentration, up to 10 minutes

You create a bank of thin mist that weakens the mind, slowing the thoughts of those caught within it. Choose a point within range. A 20-foot radius cloud of mist appears, centered on the chosen point. The mist does not hamper vision. The mist remains stationary for the duration, unless dispersed by a strong wind (10+ mph) or you lose concentration on the spell.

Any creature that begins its turn within the mist must make a successful Wisdom saving throw or suffer disadvantage to all Wisdom and Intelligence saving throws and ability checks. Affected creatures suffer disadvantage until they begin their turn outside the mist. A creature that leaves the mist and enters it again must make another Wisdom saving throw if it starts its turn in the mist.

A creature that makes its Wisdom saving throw is not affected by the mist and need not make further saves, even if it remains in the mist.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the radius of the sphere increases by 10 feet for each slot level above 5th.

Mind Ward

4th-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, 1 minute

You create a 20-foot field around you that reinforces the mental fortitude of creatures within it. The field remains centered on you and moves with you.

For the duration, all friendly creatures in the field (including you) gain resistance to psychic damage and advantage on saving throws to resist the charmed condition.

Mistress of the Elluwé

5th-level divination (ritual)

Secret Spell: Asdakene Elorii
Casting Time: 1 hour
Range: Touch
Components: V, S, M (an Elluwé pool, see below)
Duration: Special, see below

You have learned how to manipulate the sacred Elluwé pools. It is impossible to replace or supplement the material component of this spell by any means. Elluwé pools are priceless artifacts that have many powers beyond those accessible with this spell. It is suspected that there are more rituals that can tap into the vast potential of these pools.

When you cast this spell, choose one of the following effects.

Swim the Stream of Souls: You and up to eight willing creatures of your choice that you can see within range, are instantly teleported to another Elluwé pool. The destination you choose must be known to you, and it must be on the same plane of existence as you.

Know the Soul: You use the Elluwé to look into the past and view the last incarnation of an elorii's soul. When you cast this spell, choose an elorii within 10 feet that you can see. You can determine what fate befell the elorii's last incarnation.

Read the Signs: You can view the turbulence of the Elluwé to predict the future. You can ask up to three questions concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen. The spell doesn't consider any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

My Honor is My Strength

3rd-level transmutation

Secret Spell: Faithful of Illtir or val'Asuuné bloodline
Casting Time: 1 action
Range: self
Components: V, S
Duration: Concentration, up to 1 hour

You call forth the light of perfection within you, enhancing your physical and mental strength.

For the duration, all your melee attacks deal additional radiant damage equal to your Charisma modifier. You also add your Charisma modifier to any ability check or saving throw you make.

Neroth's Embrace

4th-level necromancy

Secret Spell: Faithful of Neroth or val'Mordane bloodline
Casting Time: 1 action
Range: Touch
Components: V, S, M (A desiccated scarab beetle.)
Duration: Instantaneous

Your hand becomes shrouded in dark necromantic energy, allowing you to drain your target of vitality and cause one of its appendages to temporarily shrivel. Make a melee spell attack against the target; you have disadvantage if you try to touch a specific limb on the target's body.

On a hit, the target takes 4d10 necrotic damage and must make a Constitution saving throw. On a successful saving throw, there is no additional effect.

On a failed saving throw, one of the creature's limbs shrivels into a desiccated version of its former self. If you had disadvantage on your attack roll, the limb you touched is affected. Otherwise, determine the affected limb randomly.

All actions requiring the use of a desiccated limb suffer disadvantage. If a leg is shriveled, the target's speed is halved. The affected limb can only be restored with a *greater restoration*, *heal*, *lesser restoration*, or *regeneration*.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the necrotic damage increases by 1d10 for each slot level above 4th.

Nier's Blade

2nd-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You invoke Nier's name and summon a great sword made of living flame that lasts for the duration. You must have both hands free to cast this spell. If you release the blade with even one of your hands, the blade disappears, but it may be reformed as a bonus action. The fiery great sword sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

You can use your action to make a melee spell attack with your flaming great sword, dealing 3d8 fire damage on a hit.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher the damage creases by 1d8 for every two slot levels above 2nd.

Phantasmal Lover

4th-level illusion

Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: Concentration, 10 minutes

Tapping into the subconscious mind of a willing creature, you call upon the seductive powers of your goddess to create a phantasmal image of what the target finds most alluring. Only the target can see the image.

The image hovers over the target, writhing enticingly and whispering promises of physical fulfillment. The target is unconscious until the spell ends, at which point a surge of euphoria goes through the creature, causing it to regain 70 hit points. This surge of euphoria also ends blindness, deafness and any diseases affecting the creature. This spell has no effect on constructs, oozes, plants, or undead.

Precognition

3rd-level divination

Secret Spell: Faithful of Larissa or val'Sheem bloodline
Casting Time: 1 minute
Range: Self
Components: V, S, M (incense worth at least 10 gp, which the spell consumes)
Duration: 24 hours

Holy texts describe how Larissa's powers of precognition eventually transformed the Gentle Maiden into the Divine Harlot due to the horrors She foresaw. By tapping into Her foresight, you can escape ambush, death or worse.

During the duration, you can choose to end this spell and receive one of the following boons. If you have not chosen a boon at the end of the duration, the spell ends with no effect.

- **Avoid Ambush:** If you fail a Wisdom (Perception) check, as a reaction you can end this spell to re-roll the check with advantage.
- **Avoid the Blow:** If you are attacked, as a reaction you can end this spell to force your attacker to re-roll their attack with disadvantage.
- **Avoid Disaster:** If you fail a saving throw, as a reaction you can end this spell to re-roll your saving throw with advantage.
- **Avoid Surprise:** If you roll initiative and are surprised, you can end this spell to not be surprised.

Presence of Master Smiths

4th-level enchantment (ritual)

Casting Time: 10 minutes
Range: Self
Components: V, S, M (a set of finely crafted artisan's tools that you are proficient with; these tools cost 100gp in addition to their regular price)
Duration: 8 hours

You create a number of simple force constructs imbued with a rudimentary copy of your consciousness. You create a number of smiths equal to your spellcasting ability modifier. Each construct is an invisible, mindless, shapeless force imbued with a tool proficiency that you have. These smiths spring into existence in an unoccupied space on the ground within range. Each copy has AC 10, 1 hit point, and a Strength of 20, and can't attack.

These smiths can only help you with the crafting downtime activity, each one contributing 10 gp of effort to the completion of an item you are working on.

Primal Senses

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: 1 hour

You gain the keen hearing and smell of a wild beast. For the duration, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks to track. You also gain a +5 bonus to your passive Perception.

Reanimate Construct

5th-level transmutation

Casting Time: 1 hour
Range: 30 feet
Components: V, S, M (A gemstone worth 50 gp that the spell consumes)
Duration: Concentration, up to 24 hours

This spell reanimates a construct that has been reduced to 0 hit points. The target must be within range and visible and it must be relatively intact. It can be missing limbs or a head, but it must still be possible for the target to move under its own power.

This spell cannot reanimate disintegrated constructs, iron golems destroyed by rust, or constructs reduced to a limbless torso. If the construct is destroyed a second time, further attempts at reanimation are hopeless.

The target construct is recreated and placed under your control as if you had created it. It retains only half of its maximum hit points while all its damage immunities

become resistances instead. It also loses both the berserk and magic resistance abilities. If you cast this spell on a shield guardian or any other construct that utilizes a control amulet or similar device, you are considered to be in possession of this device for the spell's duration.

On each of your turns, you can use a bonus action to mentally command any construct you reanimated with this spell if the creature is within 60 feet of you (if you control multiple 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 creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a chamber or corridor. If you do not issue any commands, the creature will only defend itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The target construct is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control on one construct you have reanimated with this spell, rather than reanimating a new one.

Repulsion

6th-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (a small platinum shield worth 150 gp)
Duration: 1 minute

You conjure a magical ward that prevents creatures from approaching you. Once cast, any creature within 20 feet of you must make a Wisdom saving throw. Creatures who fail this save may not move toward you for the duration of the spell. The creature is only limited in its movement toward you and is free to take other actions such as casting spells, fighting others, or utilizing ranged attacks.

If you move closer to the affected creature, they are not forced back, and if you move within reach they may choose to attack you. Creatures who make their Wisdom saving throw are unaffected by the spell.

Resonant Blade Strike

Evocation cantrip

Secret Spell: Eldritch Tradition
Casting Time: 1 action
Components: V, M (a weapon)
Range: 5 feet
Duration: Instantaneous

You sheath your blade in humming energy that is violently released when you strike. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and all other creatures within 5 feet of you must make a Dexterity saving throw or take thunder damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 thunder damage to the target, and the thunder damage to the other creatures increases to 1d6 + your spellcasting ability modifier. Both damage rolls increase by 1d6 at 11th level and 17th level.

Resurgence

7th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (gems or art objects that total to a value of 500gp, which the spell consumes)
Duration: Instantaneous

You return a dead creature you touch to life if it has been dead for no less than 1 minute. If the creature's soul is both willing and at liberty to rejoin the body, the creature painfully returns to life with all its hit points.

This spell also neutralizes any poisons and cures diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life.

This spell closes all mortal wounds and restores any missing body parts.

Retribution

4th-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

For the duration, when you are struck by a melee attack, as a reaction you may make a spell attack roll against your attacker.

If you hit, you deal 2d10 force damage and your target must succeed on a Constitution saving throw or suffer disadvantage on all their attack rolls until the beginning of their next turn.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the force damage increases by 1d10 for each slot level above 4th.

Return to thy Rest

3rd-level necromancy
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M
Duration: Instantaneous

All undead within range must make a Charisma saving throw, suffering 4d6 radiant damage on a failed save and half as much on a successful one. Additionally, all undead in the area must also make a Wisdom saving throw or be stunned until the end of your next turn.

Worshippers of certain gods who cast this spell also gain one of the following effects:

- **God of the Body (Nenith):** Undead without the Incorporeal Movement or Etherealness special traits suffer disadvantage on their Wisdom saving throw to resist being stunned.
- **Goddess of Life (Belisarda):** All undead suffer disadvantage on their Charisma saving throw to resist the radiant damage.
- **Goddess of the Spirit (Beltine):** Undead with the Incorporeal Movement or Etherealness special traits suffer disadvantage on their Wisdom saving throw to resist being stunned.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the radiant damage increases by 1d6 for each slot level above 3rd level.

Revelation

7th-level divination

Secret Spell: Faithful of Illtir or val'Asumi bloodline
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a 250 gp diamond)
Duration: Instantaneous

Illtir's light burns away subterfuge and illusion. All creatures within 30 feet of you that are either invisible, hidden, in an alternate form, or otherwise concealed must make a Charisma saving throw. On a success, the creature remains concealed. On a failure, a hidden or invisible creature becomes visible and a creature that is in an alternate form is forced into their true form.

Hidden, unattended objects and secret doors are automatically revealed, and freestanding illusions are dispelled.

Righteous Edict

5th-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Instantaneous

With a cry to the heavens, you call down divine wrath upon the unfaithful. Choose any number of creatures you can see within range. Each creature that can hear you must make a Wisdom saving throw, taking 4d6 damage of your deity's type on a failed save, or half as much on a successful one.

Consult the **Deity Damage Table** to find the type of damage you deal with this spell based on your patron deity. If you do not have a specific patron deity, you deal radiant damage with this spell.

A creature that fails its Wisdom saving throw also suffers an additional effect, based on its religious beliefs.

A creature that does not share your pantheon and is not a member of your faith is blinded and stunned until the end of their next turn. A creature that shares your pantheon but is not a member of your faith is only blinded until the end of their next turn.

Any creature that is a member of your faith and has the same patron deity as you is immune to this spell. Any creature that has an Intelligence score of 3 or less is also immune to this spell.

Deity Damage

Damage Type	Deity
Acid	Saluwé, Tzizhet
Cold	Yarris
Fire	Nier, The Fire Dragon, Kassegore
Force	Sarish
Lightning	Hurrian
Necrotic	Neroth
Poison	Cadic, Jeggal Sag, Yig
Psychic	Anshar, Beltine, Larissa
Radiant	Belisarda, Illir
Thunder	Althares

Religions of the Known Lands

Religion	Gods Worshipped
Church of the Dark Triumvirate	Neroth, Nier, Sarish
Eloran Elemental Lords	Belisarda, Berûe, Keleos, Mîrok, Ouallan
Milandric Orthodox Church	Pantheon of Man, The Fire Dragon
Mother Church of Coryan	Pantheon of Man
Myrantian Religion	Tzizhet and various other deities
Suelnic Religion	Kassegore, Jeggal Sag**, Yig

*Pantheon of Man includes the following deities: Althares, Anshar, Beltine, Cadic, Hurrian, Illir, Larissa, Neroth, Nier, Sarish, Saluwé, and Yarris.

**Jeggal Sag holds a special place in Suelnic religion and in the Black Talon society. Thus, any Disciples of Jeggal Sag will not be considered as "outside their religion or heretical" for the purposes of a spell cast by Black Talon ss'ressen cleric or holy champion.

For more information about different faiths and deities in the Known Lands, see page 586.

Righteous Fury

1st-level evocation

Casting Time: 1 bonus action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute

You strike with the unbridled fury of your faith. Choose a creature you can see within range.

For the duration, you deal an additional 1d8 damage of the same type as your weapon, whenever you hit your chosen target with a melee attack. Additionally, you gain advantage on all opportunity attacks against your chosen target.

Righteous Strike

3rd-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You call upon the righteousness of your god to strike down those who stand against you. Until the spell ends, your weapon is infused with energy from your deity. Whenever you successfully hit a creature with a melee weapon attack, you deal an additional 1d8 with the damage type based on your patron deity.

The creature you hit must also make a Charisma saving throw or suffer additional effect, based on your patron deity. If a creature succeeds on their saving throw to resist the additional effect, that creature does not need to make any more saving throws to resist the additional effect of this spell until the next dawn.

Consult the **Righteous Strike** table for the damage you deal with this spell and the additional effect.

At Higher Levels: When you cast this spell using a spell slot of 5th or 6th level, the additional damage dealt by this spell extra damage increases to 2d8. When you use a spell slot of 7th level or higher, the additional damage dealt by this spell extra damage increases to 3d8.

Riptide

2nd-level evocation

Casting Time: 1 action
Range: Self (50-foot line)
Components: V, S
Duration: Instantaneous

A jet of water blasts out from you in a line 50 feet long and 5 feet wide in a direction you choose. each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 3d6 bludgeoning damage and is knocked prone. On a successful one, a creature takes half the bludgeoning damage and is not knocked prone.

Alternatively, you may use the jet of water to force open doors and other barriers. The jet has a Strength score of 20 (+5).

This spell creates 20 gallons of water that does not disappear after the spell is cast.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Righteous Strike

Deity	Damage	Additional Effect
Althaea	Thunder	You target is stunned until the end of your next turn.
Anshar	Psychic	You target is stunned until the end of your next turn.
Belisarda	Radiant	Your target is restrained until the end of your next turn.
Beltine	Psychic	Your target is frightened of you until the end of your next turn.
Cadic	Poison	Your target is blinded until the end of their next turn.
Fire Dragon	Fire	You target is stunned until the end of your next turn.
Hurrian	Lightning	Your target is stunned until the end of your next turn.
Illir	Radiant	Your target is stunned until the end of your next turn.
Jeggal Sag	Poison	Your target is poisoned until the end of your next turn.
Kassegore	Fire	You target is stunned until the end of your next turn.
Larissa	Psychic	Your target is charmed by you until the end of your next turn.
Nier	Fire	You target is stunned until the end of your next turn.
Neroth	Necrotic	Your target is frightened of you until the end of your next turn.
Saluwé	Acid	Your target is restrained until the end of your next turn.
Sarish	Force	Your target is frightened of you until the end of your next turn.
Tzizhet	Acid	Your target is frightened of you until the end of your next turn.
Yamix	Cold	Your target is restrained until the end of your next turn.
Yig	Poison	Your target is poisoned until the end of your next turn.

Sarishan Oath

1st-level enchantment (ritual)

Secret Spell: Faithful of Sarish or val'Mehan
Casting Time: 10 minutes
Range: Touch
Components: V, M (a contract, sealing wax and a signet ring or stamp)
Duration: Instantaneous

With this spell, you place a magical seal upon a contract that you touch. Once sealed, all parties to the contract must follow the contract to the best of their ability. If any party violates the contract (GM's discretion), that individual immediately suffers the Curse of the Oath Breaker (see Sidebar, right).

Contracts can range from the simple to the complex, but they must contain terms and conditions that can be reasonably met (GM's discretion). For a contract to be binding, several conditions must be met. First, all parties to the contract must be willing participants. Second, all parties to the contract must be able to understand each other and the terms of the contract. Third, all parties to the contract must be present for the casting of this spell. Finally, all parties to the contract must agree to all terms of the contract.

The seal fades away completely from the contract with a touch and an act of will, if you have the verbal agreement of all parties to the contract. This ends the spell. The spell also ends when the contract is fulfilled.

If the parties involved make a good faith effort but there simply is no way to complete the contract, a symbol of Sarish appears on the forehead of the parties to the contract. This symbol is visible only to a Sarishan Sorcerer-Priest or val'Mehan.

Curse of the Oath Breaker

The first time the creature disobeys the contract they are given a friendly reminder. They must make a Wisdom saving throw or suffer 1d10 psychic damage. If this damage would kill the creature it knocks them unconscious instead. The next day, if the creature is still working in violation of the contract they suffer 1 level of exhaustion and will continue to gain levels of exhaustion each day, to a maximum of 5 levels, until they are in accordance with the contract. These levels of exhaustion cannot be healed or recovered unless the creature actively resumes obeying the conditions of the contract; doing so removes all levels of exhaustion within 24 hours.

If the contact is broken in a way that cannot be rectified, the creature in question retains all 5 levels of exhaustion permanently. These levels of exhaustion can only be eliminated with the removal of the curse. The curse can only be removed by the caster of the original *Sarishan oath* spell that sealed the contract. Rumors exist of a heretical cult known as the Oath Breakers, who might be able to remove the curse as well.

Scales of the Dragon

1st-level transmutation

Secret Spell: Natural Armor racial trait, or something similar
Casting Time: 1 action
Range: Self
Components: V, S, M (A scale from a n'ruusen or drake)
Duration: 24 hours

For the duration, your AC is 17 or the AC granted by the armor you are wearing, whichever is higher. You may choose to end the spell as an action.

Scare

2nd-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a small mirror)
Duration: Concentration, up to 1 minute

You reach into a creature's mind and amplify their greatest fears. Choose a creature you can see within range. Your target must make a successful Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this spell, the creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends.

Scorching Radiance

2nd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Choose a creature within range that you can see. That creature must make a Charisma saving throw or suffer 4d6 radiant damage on a failed save and half as much on a successful one.

If there is an area of darkness created by a spell of 3rd level or lower within 10 feet of the target, the spell that created that darkness is instantly dispelled.

At Higher Levels: When you cast this spell using a spell slot of 3th level or higher, the damage increases by 1d6 for each slot level above 2nd.

Scrying Inscription

5th-level divination (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (specially prepared ink worth 50gp, which the spell consumes)
Duration: Permanent

With this spell, you inscribe upon an item a small tracking rune. If the item is on the same plane/realm as you, you can sense how close it is, to within 10 feet, and you can track the rune's location with a DC 10 Intelligence (Arcana) check. You can have a number of inscribed items equal to your spellcasting ability modifier.

Anyone inspecting an item inscribed by this spell can find the rune with an Intelligence (Investigation) check, the DC of which is your spell save DC. Determining the purpose of the rune requires a successful DC 10 Intelligence (Arcana) check.

Alternatively, someone can locate the rune and determine its purpose with an effect such as *detect magic* or *identify*.

You may transfer the ability to track an item to a friendly creature by casting this spell on them instead of an object, tracing the tracking rune on the creature's hand or forehead. You lose the ability to track that item when you transfer cast this spell for this effect.

Shadow Step

1st-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

You can only cast this spell in an area of dim light or darkness. The shadows seem to wrap around you and teleport you up to 30 feet to an unoccupied space you can see that is also within dim light or darkness.

Stepping though the Plane of Shadow may attract unwanted attention by those who reside there. If you cast this spell twice before completing a short rest, on the third casting there is a 15% chance that you let a **Shadow** into the Mortal Realm. This shadow appears next to you when you teleport and may attack the nearest creature, or slip away and cause havoc somewhere else. This chance increases by 5% on every casting of *shadow step* beyond the third, until you complete a short rest.

Shroud of Oblivion

3rd-level necromancy (ritual)

Secret Spell: Faithful of Nenoth
Casting Time: 1 action
Range: Touch
Components: V, S, M (a cloak or some other outer garment)
Duration: Instantaneous

You wrap a corpse with your cloak, instantly accelerating its decomposition. The body is reduced to nothing but dust, leaving all equipment behind.

If the deceased is willing to be brought back from the dead or if they are destined to become undead (through curse, monstrous ability, spells, or divine intervention) you must make a spellcasting ability check. The DC equals 10 + the CR or level of the deceased creature.

If you succeed, the body is destroyed as normal and any effect that would make the creature become undead is unsuccessful. If you fail, this spell has no effect on the body and you cannot cast it on the body again until you complete a long rest.

Undead are not affected by this spell.

Silent Steps

2nd-level illusion

Casting Time: 1 action
Range: Self
Components: S
Duration: 10 minutes

For the duration of this spell you gain advantage on all Dexterity (Stealth) checks.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the spell's duration increases by 10 minutes for every slot level above 2nd.

Slip Sideways

2nd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

You slip a fraction of a second out of sync with the surrounding area. Until the end of your next turn you are immune to all damage and may not be the target of any spells, attacks, or effects. You may move freely but may not manipulate anything you are not in sync with and you cannot use any class feature, spell or other effect which targets anything other than yourself.

While out of sync with the surrounding area you're still visible to everyone in the normal time stream, but you seem to shimmer with a vibrating glow.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the duration changes to concentration, up to 1 round per slot level above 2nd.

Smite Heretic

1st-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

The next time you hit an intelligent creature who is not a member of your faith with your weapon, you strike with righteous ferocity. Your attack deals an extra 2d8 radiant damage.

Additionally, the target must succeed on a Wisdom saving throw or become wracked with extreme pain for 1 minute. During this time, the target suffers disadvantage on a saving throw they make to resist the effects of a divine spell cast by you or by a member of your faith. After the first such saving throw, the pain ceases.

A creature wracked with pain from this spell automatically succeeds on the Wisdom saving throw if targeted by another casting of this spell. They still suffer the radiant damage if you hit them with your melee attack.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the extra radiant damage increases by 1d8 for each slot level above 1st level to a maximum of 5d8 at 4th level.

Spells and Faith

There are spells that are clearly more powerful when brought to bear against those who do not share the same faith.

There are many religious factions in Arcanis, some of which are: The Mother Church of Coryan, the Milandric Orthodox Church, the Church of the Dark Triumvirate, the worship of the Eloran Elemental Lords, infernal cults, the Kalindruhl of the Khitani, cults of the Varn, worshippers of Kassegore, adherents of the Song of Pyric, and many, many more.

Infidels are everywhere and the faithful must be ever vigilant.

Smith's Hammer

Evocation cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

A beam of crackling force streaks toward a construct or unattended object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10

force damage, which bypasses any damage resistance or immunities.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Spell-Bane Blade

Evocation cantrip

Casting Time: 1 action
Component: V, M (a weapon)
Range: 5 feet
Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it becomes sheathed in blue arcane energy until the start of your next turn. If the target willingly casts a spell before then, the target immediately takes 1d8 fire damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target, and the damage the target takes for casting a spell increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Spiritcraft

Transmutation cantrip
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Whispering to the spirits, you create one of the following effects within range:

- Spirits of wind and rain whisper to you what the weather will be at your location for the next 24 hours.
- You whisper to the spirit of a tree or plant to instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You whisper to a lesser spirit to create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You whisper to a lesser spirit of flame to instantly light or snuff out a candle, a torch, or a small campfire.
- If you have the Boon feature you can create harmless sensory effects as appropriate to that spirit, such as the loud howl of a wolf.

Spirit Flames

1st level evocation

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in shimmering bluish green light. Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Spirits enveloped by these flames suffer 1d8 radiant damage if they shift into the Spirit Realm.

Spiritual Journey

6th-level divination

Casting Time: 1 hour
Range: Self
Components: V, S, M (50 gp worth of incense and gifts of food for the spirits, which the spell consumes)
Duration: 1 minute

You undertake a journey of the spirit, traveling to the Spirit Realm. Such journeys are both complicated and draining affairs. While a journey may take hours or even days in the Spirit Realm, the entire experience lasts only 1 minute in the Mortal Realm. Once your journey ends, you suffer one level of exhaustion, which may only be recovered by resting.

While on your journey, your body lies unconscious and in a state of suspended animation; you do not need food, water, air or sleep until the spell ends. You are still somewhat aware of events happening to and around your body but most of your focus is in the Spirit Realm. You have disadvantage on all ability checks to notice or understand anything taking place around your body. If you wish, you can cut your journey short as an action, instantly returning your spirit to your body.

During your journey, you may consult with powerful spirits to learn about the future, the past, or the location of objects or creatures. You can ask questions of local spirits, convince restless spirits to leave an area or leave a person alone, or even convince powerful spirits to remove curses or break powerful enchantments.

While on your journey, you can convince the spirits to cast one of the following spells on your behalf:

- *Augury*
- *Commune with nature*
- *Dispel magic*
- *Divination*
- *Locate animals or plants*
- *Locate creature*
- *Locate object*
- *Remove curse*
- *Speak with animals*
- *Speak with dead*
- *Speak with plants*

Any spell that the spirits cast for you can only target a creature or object on your person or within reach of your body. The spirits will rap on your hands to touch the target as they cast the spell for you. When this spell ends, you must begin concentrating on any spell the spirits cast for you that has concentration.

The spirits do not perform these services for free; you must bargain with them for their power. Payment can take a variety of forms. A spirit might require a gift or the sacrifice of treasure or livestock. Some spirits might exchange their service for a quest undertaken by you.

As a rule of thumb, the spirits require gifts or sacrifices whose value is equal to 25 gp per level of the spell you wish them to cast. For example, if you cast *spiritual journey* and ask the spirits to cast *augury*, they will require 50 gp worth of gifts from you. The GM can adjust these payments based on the circumstances under which you cast the spell. These gifts are in addition to the material components to cast *spiritual journey*.

Gifts for the spirits (objects of art, food, livestock, shiny gems, etc.) must be on your person or within your reach when you cast *spiritual journey*. When you return to your body, the gifts crumble to dust.

Steal Water

4th-level transmutation

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S
Duration: Instantaneous

You steal away the water from all creatures within 10 feet. Each creature in range must make a Constitution saving throw; creatures made of water (such as water elementals) suffer disadvantage on their saving throw. On a failed save, a target takes 8d6 slashing damage, or only half that on a successful one.

The water that you steal from creatures forms a barrier around you, granting you 10 temporary hit points that last for 1 hour.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Storm of Knives

2nd-level evocation

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S, M (a small silver dagger)
Duration: Instantaneous

Cupping your hands before you, you send out a 15-foot cone of wickedly sharp blades. Any number of creatures you choose within the cone must make a Dexterity saving throw. A creature takes 4d6 slashing damage on a failed save, or half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

Summon Sarish's Own

3rd-level conjuration

Casting Time: 1 minute
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 hour

You summon an infernal that appears in an unoccupied space that you can see within range. Choose one of the following options for what type of infernal appears:

- One infernal of challenge rating 2 or lower
- Two infernals of challenge rating 1 or lower
- Four infernals of challenge rating 1/2 or lower
- Eight infernals of challenge rating 1/4 or lower

All infernals summoned with this spell bear the *Sigil of Sarish*. An infernal summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions, although it is clear they resent being forced into this alliance. Roll initiative for the summoned creatures as a group, which has its own turns. They will obey your verbal instructions to the letter (no action required by you), if you speak in a language they can understand. If you do not issue any command, they defend themselves from hostile creatures, but otherwise take no actions.

At Higher Levels: When you cast this spell using a 5th level spell slot or higher, you can add another summoning option to those listed above. This option is to summon one infernal of challenge rating equal to the level of the spell slot used to cast this spell.

For example, if you use a 7th level spell slot to cast this spell, you can choose any of the options listed above or the option to summon one infernal of challenge rating 7 or lower.

The Sigil of Sarish

The Sigil of Sarish, also known as the Mark of Sarish, is a circle inscribed with numerous runes, surrounding a triangle. The holy symbol of Sarish used by His priests and holy champions is a disk or pendant inscribed with this sigil.

Bound infernals are marked with this sigil, usually on their foreheads or other visible body part if the creature does not posses a head. The sigil is always visible to a cleric or holy champion of Sarish and forces the creature to do the bidding of the Sarishan that summoned it. More importantly, bound infernals are forbidden from harming a mortal unless specifically instructed to do so by their master. Should an infernal fail to do its master's bidding or attempt to attack the summoner, the sigil will ignite with other-worldly fire, causing excruciating pain upon the creature.

It is said that the number of infernals bound by Sarish, His Valinor, and Sarishan mortals over the millennia number in the millions. When the spell Summon Sarish's own is cast, it is one of these bound infernals that answer, arriving from whatever plane of existence it resided upon before the summoning.

Summon Tome

1st-level conjuration (ritual)

Secret Spell: Faithful of Althaeos or val'Abshi
Casting Time: 1 hour
Range: Self
Components: V, S, M (a page torn from a book, which the spell consumes)
Duration: 12 hours

You summon a phantasmal version of a tome from the Great Library of Althaeos. When you cast this spell, you choose the tome's general topic. This can be a skill (such as Arcana, History, Nature, Psionics, or Religion), a craft or trade (such as sailing or blacksmithing) or a type of creature (such as beasts, elementals, or plants).

During the hour it takes to cast this spell, you pour over the summoned tome and gain insight into your chosen topic. After this time, the tome disappears but the knowledge remains.

For the duration, you may add 1d4 to any Intelligence check you make regarding you chosen topic. Once the spell's duration is over, this effect ends, and you retain no memory of what you read. You may cast this spell again to choose a different subject, ending the spell.

Tendrils of Water

5th-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (a piece of tentacle from a giant octopus or a giant squid)
Duration: Concentration, up to 1 minute

A pool of deep blue water appears at your feet and long, watery tentacles emerge from it to strike any creature that approaches you. Until this spell ends, any creature that starts their turn adjacent to you must make a Dexterity saving throw. On a failed save, a creature takes 3d6 bludgeoning damage and is knocked back 10 feet from you. A creature only takes half the bludgeoning damage on a successful save and is not knocked back.

At Higher levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

Thunderous Strike

4th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small iron nail)
Duration: Instantaneous

You call down a single bolt of lightning, blasting all creatures in a tight circle. Choose a point in range, each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. Creatures take 3d6 lightning damage and 3d6 thunder damage on a failed save, or half as much damage on a successful one.

All creatures within the sphere must also make a successful Constitution saving throw or be deafened and blinded until the end of their next turn.

At Higher levels: When you cast this spell using a spell slot of 4th level or higher, the lightning and thunder damage both increases by 1d6 for each slot level above 4th.

Visions of the Oracle

2nd-level divination (ritual)

Secret Spell: Faithful of Larissa or val'Sheem
Casting Time: 1 action
Range: Self
Components: V, S, M (a glass of wine which is drunk during casting)
Duration: 1 minute (see below)

The Divine Harlot's gifts are both a blessing and a curse. Knowing what the future holds has driven many mad with apprehension and despair. When you cast this spell, you instantly fall into a deep trance for 1 minute, during which you gain the incapacitated condition as you are overwhelmed by visions of the future. These visions form of a flood of pictures, sounds, and emotions.

You may attempt a DC 15 Wisdom (Insight) check to determine a general emotion connected to the visions (fear, disgust, anguish, distrust, or pleasure, for example). At the GM's discretion, you may also attempt a DC 15 Intelligence (Investigation) check to recall specific details of the vision later.

While the exact nature of the vision is up to the GM, the GM is encouraged to utilize this spell to foreshadow important campaign events or even hint at events taking place far away which may impact you in the future.

Whirling Blade

2nd-level transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a melee weapon you are proficient with)
Duration: Instantaneous

You throw your weapon, using your magic to guide it to your chosen targets and back to your hand. You can make 3 attacks with your weapon, striking creatures you can see within range. You can strike a target more than once.

For each attack with your weapon, make a ranged spell attack. On a successful attack, your weapon deals damage as normal plus an additional 1d8 damage of the same type as your weapon. Your weapon returns to your outstretched hand once all this spell's attacks are completed.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the additional damage dealt by your weapon increases by 1d8 for each slot level above 2nd.

Wail of the Banshee

8th-level necromancy

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S
Duration: Instantaneous

Your voice echoes with the cries of mothers whose children were taken and the sorrow of widows whose husbands never returned. So powerful is this sorrow that anyone who hears it may find their own heart stopping as they are overwhelmed by this dark power.

All creatures within 20 feet of you must make a Wisdom saving throw or suffer 10d8 necrotic damage. Any creatures with 20 or less hit points after taking this damage is instantly killed. Creatures who make their saving throw suffer no ill effects.

This spell has no effect against constructs, elementals, or the undead.

VII

PSIONICS

Manifesting Psionics

Psionic Disciplines

Psionic Powers

Psionics

Many seek to control the world around them by manipulating the forces that animate it. Shamans appeal to spirits, priests and holy champions pray to the gods, and even the sorcerers of Arcanis require incantations and rituals to exert their will.

There are a select few upon Arcanis who believe that the best way to control the world is through the power of their mind.

Normal humans cannot wield psionics. Only a special sub-species of humanity, those whose family lineages mated in the distant past with celestial creatures called Valinor, have the ability to master the art. Collectively known as vals, these extraordinary individuals must undergo rituals that "awaken" their minds to prepare them to wield their psionic abilities.

In very rare occasions, some vals awaken "naturally" when they encounter a hostile being who assaults them with a psionic attack. In some cases, usually in the strongest of latent psions, the psionic ability manifests as a defensive mechanism against the attack.

Psionics are a means to wield the power of creation, like the other Arcanum, but are quite different than other forms of magic. Instead of preparing spells and using spell slots, the Awakened fragment their consciousness into multiple parts which separately concentrate on specific mental patterns. Those patterns, called foci, produce and maintain lesser effects, and can be collapsed and expended to manifest powerful abilities.

Manifesting Psionics

Manifesting a psionic effect or ability follows similar rules as those used for spell casting with two significant differences: spell components are replaced with power displays, and psionics are grouped by discipline.

Power Displays

Manifesting psionics is an act of pure will. When you manifest a psionic ability or effect you do not use spell casting material components, there are no words spoken, and no hand movements to manipulate the Arcanum.

Instead, any time you manifest a spell-like effect, the base spell's components are replaced with power displays. **Verbal (V)** components are replaced with **Visual (V)** displays, **Somatic (S)** components with **Sonic (S)**, and finally **Material (M)** components with **Mental (M)** displays.

These displays are not disruptive to a creature's concentration.

Visual (V) displays: Your eyes burn like points of silver fire when you manifest, and lasts as long as the ability or effect remains active. Expressions are also accompanied with displays which relate to the ability or effect's function. *Hold person*, for example, may appear as transparent chains springing from the ground to wrap around your target, while *telekinetic bolt* might ripple the air between you and your target. These displays are unique to the individual psion, and are commonly seen as their personal "signature". Some abilities and effects may describe their special visual displays.

Sonic (S) displays: A bass-pitched hum, eerily akin to many deep-pitched voices, issues from either your vicinity or your target's vicinity (your choice). The sound grows within a second from being hardly noticeable to a shout loud enough to be heard within 50 feet. At your option, the instantaneous sound can instead be so soft that it can be heard only within 15 feet. Some abilities and effects may describe their special auditory displays.

Mental (M) displays: A subtle chime rings once in the minds of creatures within 15 feet of either you or your target (your choice). You may choose to have the chime ring continuously for the duration of the ability or effect. Some abilities and effects may describe their special mental displays.

The eyes of a Val change when they become awakened from the normal steel grey to a color that closely resembles silver.

Psionic Disciplines

Abilities and effects are categorized into the broad groups below. This categorization has no inherent effect, but other abilities, effects, and features will reference these categories.

Clairsentience: Disciplines that extend the senses and gathering information.

Metacreation: Disciplines that bring objects into existence.

Metapsionic: Disciplines that modify expressions.

Psychometabolism: Disciplines that enhance the body and improve its functions.

Psychoportation: Disciplines that move creatures and objects from place to place.

Telekinesis: Disciplines that use the power of the mind to move objects or manipulate force.

Telepathy: Disciplines that link minds together and manipulate thought patterns.

Psionic Actions

Psionic powers are treated as cantrips, unless you use the power's expression. Expressions, regardless of the source (psionic power, discipline or class ability), are the equivalent of casting a spell. As with magic's restriction of casting only one spell during a turn, only one psionic ability or effect can be manifested during a turn.

Persistent and focused abilities are considered class features, and are not limited by the one manifestation per turn rule.

Psionics and Magic

The abilities of the Awakened may be vastly different from those of clerics and sorcerers, but they still draw on the residual energy of Creation to produce magical effects. Psionic expressions are treated as spells, and psionic powers are treated as cantrips for the purpose of *dispel magic*, *counterspell*, and defenses such as *globe of invulnerability*, unless otherwise stated in the description of the ability. Psionic abilities and effects that force a saving throw or require an attack roll can be targeted by *counterspell*, *dispel magic*, and are blocked by defenses such as *globe of invulnerability* unless otherwise stated.

Psionic Disciplines

Disciplines are mental techniques that permanently open metaphysical pathways, allowing the Awakened to unlock abilities and effects powered by mere acts of will.

All disciplines grant you a list of focused abilities, persistent abilities, expressions, grand expressions, and spell expressions that become available to you as you advance in level.

Focused abilities remain in effect as long as you have a Mental Focus dedicated to the ability. Becoming focused on an ability produces an M (mental) power display.

Persistent abilities are always available to you, and do not require a psionic focus. Unless otherwise noted, activating these powers require an action producing both V (visual) and S (sonic) power displays. These powers are manifested at a level equal to your manifesting level and may be dispelled or countered.

Expressions and ***Spell Expressions*** are more powerful effects and abilities that require you to expend a mental focus, ending the focused ability which that focus was maintaining. Unless otherwise noted, expending an active mental focus requires an action. These effects and spells function at a spell level equal to your manifesting level. Expressions that do not replicate a spell produce both V (visual) and M (mental) power displays.

Grand Expressions are the most powerful psionic capabilities known, often equalling the most powerful spells and abilities. Grand expressions are manifested by the creation and collapse of a powerful thought form, something like a psychic "big bang", all occurring in the blink of an eye. Unless otherwise noted, manifesting a grand expression requires an action. These effects and spells are manifested at a spell level equal to your manifesting level. Grand expressions produce both V (visual) and M (mental) power displays, as well as a sharp, loud "pop" like a gunshot at the moment the grand expression is manifested.

Psion Discipline List

- Clairsentience
- Metacreation
- Metapsionics
- Psychometabolism
- Psychoportation
- Telekinesis
- Telepathy

Psion Power List

- Amplified Physique
- Basic Telekinesis
- Beguiling Strike Burst
- Ego Whip
- Force Puppet
- Halt
- Intellect Fortress
- Luminescent Crystals
- Mental Scream
- Mind Thrust
- Missive
- Screeching Strike
- Sense Psionics
- Sensitivity to Psionic Impressions
- Telekinetic Bolt
- Telekinetic Deflection
- Tools and Trinkets
- Tower of Iron Will

Clairsentience

The psion's senses can evolve such that they become more acute, and ultimately those senses extend beyond space and purpose, even beyond time itself. Clairsentience is a discipline that allows the mind of the psion to sense beyond the physical realm.

Spell Expressions: As you advance in level, you learn to manifest the following spells as expressions, which are manifested at your manifesting level.

Psion Level	Spell Expression
1st level	*guiding bolt*
3rd level	*find traps*
5th level	*clairvoyance*
7th level	*arcane eye*
9th level	*legend lore*

In addition, as a clairsentient you gain the following effects and abilities as you gain levels in the Psion class:

1st Level Psion

Heightened Awareness

Your subconscious maintains vigilant scrutiny of your surroundings.

You learn the psionic power *sensitivity to psionic impressions*.

Focused Ability: You may use your manifesting ability score as a substitute for Wisdom when calculating your passive and active perception checks. If Wisdom is already your manifesting ability, then you apply double your proficiency bonus on Perception (Wisdom) checks.

2nd Level Psion

Enhanced Sight

You have expanded not only what you can see, but how you see it.

Persistent: You have *darkvision* 60 feet, doubling the range of your *darkvision* if you already possess it. At 5th level psion you may spend a bonus action to gain advantage on any Perception (Wisdom) check. Finally starting at the 12th psion level you gain *blindsight* 10 feet.

5th Level Psion

Expanded Awareness

You can focus, expand, and extend your senses, seeing and hearing nearby locations.

Focused Ability: After a minute of meditation you can touch any door or wall no thicker than 6" thick and see and hear what lies up to 10 feet away from the other side of the object.

9th Level Psion

Sensory Veil

With mere force of will you erect a field that deflects most forms of magical detection.

Focused Ability: You may manifest the spell *nondetection* upon yourself, at will, without the expenditure of a psionic focus.

11th Level Psion

The Third Eye

You manifest your psychic third eye, allowing you to see all things as they truly are.

Grand Expression: You manifest the spell *true seeing* upon yourself.

13th Level Psion

Precognition

Your awakened senses flash briefly into the future, warning you of danger.

Focused Ability: You cannot be surprised.

Grand Expression: You manifest the spell *fate of one*".

15th Level Psion

Inflict Sensory Overload

For the untrained, the gift of clairsentience is debilitating and overwhelming, shattering the unprepared mind.

Grand Expression: You manifest the spell *feeblemind*.

17th Level Psion

Prescience

Your senses extend beyond time itself, allowing you to discern the immediate future with perfect clarity.

Grand Expression: You manifest the spell *foresight* upon yourself.

Regarding Metacreation

All manifestations of the metacreation discipline involve creating physical things with the force of the psion's mind. When the psion reorders the building blocks of creation, the resulting metaphysical object seems both crystalline and organic. This substance is called a psilicate, and it is unique in that it displays gem-like properties while also appearing somewhat melted and twisted as if organically created. Further, during psilicate's creation the emotions, thoughts, and memories of the psion can influence its color, such that metacreations can range from transparent to jet black, and all hues in between. Thus, while some metacreations may mimic spells, they always manifest as solid metaphysical objects, instead of "force" or other magical descriptions.

Metacreation

A powerful, trained mind can order and shape energy and matter as easily as one might organize toys in a playroom. Metacreation is a discipline allowing the psion to transform and create objects.

Spell Expressions: As you advance in level, you learn to manifest the following spells as expressions, which are manifested at your manifesting level.

The Psi Crystal

To the uneducated, psi crystals appear to be living sentient beings, but the truth is far more complex. A psi crystal is the physical representation of a portion of the manifester's psyche given form through sheer force of will. These crystals always reflect a portion of the manifester's personality, which result in the crystal changing its personality between manifestations regardless of the manifester's wishes.

Even though psi crystals are as unique as the Awakened that manifest them, all psi crystals share many of the same traits. They all possess the ability to speak, see, hear, and feel though they do not possess a mouth or obvious sensory organs. They lack any limbs but possess a basic form of telekinesis that allows them to float and fly, as well as manipulate light objects. They also have the ability to become invisible at will. As a portion of the manifester's psyche they speak in a modulated version of their manifester's voice and can understand and speak any language known by the manifester.

A psi crystal has a mind of its own and acts independently, but it always obeys its manifester's commands. In combat, it rolls its own initiative and acts on its own turn. When a psi crystal drops to 0 hit points, it shatters and disappears, leaving behind no physical form. If you expend the mental focus maintaining this discipline, the psi crystal shatters.

As an action, you can temporarily dismiss your psi crystal without losing focus upon the ability that created it, reclaiming that portion of your psyche back into your mind. Once dismissed in this manner, you may reform your psi crystal as an action causing it to reappear in any unoccupied space within 5 feet of you.

You and your psi crystal may communicate telepathically to a range of 100 feet. Additionally, as long as you're within range of your telepathic bond you may as an action, see what your psi crystal sees and hear what it hears, using its blindsight and darkvision, until the start of your next turn. During this time, you are deaf and blind with regard to your own senses.

Psi Crystal

Tiny construct

Armor Class: 13 (natural armor)
Hit Points: 7 (2d4 + 2)
Speed: fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills: Perception +3, Stealth +4
Damage Immunities: poison
Condition Immunities: blinded, deafened, poisoned
Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 13 (Sight: 18)
Languages: all languages you know
Challenge: 1/4 (50 XP)

All around vision: Psi crystals have advantage on Wisdom (Perception) checks that rely on sight.
Psionic Resistance: Psi crystals have advantage on saving throws against manifested spells and effects which deal psychic damage.
Basic Telekinesis: Psi crystals know the basic telekinesis psionic power.

Psion Level	Spell Expression
1st level	*shield*
3rd level	*storm of knives*
5th level	*phantasmal steed*
7th level	*fabricate*
9th level	*wall of force*

In addition, as a metacreator you gain the following effects and abilities as you gain levels in the Psion class:

1st Level Psion

Psi Crystal

You create a physical expression of your psyche.

You learn the psionic power *luminescent crystals*.

Focused Ability: You manifest a psi crystal. See the psi crystal side bar for complete stats and capabilities. Additionally, as you advance in level your psi crystal has the following abilities:

Starting at 5th level psion, your psi crystal gains the ability to manifest the powers *mind thrust* and *telekinetic bolt* utilizing your Manifesting Attack Bonus/saving throw DC.

Starting at 5th level psion, when you take the attack action, you can forgo one of your own attacks to allow your psi crystal to make one attack of its own, using its reaction.

Starting at 11th level psion, your psi crystal manifests powers as if it was half your level, and as a bonus action you can have your psi crystal make one attack, using its reaction.

Expression: As a reaction you may teleport your psi crystal back to a space adjacent to you.

2nd Level Psion

Crystalline Armor

You create a suit of meta-physical crystalline armor about your body.

Persistent: As an action, you manifest a spell-like ability that mimics the spell *mage armor* at will without the use of a focus. This creates a suit of meta-physical crystalline armor that improves as you become more experienced:

Upon reaching 5th level psion, you may choose to manifest crystalline chain mail.

Upon reaching 9th level psion, you may choose to manifest crystalline splint mail.

Upon reaching 11th level psion, you may choose to manifest crystalline plate armor.

Unlike "real" suits of armor, meta-physical crystalline armor does not have a minimum Strength requirement, weighs half as much as a real suit of armor, and does not impose disadvantage on stealth checks. This effect ends prematurely if you don real armor, however you may use a shield while clad in your manifested armor.

5th Level Psion

Crystalline Cocoon

You can create a temporary shelter made of crystal. Though not as strong as some grand expressions, it is serviceable enough.

Focused Ability: As an action you manifest a solid cocoon around yourself, initiating a long rest. This cocoon is solid, air and water tight, and invulnerable to damage. The duration of this effect is 8 hours, no more or less, and must run its entire course once initiated. The psion is in a deep sleep while under the effect of the coccon. At its conclusion, the coccon shatters into dust, leaving the occupant awake, and thoroughly rested as if under the effect of *enhanced ability: bear's endurance* spell for one hour.

9th Level Psion

Crystal Shaping

You can shape your memories into crystalline objects which provide you a measure of defense.

Focused Ability: You may manifest shields of crystalized memories allowing you to deflect attacks directed against you. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Expression: You may manifest a small crystalline wall as a bonus action. This wall is made up of four 10-foot square panels. Each panel must be contiguous with another panel. In any form, the wall is 1" thick.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys the section forcing any creature adjacent to the destroyed section to make a Charisma saving throw, suffering 3d6 psychic damage on a failed save, or half as much damage on a successful one. Once manifested this wall remains for 5 minutes and requires concentration to maintain.

11th Level Psion

Shards Barrier

Your ability to manipulate force is second to none

Grand Expression: You manifest the spell *blade barrier*.

13th Level Psion

Crystalline Storm

With your force of will you summon shimmering shards representing multiple aspects of your personality, which possess unique effects when they strike.

Grand Expression: You manifest the spell *prismatic spray*

15th Level Psion

Crystalize Creature

Your will wraps itself around an opponent, altering their matter and transforming them into crystal.

Grand Expression: You manifest the spell *crystalize*.

17th Level Psion

Shard of Anguish

You summon a magnificent shard of innumerable facets imbued with all the sadness, pain, regret, anger, and fear you have accumulated in your life. The shard floats in the air, projecting a rainbow-hued wall of malignancy.

Grand Expression: You manifest the spell *prismatic wall*.

Metapsionics

It can be argued that Metapsionics is not a proper discipline, as it seems to only focus on changing and manipulating powers already possessed by an individual psion, but masters of this tradition strongly disagree. They master manipulating their psionic powers in ways others can only dream of doing.

Spell Expressions: As you advance in level, you learn to manifest the following spells as expressions, which are manifested at your manifesting level.

Psion Level	Spell Expression
1st level	*identify*
3rd level	*magic weapon*
5th level	*dispel magic, counter spell*

In addition, as a psi manipulator you gain the following effects and abilities as you gain levels in psion:

1st Level Psion

Open Mind

You have opened your mind to greater possibilities

You learn the psionic power *sense psionics*.

You learn an additional psionic power of your choice from the Psion psionic power list.

Focused Ability: When you first focus on this ability choose one of your psionic attack powers. While you remain focused on this ability, you can split your damage dice from the chosen psionic attack power among multiple targets. Take the pool of damage dice and split them between the creatures you wish to target. Resolve the attacks or saving throws for each target individually. If the Attack Power has a secondary effect, apply the effect to all targets per the power's description.

2nd level Psion

Mental Partitions

You learn to compartmentalize your mind even further

Persistent: You gain advantage on all Constitution checks to maintain concentration on an effect or ability.

5th Level Psion

Expanded Control

You can enhance a power's reach or carefully modify your expression's effects.

Focused Ability: Increase the range of your psionic attack powers with a range greater than 10 feet by 60 feet.

Persistent: When you manifest an ability or effect that forces other creatures to make a saving throw, you may choose a number of creatures up to your manifesting modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the ability or effect. You may use this ability a number of times equal to your manifesting ability modifier, regaining all expended uses after completing a long rest.

9th Level Psion

Rapid Mind

Your mind can manifest psionic effects with impressive speed.

You learn an additional psionic power of your choice from the Psion psionic power list.

Persistent: You may manifest a psionic power as a bonus action, without the use of its expression, a number of times equal to your Manifesting ability modifier, regaining all uses after completing a long rest.

Focused Ability: While focused on this ability, any time you manifest a psionic power, without the use of its expression, you may perform a melee attack as a bonus action.

11th Level Psion

Rapid Spell Expression

You can manifest a spell-like effect with unparalleled speed.

Focused Ability: You may expend the mental focus dedicated to maintaining this ability to manifest an psionic power or expression as a bonus action.

13th Level Psion

Superior Power Transfer

You continue to learn how to manage your mental resources more effectively.

Grand Expression: As an action you may instantly regain 2 mental foci, which are then applied to the focused abilities of your choice.

15th Level Psion

Heightened Expression

Persistent: When you manifest a spell or ability that forces a creature to make a saving throw to resist its effects, you may use a bonus action to give one target of the spell/ability disadvantage on its first saving throw made against it, regaining the ability to do so after completing a short rest.

17th Level Psion

Psychic Empowerment

Persistent: After you successfully hit a creature with a psionic power or spell expression you may enroll a number of damage die equal to your Manifesting ability modifier and choose the higher result, regaining the ability to do so after completing a short rest.

Psychometabolism

The psychometabolism discipline enables the psion to control and manipulate their flesh, muscle, and biology so that they may truly become superhuman.

Spell Expressions: As you advance in level, you learn to manifest the following spells as expressions, which are manifested at your manifesting level.

Psion Level	Spell Expression
1st level	*cure wounds*†
3rd level	*Primal senses**†
5th level	*haste*†
7th level	*stoneskin*
9th level	*greater restoration*†

† These expressions have their range changed to self.

In addition, as a psychometabolist you gain the following effects and abilities as you gain levels in psion:

1st Level Psion

Mind over Body

Your mental focus improves your body and your athleticism improves your mind.

You know the psionic power *amplified physique*.

Focused Ability: You may use your Manifesting ability modifier instead of either Strength or Dexterity on all skill checks utilising that ability score. You must choose which ability score when you first focusing on this ability.

Expression: For 1 minute your proficiency bonus is doubled, and you use your manifesting ability in place of Strength and Dexterity when attempting any (Dexterity) Acrobatics and (Strength) Athletics check.

2nd Level Psion

Subconscious Weapon Mastery

Your mind programs your muscle memory so that your balance, speed, and strength function in perfect synchronicity with a weapon of choice.

Persistent: You may spend a bonus action to harmonize to the resonance of a particular weapon. If you are not proficient with it, you become so. You remain harmonized to the weapon as long as it remains in your grasp. While wielding this weapon, you make attacks using your Manifesting Attack Modifier and deal damage equal to the weapon's damage plus your Manifesting ability modifier (instead of Strength or Dexterity).

Starting at 5th level psion, you can attack with your harmonized weapon twice, instead of once, whenever you take the Attack action on your turn.

Starting at 9th level psion, you now deal additional damage with your harmonized weapon, equal to your Strength or Dexterity bonus as appropriate to the weapon.

Starting at 11th level psion, your successful attacks with your harmonized weapon deal an additional 1d6 force damage.

Harmonized weapons are considered magical for the purpose of overcoming resistance.

5th Level Psion

Adrenaline Control

Your mastery of self allows you tap deep reserves of inner strength.

Focused Ability: You may use a bonus action to flood your system with adrenaline. Until the end of your next turn you gain advantage on Strength checks and saving throws while your melee attacks gain a +2 bonus to damage, but doing so can be quite strenuous. If you use this ability a number of turns equal to your Constitution bonus in 1 minute you gain 1 level of exhaustion until you complete a short rest.

9th Level Psion

Adaptable Physiology

Your body and appearance are but a canvas to reflect your will, changing as if clay in a sculptor's hands.

Focused Ability: You manifest the spell *alter self* at will, without the expenditure of a psionic focus.

11th Level Psion

Ignore Pain

You can overcome pain by shunting it into a small corner of your mind.

Focused Ability: You may choose to ignore the effects of the poisoned condition and up to 2 levels of exhaustion. If you surpass 2 levels of exhaustion this ability has no effect. This ability does not remove these conditions, it simply suppresses them.

Grand Expression: You manifest the spell *heal* upon yourself.

13th Level Psion

Mastery of Self

You have completely mastered your body though the power of your mind.

Grand Expression: You manifest the spell *regeneration* upon yourself.

15th Level Psion

Subconscious Healing

Sometimes your subconscious can act of its own accord.

Grand Expression: When you are reduced to zero hit points, as a reaction, you may choose to manifest this grand expression which instantly heals hit points equal to 4d10 + your psion level.

17th Level Psion

Skin of Iron

With a moment of concentration you can make your body virtually indestructible.

Grand Expression: As an action you may grant yourself resistance to all damage for 10 minutes.

Psychoportation

For the psion, distance and space are illusions, artificial limitations that are easily overcome by the mind. The psychoportation discipline enables psions to escape the shackles of location and distance, transferring matter through space.

Spell Expressions: As you advance in level, you learn to manifest the following spells as expressions, which are manifested at your manifesting level.

Psion Level	Spell Expression
1st level	*longstrider*
3rd level	*misty step*
5th level	*blink*
7th level	*dimension door*
9th level	*passwall*

In addition, as a psychoporter you gain the following effects and abilities as you gain levels in psion:

1st level Psion

Spatial Distortion

With the power of your mind, you can move creatures about like pieces on a game board.

You learn the psionic power *burst*.

Focused Ability: You may use an action to force a creature adjacent to you to make a Wisdom saving throw or be teleported to an unoccupied location which you can see within 30 feet of you.

Expression: When attacked, you may use a reaction to swap places with any willing creature within 30 feet, who then becomes the target of the attack.

2nd Level Psion

Distant Steps

To your expanded mind, all places are one.

Persistent: You may use a bonus action to instantly teleport yourself to an unoccupied location which you can clearly see within 10 feet.

Starting at 5th level psion, your range increases to 15 feet.

Starting at 11th level psion, using this ability grants you advantage on your first attack or psionic manifesting roll performed before the end of your turn. You may use the resulting advantage a number of times equal to your Manifesting ability modifier, regaining all expended uses after completing a long rest.

5th level Psion

Spatial Anchor

You feel the ebb and flow of movement around you, and those who try to teleport do so only with your consent.

Focused Ability: Anyone attempting to *teleport* or use any kind of planar travel (such as *misty step* and *blink*) within 60 feet of you must make Wisdom saving throw to do so. Your use of psychoportation is unrestricted by your spatial anchor, but you can be affected by another creature's spatial anchor.

9th level Psion

Spatial Repositioning

Your ability to move creatures has improved.

Focused Ability: *You may manifest forceful repositioning** at will, without expending a mental focus.

11th level Psion

Violent Spatial Displacement

You teleport parts of a target to various places, simultaneously.

Grand Expression: You manifest the spell *disintegrate*.

13th level Psion

Spatial Asylum

You can create a mental focal point which you may return to at a moment's notice.

Persistent: You may spend 10 minutes to designate a specific point as your asylum. When you designate a new location as your asylum you lose the connection to your previous asylum.

Grand Expression: As long as you are within 10 miles of your asylum, as an action you may teleport yourself to it, appearing in the nearest unoccupied space to the spot you designated when you prepared your asylum.

15th level Psion

Dimensional Sequester

You fling your enemy across the planes into a pocket dimension that temporarily imprisons them.

Grand Expression: You manifest the spell *maze*.

17th level Psion

Disorienting Port

You quickly port your opponents away from you, holding them "in between" for just a moment.

Grand Expression: As a reaction, choose any number of creatures within 10 feet of you. Those creatures must make a successful Charisma saving throw or gain the restrained condition while they are teleported 30 feet away to an unoccupied space of your choosing. Creatures effected remain restrained for 1 minute but may attempt a Charisma saving throw at the end of their turns to end the condition. On a successful save the targets are still teleported in a straight line from you to an unoccupied square with 10 feet.

Telekinesis

For the psion, thought can give rise to force. When a psion combines rigorous training with violent intent, their thoughts manifest as force. Telekinesis is the discipline that turns thought into force.

Spell Expressions: As you advance in level, you learn to manifest the following spells as expressions, which are manifested at your manifesting level.

Psion Level	Spell Expression
1st level	*magic missile*
3rd level	*shatter*
5th level	*slow*
7th level	*resilient sphere*
9th level	*telekinesis*

In addition, As a telekinetic you gain the following effects and abilities as you gain levels in psion:

1st level Psion

Enhanced Kinetics

You gain mastery over your kinetic abilities.

You learn the psionic power *basic telekinesis*.

Focused Ability: The strength of your *basic telekinesis* becomes equal to your manifesting ability score. Additionally, as an action you may choose to use *basic telekinesis* to shove a Large or smaller creature within 30 feet, requiring your target to make a successful Strength saving throw to resist being shoved.

Expression: When you or a creature within 60 feet of you falls, you may manifest *basic telekinesis* as a reaction. Choose up to five falling creatures within range. Any chosen creature's falling speed is reduced to 60 feet per round until they reach the ground, where they suffer no falling damage and land on their feet.

2nd level Psion

Telekinetic Might

Your mind can strike with the strength of a bull.

Persistent: Any time you manifest a psionic effect or ability that deals force damage, add your Manifesting ability modifier to the damage dealt.

Starting at 5th level psion, when you hit a creature with a psionic effect or ability that deals force damage, you can force a creature of Large size or smaller to make a Strength saving or be forced 10 feet back.

Starting at 11th level psion, when you hit a creature with a psionic effect or ability that deals force damage, you can use a bonus action to force a creature of large size or smaller to make a Strength saving throw or fall prone.

5th level Psion

Tactile Kinetics

You have developed the uncanny ability to feel though your telekinetic abilities.

Focused Ability: You may utilize the psionic power *basic telekinesis* to search for physical details in an area, searching the entire area within range as an action, utilizing your manifesting ability score in place of Intelligence on all Investigation checks.

9th level Psion

Chains of Mental Might

You can restrain foes with nothing but your mind.

Focused Ability: As a bonus action you may attempt to telekinetically grapple one creature of Large size or smaller, within 30 feet of you. You use your manifesting ability score to make grapple checks, instead of Strength or Dexterity. Unlike a regular grapple, you must use a bonus action every turn to maintain your grapple on your opponent.

11th level Psion

Precise Kinetics

You have mastered the ability to telekinetically manipulate objects with incredible facility.

Focused Ability: You may use the *basic telekinesis* power to precisely manipulate objects, allowing effective use of tools at a distance. You must have a clear line of sight to the tool, and use your tool is at disadvantage if you are more than 15 feet away from them.

Grand Expression: You manifest the spell *reverse gravity*, but with an area of effect equaling a 25' x 25' square, with the effect only extending to 60' height.

13th level Psion

Kinetic Confinement

Grand Expression: You manifest the spell *forcecage*.

15th level Psion

Telekinetic Wave

Grand Expression: As an action you send forth a wave of telekinetic force. All creatures other than you within 30 feet must make successful Strength saving throw or be knocked 20 feet away from you as they suffer 12d6 force damage. In addition, fragile unsecured objects are instantly destroyed while other unsecured objects caught within the area of effect are automatically pushed 20 feet away from you by the telekinetic wave effect. Manifesting this grand expression emanates a loud *thuuuuuuu* sound which can be heard up to 100 feet away.

17th level Psion

Telekinetic Implosion

Using your telekinetic ability you can fold a target upon themselves.

Grand Expression: You manifest the spell *implosion*.

Telepathy

A psion can train their mind to journey among the thoughts, dreams, and fears of other minds. They can discern, manipulate, erase, or burn down the contents of Awakened or untrained minds. Telepathy turns the psion into a deadly mental predator of the highest order.

Spell Expressions: As you advance in level, you learn to manifest the following spells as expressions, which are manifested at your manifesting level. As a telepath, you learn the following spell expressions:

Psion Level	Spell Expression
1st level	*command*
3rd level	*detect thoughts*
5th level	*tongues*
7th level	*mind ward*
9th level	*telepathic bond*

In addition, as a telepath you gain the following effects and abilities as you gain levels in psion:

1st level Psion

Mind Link

You can forge a connection between your mind and that of a companion.

You know the psionic power *suasive*.

Focused Ability: While maintaining focus on this ability, you may use an action to establish a mental link between you and one willing creature within 60 feet. As long as this link is active and both of you remain within 120 feet of each other, you and your ally may communicate telepathically. You may change or re-establish this link as an action.

Expression: You manifest a spell-like effect that mimics the spell *comprehend language*, but you can only understand creatures who are not immune to psychic damage, as your expression of the power creates a rudimentary one-way psychic link allowing you to understand the speaker's internal voice.

2nd level Psion

Piercing Thoughts

The power of your mind stabs deep

Persistent: Any time you manifest a psionic effect or ability that deals psychic damage, add your Manifesting ability modifier to the damage dealt.

Starting at 5th level psion, when you hit a creature with a psionic effect or ability that deals psychic damage, that creature must make a successful Wisdom saving or suffer disadvantage on their next skill check before the end of their next turn.

Starting at 11th level psion, when you hit a creature with a psionic effect or ability that deals psychic damage, you can use a bonus action to force one creature to make a Wisdom saving throw, failure resulting in the creature being incapacitated until the end of your next turn.

Creatures immune to psychic damage are immune to these secondary effects.

5th level Psion

Look Elsewhere

You can quickly implant a seed of doubt in an attacker, making them choose another target.

Focused Ability: Any time you are attacked by a creature in melee you may use your reaction to implant a seed of doubt. The creature attacking you must first make a Wisdom saving throw, with a failed save forcing the attacker to choose a new target or lose the attack. If you have personally attacked the attacking creature or aided another creature who has, they are immune to this effect. Undead and Constructs as well as creatures immune to psychic damage automatically succeed on this saving throw.

9th level Psion

I am Nightmare, Manifest

You know how to reach in and amplify another's greatest fear.

Focused Ability: You may manifest *scare* at will, without expending a mental focus.

11th level Psion

Unbreakable Will

Your mind stands resolute against other points, as unbreakable as steel.

Focused Ability: You gain resistance to psychic damage. When you manifest the psionic *power of iron will* you instead gain immunity to psychic damage. If you lose focus during the power's duration it reverts back to its normal effect instead.

Grand Expression: You manifest an aura that moves with you. You and all friendly creatures within 10 feet gain immunity to psychic damage, which lasts for 1 minute.

13th level Psion

Parasitic Psyche

You may bind your psyche to the psyche of another creature.

Persistent: Any time you are engaged in a *mind link* you may spend an action to experience the vision and hearing of the linked creature until the start of your next turn, gaining the benefits of any special senses that they have. During this time, you are deaf and blind with regard to your own senses.

Grand Expression: As an action you may latch your psyche onto the psyche of another creature. Choose a creature within 60 feet who must make a Charisma saving throw or become subject to a strong telepathic bond of which they are unaware. During the next 24 hours you may use a bonus action to see through your target's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the creature has. Once the bond is established, its range is unlimited as long as you and the target are on the same plane of existence. While seeing though your target's eyes, you are deaf and blind with regard to your own senses. If your target is successful in their saving throw they resist and become instantly hostile toward you.

15th level Psion

Clear Mind

Sometimes the best defense is to simply not be.

Grand Expression: You manifest the spell *mind blank*.

17th level Psion

Telepathic Reset

Not quite as delicate as some other psionic techniques, you possess the ability to wipe the memories of those around you through brute force.

Grand Expression: As an action, you may choose any number of creatures within 30 feet and force them to make a Wisdom saving throw. Targets that fail their saving throw are stunned until the end of your next turn due to the psychological trauma, as their last 10 minutes of memory becomes an unrecognizable blur. Memories remain lost until the target is treated with a *greater restoration* or similar ability. This ability is ineffective against constructs or undead.

Psionic Powers

Psionic powers are rudimentary psionic abilities, similar to the cantrips used by arcane spell casters. A power allows you to manifest its base effect without the expenditure of a psionic focus. Additionally, each power has an additional *expression* that does require the expenditure of a psionic focus. Some of these expressions give you access to effects that mimic spells, while others improve upon the power's base ability. Access to these expressions are reliant upon your expression level.

Amplified Physique

Psychometabolism power (utility)

Manifesting Time: 1 action
Range: Self
Power Display: V, S
Duration: Concentration, 1 minute

Your mind commands your body, pushing it beyond its normal limits.

The next Athletics or Acrobatics skill check you make has its result increased by 1d4, ending the power.

Expression: You manifest a spell-like effect that mimics the spell *longstrider*.

2nd level expression: You may manifest a spell-like effect that mimics the spell *enhanced ability*.

Basic Telekinesis

Telekinetic power (utility)

Manifesting Time: 1 action
Range: 30 feet
Power Displays: V, S
Duration: Concentration, 1 minute

You focus on a single object within range and move it with an act of will.

Once this power is manifested you may use an action to manipulate an unattended object (that is an object not currently in the possession of a creature or being held or touched by a creature). Some examples are opening an unlocked door or container, store or retrieve an item from an open container, or pour the contents out of a vial. You can move objects 30 feet per turn. You cannot use this power to attack, activate magic items, or carry more than 10 pounds.

At 5th level psion, while maintaining concentration on this ability, you can use a reaction to assist another character, granting them advantage on any Strength (Athletics) check.

At 11th level psion, while maintaining concentration on this ability, you can use a reaction to interpose an object between you and your attacker, granting you half cover (+2 to AC and Dexterity saving throws).

Expression: For the power's duration you may move objects with this power as if it had a Strength of 18 + half your psion level (rounded down).

2nd level expression: You may manifest a spell-like effect that mimics the spell *levitation*.

3rd level expression: You may manifest a spell-like effect that mimics the spell *fly*.

Beguiling Strike

Telepathic power (attack)

Manifesting Time: 1 action
Power Displays: V
Range: Melee Reach
Duration: Instantaneous

Enveloping your blade in a field of telepathic urgency, you insert a clever mental trap within your foe's mind.

You manifest a sparkling cloud of roiling telepathic energy around your weapon as you strike. When manifesting this power, you must make a melee attack on a creature within the reach of your weapon. Upon a successful hit your target suffers damage normally but is inflicted with a telepathically charged mental trap. Until the end of its next turn, the first time your target attacks anyone other than you, it suffers 1d6 psychic damage. This power's damage increases when you reach higher levels:

At 5th level psion, the initial melee attack deals an extra 1d6 psychic damage, while the damage suffered for attacking someone other than you is increased to 2d6. At 11th level psion, the damage further increases to 2d6/3d6, and finally increasing to 3d6/4d6 at 17th level psion.

Expression: As a bonus action, when you successfully hit an opponent with this power, you may choose to expend a psionic focus to increase the power's effect by an

additional 2d6 psychic damage, which increases by 1d6 psychic damage for each manifesting level above 1st, up to a maximum of 6d6 additional damage at the psion's highest manifesting level.

Burst

Psychoportation power (utility)

Manifesting Time: 1 bonus action
Range: Self
Power Displays: V, S
Duration: 1 turn

Your mind manifests short flashes of psychoportation, boosting your speed.
Until the end of your next turn, your speed is increased by 10 feet. The effect of this power improves with experience:

At 5th level psion, when you manifest this ability, your speed increases by 20 feet.

At 11th level psion, this psionic power allows you to take the Dash action as a bonus action.

Expression: You may manifest a spell-like effect that mimics the spell *expeditious retreat*.

3rd level expression: You may manifest a spell-like effect that mimics the spell *haste*.

9th level expression: You may manifest this power as part of a Dash action. If you do so, you triple your movement rate, and can run across any liquid or hazardous surface without taking damage or suffering any condition effect. If you have not crossed the surface or hazard by the end of the movement, you suffer normal effects of the surface or hazard. (e.g., you can run across a field of lava, but if you don't make it all the way across, you're cooked.)

Ego Whip

Telepathy power (attack)

Manifesting Time: 1 action
Range: 120 feet
Power Displays: V, M
Duration: Instantaneous

You can destroy a creature's confidence, filling them with self-loathing and doubt.
Select a creature you can see within range. Your target must succeed on a Charisma saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This power's damage increases at higher psion levels:

At 5th level psion, the psychic damage increases to 2d4.

At 11th level psion, the psychic damage increases to 3d4.

At 17th level psion, the psychic damage increases to 4d4.

This power is ineffective against creatures that are immune to the charmed condition.

Expression: As a bonus action, when you successfully hit an opponent with this power, you force your target to make a Charisma saving throw or suffer disadvantage on saving throws and attack rolls until the end of their next turn. Additionally, the power's damage is increased by an additional 2d6 psychic damage, which increases by 1d6 psychic damage for each manifesting level above 1st, up to a maximum of 6d6 additional damage at the psion's highest manifesting level.

Force Puppet

Telekinesis power (utility)

Manifesting Time: 1 action
Range: 60 feet
Power Displays: V, S, M
Duration: Concentration, 1 minute

You create a small construct of intention and telekinetic force.
You manifest a small construct composed of your intent and telekinetic force. Once created, this creature is under your control until the power ends or until it is reduced to 0 hit points. Maintaining your force puppet takes an abnormal amount of concentration, requiring you to use an action every turn, to preserve its form.

Your force puppet acts on your turn and may take its action as soon as it's created. You must mentally direct your force puppet, requiring a bonus action, and only as long as it remains within 30 feet of you. You must decide what action it will take and where it will move, or you can issue a general command, such as to guard a particular person or attack a creature. If you issue no commands, your force puppet does nothing.

At 5th level psion, when a friendly creature adjacent to your force puppet is attacked, you may use your reaction to have your force puppet interpose itself between the friendly creature and their attacker, granting them half cover (+2 bonus to AC and Dexterity saving throws).

At 7th level psion, you have learned to compartmentalize the maintenance of the force puppet. It only takes a bonus action to maintain, though you still need to use an attack action to make the force puppet attack.

At 11th level psion, you further compartmentalize the focus on the force puppet. You no longer need to use an action or bonus action to maintain the force puppet, and it will continue to attack the last target it was ordered to attack. As a bonus action, you can change the target of attack.

At 17th level psion, your force puppet adds your proficiency bonus to all attack, saves, ability checks, and damage rolls. It also gains 20 hit points.

Your force puppet has the following stats:

Force Puppet

Small construct

Armor Class: 12 (natural armor)
Hit Points: 10 (1d8+2)
Speed: 25 feet

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	15 (+2)	0	0	0

Damage Immunities: force and poison damage, immune to disease.
Condition Immunities: blinded, charmed, and poisoned

Actions:

Bash. *Melee Unarmed Attack:* +10 to hit equal to your Manifesting Attack Modifier, reach 5 ft., one target. *Hit:* 1d6 Force damage increasing to 2d6 at 5th level psion, 3d6 at 11th level psion, and finally 4d6 17th level psion.

Expression: Expending a focus while manifesting this power grants your construct more independence, infusing it with a reflection of your logical mind. You are no longer required to use an action to maintain the puppet's form. Additionally, you add your proficiency bonus to its armor class and saving throws while increasing its hit points by double your psion level.

Halt

Telepathy power (attack)

Manifesting Time: 1 action
Range: 60 feet
Power Displays: V, S
Duration: Instantaneous

You can temporarily slow a creature's movements.
Select one creature you can see within range. Your target must succeed on a Wisdom saving throw or have their speed reduced to 5 feet until the end of their next turn. This power has no effect on constructs or undead creatures.

Expression: On a failed saving throw your target gains the stunned condition until the end of their next turn. On a successful saving throw, your target's speed reduced to 5 feet until the end of their next turn.

2nd level expression: You may manifest an effect that mimics the spell *hold person* .

Intellect Fortress

Telepathy power (defense)

Manifesting Time: 1 reaction, taken when you are dealt force or psychic damage.
Range: Self
Power Displays: V, M
Duration: 1 Turn

You create a fortification of mental might, protecting you from physical and mental attack.
Manifesting this power grants you resistance to both force and psychic damage until the end of your next turn.

Expression: You affect yourself and a number of willing creatures equal to half your psion level within 30 feet, granting them resistance to force and psychic damage until the end of your next turn.

3rd level expression: When manifesting this power only upon yourself, you may use this expression to increase the duration of this power 1 minute.

Luminescent Crystals

Metaconation power (utility)

Manifesting Time: 1 action
Range: 120 feet
Power Displays: V, S
Duration: Concentration, up to 1 minute

Floating, glowing crystals light your path.
You create up to four floating fist-sized crystals within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. Whichever form you choose, each crystal sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this power, and a light winks out if it exceeds the power's range.

Expression: You may remove the power's concentration requirement while increasing the duration of this power to a number of hours equal to your expression level + 1.

Mental Scream

Telepathy power (attack)

Manifesting Time: 1 action
Range: 120 feet
Power Displays: V, S, M
Duration: Instantaneous

You emit powerful mental screams that can overwhelm a creature's mind.
Choose a creature you can see within range and make a ranged manifestation attack. If the attack is successful, your target takes 1d8 psychic damage. This power's damage increases when you reach higher levels:

At 5th level psion, the psychic damage increases to 2d8.
At 11th level psion, the psychic damage increases to 3d8.
At 17th level psion, the psychic damage increases to 4d8.

Expression: You may change the power's range to *Self (60-foot cone)* . All creatures within this area must make

a successful Wisdom saving throw or suffer 5d6 psychic damage, with half damage taken by those who make their saving throw. Damage from this expression increases by 1d6 psychic damage for each manifesting level above 1st, up to a maximum of 6d6 damage at the psion's highest manifesting level.

Mind Thrust

Telepathy power (attack)

Manifesting Time: 1 action
Range: 120 feet
Power Displays: V, M
Duration: Instantaneous

You focus upon a creature's mind and attempt to crush it with your will.
Your target must succeed on a Wisdom saving throw or take 1d8 psychic damage. Your target gains no benefit from cover for this saving throw. This power's damage increases when you reach higher levels:

At 5th level psion, the psychic damage increases to 2d8.

At 11th level psion, the psychic damage increases to 3d8.

At 17th level psion, the psychic damage increases to 4d8.

Expression: As a bonus action, when you successfully hit an opponent with this power, you may choose to expend a psionic focus to increase the power's effect. You may force your target to make a Wisdom saving throw or gain the stunned condition until the end of your next turn. Creatures who are immune to psychic damage automatically make their saving throw against this effect. Additionally, you increase the power's damage by 2d6 psychic damage, which increases by an additional 1d6 psychic for each manifesting level above 1st, up to a maximum of 6d6 additional damage at the psion's highest manifesting level.

Missive

Telepathy power (utility)

Manifesting Time: 1 action
Range: 120 feet
Power Displays: V, M
Duration: 1 round

You share a brief telepathic exchange with a friendly target.
Choose a friendly creature within range. You can target the creature through solid objects if you are familiar with it and

aware that it is beyond the barrier. Otherwise one foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the power. You may send that creature a telepathic message and they can reply to you in the same manner before the end of their next turn. This power doesn't have to follow a straight line and can travel freely around corners or through openings. If you and your target move beyond range the power instantly ends.

Expression: You affect a number of creatures equal to half your psion level, while extending the duration of this power to 1 hour.

Screeching Strike

Telepathic power (attack)

Manifesting Time: 1 action
Power Displays: V
Range: Melee reach
Duration: Instantaneous

Your weapon crackles with telepathic power, bursting upon impact to damage foes around you.

When manifesting this power, you must make a melee attack on a creature within the reach of your weapon. Upon a successful hit your target suffers weapon damage normally but all other creatures within 5 feet of you must succeed on a Wisdom saving throw or take 1d6 psychic damage.This power's damage increases when you reach higher levels.

At 5th level psion, the psychic damage to nearby foes increases to 2d6, also does 1d6 psychic damage to the target of your successful melee attack.

At 11th level psion, the psychic damage to nearby foes increases to 3d6, damage to melee target increases 2d6.

At 17th level psion, the psychic damage to nearby foes increases to 4d6, damage to melee target increases 3d6.

Expression: As a bonus action, when you successfully hit an opponent with this power, you may choose to expend a psionic focus to increase the power's effect by an additional 2d6 psychic damage to all creatures affected by this power, which increases by 1d6 psychic damage for each manifesting level above 1st, up to a maximum of 6d6 additional damage at the psion's highest manifesting level.

Sense Psionics

Metapsionic power (utility)

Manifesting Time: 1 action
Range: Self
Power Displays: V, M
Duration: Concentration, up to 1 minute

Your highly trained mind can detect the presence of psionics, even magic, in your vicinity.

For the duration, you can sense the presence of active psionic abilities and effects, and the presence of other Awakened creatures within 30 feet of you. You can see a faint aura around any Awakened creature or object in the area that bears a psionic signature. This power can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Expression: You sense the presence of all magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic. You are able to discern its school of magic (and in the case of psionics, the discipline or tradition), if any. Additionally, this power's duration increases to concentration, up to 10 minutes.

Sensitivity to Psionic Impressions

Clairsentience power (utility)

Manifesting Time: 1 action
Range: Self
Power Displays: V
Duration: Instantaneous

The psion can detect the presence of a psionic echo left by traumatic events.

Traumatic events such as murder or torture always leave a psionic echo, of sorts. When you manifest this power you can detect the presence of traumatic psychic residue in a 30-foot area around yourself. You can sense how long ago the event happened, and its general scale (e.g., many people have been tortured here over many years, someone was killed here last night, or someone was beaten and raped here a few weeks ago).

Expression: You gain greater insight on the events that created a psionic impression, as you discern a vision of the events that created the echo. These visions are dreamlike, lacking precise details, and although you cannot readily gain any special knowledge of anyone involved in the event, you find you can recall more general details such as the presence of a holy champion or fellow awakened val, a particular family banner, a signet on a ring, the weather, or even time of day the event took place. Witnessing these events leaves you paralyzed until the end of your next turn. At that time, you may attempt a DC 10 Wisdom (Insight) check to recall specific details, as provided by your GM.

Telekinetic Bolt

Telekinetic power (attack)

Manifesting Time: 1 action
Range: 120 feet
Power Displays: V, S
Duration: Instantaneous

You focus upon a creature and bludgeon them with telekinetic force.

Make a ranged manifesting attack against a creature you can see within range. On a successful hit, your target takes

1d10 force damage. This power's damage increases when you reach higher levels:

At 5th level psion, the force damage increases to 2d10.
At 11th level psion, the force damage increases to 3d10.
At 17th level psion, the force damage increases to 4d10.

Expression: As a bonus action, when you successfully hit an opponent with this power, you may choose to expend a psionic focus to increase the power's effect. You may force your target to make a Strength saving throw or be shoved back 10 feet where they fall prone. Additionally, you increase the power's damage by 2d6 force damage, which increases by an additional 1d6 force for each manifesting level above 1st, up to a maximum of 6d6 additional damage at the psion's highest manifesting level.

Telekinetic Deflection

Telekinetic power (defense)

Manifesting Time: 1 reaction, taken when you are the target of an attack or are required to make a dexterity saving throw.
Range: Self
Power Displays: V, S, M
Duration: Instantaneous

Your instincts react to an imminent threat, putting a shield between you and danger.
As a reaction to an attack or effect that targets you, you instinctually manifest a telekinetic shield that grants you half cover (+2 to AC and Dexterity saving throws) against the attack or effect that triggered this reaction. You must be aware of the incoming attack. Upon reaching 5th level, when the target of a weapon melee attack you may choose to grant your attacker disadvantage instead of gaining half cover.

Expression: You may manifest a spell-like effect which mimics the spell *shield*.

Tools and Trinkets

Metacreation power (utility)

Manifesting Time: 1 bonus
Range: Self
Power Displays: V, S, M
Duration: 1 minute

Your mind forms the building blocks of creation into a tool or musical instrument for your use.
By force of will you shape the building blocks of creation into a tool or musical instrument with which you have proficiency. Objects created with this ability are composed of a substance with crystalline properties but organic appearance, which seems to quiver and crackle on the edge of solidity. If this item leaves your possession for an entire turn, it dissipates. Any item formed with this power dissipates when the duration ends.

Expression: You may create a melee weapon of your choice. During the power's duration, you are considered to be proficient in the weapon's use.

2nd level expression: Any weapon you manifest in this way is considered a magical weapon for the purposes of bypassing damage resistance.

3rd level expression: You may use this power to create any set of tools. You are considered to be proficient with any tool you manifest with this ability for the power's duration. If you are already proficient you instead gain double your proficiency bonus to all checks with those tools for the power's duration.

Tower of Iron Will

Telepathic power (defense)

Manifesting Time: 1 reaction, when you are the target of any effect or attack that could impart the frightened condition.
Range: Self
Power Displays: V, S, M
Duration: Instantaneous

Your mind erects a fortress of positive and confident thoughts, protecting against fear.
When you have to make a saving throw to resist being frightened, you may manifest this power to gain advantage on your saving throw. If the attack does not grant a saving throw you may still attempt a Wisdom saving throw DC: 20 to resist the condition.

Expression: You may target yourself and a number of willing creatures within 60 feet equal to half your psion level. Any creature currently affected by the frightened condition gains a new saving throw, with advantage, to end the condition.

VIII

THE WORLD OF ARCANIS

History of Arcanis

Nations of the Known Lands:

The Abessian Dominion
Almeric, Free City-States of
The Blessed Lands
The Coryani Empire
The Dwarven Enclaves
The Elorii Nations
The Hinterlands
The Kingdom of Milandir
The Pirate Isles
The Republic of Altheria
The Ssethregoran Empire
Theocracy of Canceri
The Unsealed Lands
The Western Lands
Ymandragore

Arcanis Religions

History of Arcanis

Prehistory: The Period Before Recorded Time

On Earth, this presupposes that recorded history is the story of mankind, one that started approximately five thousand years ago. But what occurs when there is more than one sentient species on world? Does recorded history begin with the earliest writings, regardless of what species set down the events?

On Arcanis, the earliest instance of recorded history comes from a sentient reptilian race known as the ssanu who set down the story of their migration northwards over ten thousand years in the past. The ssanu were accompanied by other reptilian races subservient to the serpent men, such as the si'ressen, iguadons, the enslaved kobolds and others. Collectively called ssethtics, they arrived in a lush valley with an enormous mountain topped by a plateau, emerging through the forest canopy. They found the region controlled by an intelligent race of insectoids, also known as the issori, with whom they soon engaged in a brutal battle for control of the territory.

After toppling the issori and founding the Yahssremoran Empire, the rapacious ssethtics embarked on a centuries long series of conquests, enslaving those that would submit to their rule or exterminating those that did not. These Wars of Extinction wiped out several races upon Arcanis, and would have continued apace were it not for the il'Huan, a distant relation of the issori. These sentient beetle-like creatures possessed powers of the mind and proved more than a match for the ssethtics.

After suffering terrible losses, the great sorcerer Si'kanath was tasked with solving the il'Huan problem. After a few false starts, it was decided that a new servitor race was needed, one infused with the power to withstand the il'Huan onslaught. The wily ssanu contacted four powerful elemental lords from other planar realms, and with the Emperor's blessing, entered into a foul bargain with them. By combining a fraction of their elemental essence with that of the personification of the world of Arcanis itself, an entity known as Belisarda, a stable matrix was crafted and the five elorii bloodlines were born.

With the infusion of fresh elorii troops into the ssethtic ranks, the scaled juggernaut overwhelmed the il'Huan and eradicated the species. The ssanu emperor was elated by the efficacy of new servitor race. Why the Elemental Lords allowed the elorii to suffer the yoke of servitude under the coils of the serpent empire is unknown. Passively, they remained aloof and watched as their racit offspring committed atrocities under the orders of the ever-expanding Yahssremoran Empire and their ongoing Wars of Extinction. In all, twelve sentient races were wiped from the face of Arcanis by the efficient elorii, a shame they still bear to this day.

The Elorii Rebellion

For centuries, the ssethrica grew far and decadent as the elorii and other enslaved races handled the more unpleasant or difficult aspects of empire. As their indolence grew, so too did the ssethrics' need for diversion, which was filled with acts of cruelty and depravity. When the elorii were subjected to unspeakable experiments by the Black Coil, the premier group of ssethric magi, the elemental actions had had enough.

The spark that ignited the empire-wide rebellion began when Salos, an elorii servant of the ancient ssama sorcerer Si'kosseth, was discovered practicing sorcery. The magical arts were not only forbidden to the slave-race, but thought to be impossible of the elorii. The battle between Si'kosseth and Salos erupted from within the infamous Tower of Gemulus to its threshold, where all could witness the battle. No match for the Arch-Mage, the elorii was cut down before a large crowd, including many elorii. Seeing that his fears were at last realized, for he had warned the Emperor to be wary of allowing the elorii too much freedom, Si'kosseth ordered that every elorii in the great capital be executed.

Unfortunately for the old serpent, the elorii reacted quicker than their scaled masters. They surged upon the threshold of the ancient tower, overwhelming Si'kosseth with such swift brutality that he didn't have time to throw up adequate defenses before being ripped apart, limb from limb. Slick with the blood of the ssama magi, one of the elorii lifted aloft the body of Salos and bellowed forth a rallying cry, calling for the death of their ssethric overlords.

The rebellion swept out from the capital city of Yahsseressor outwards, with those ssethrics not slain forced to the furthest edges of their empire. The survivors finally settled in the far corner of their territory, a deep swamp known as the Kraldjur Morass, where its bogs, dense foliage and uneven, flooded ground gave them an advantage against the elorii. There a new reptilian empire would rise. The Ssethregorian Empire would never again rise to the heights of its predecessor's glory and power, but remains a deadly spear pointed towards the very heart of the continent to this day.

The Eloran Empire

Not much is known of the age of the Eloran Empire, as few elorii records from this time have been discovered and the elorii themselves are reticent to divulge any information. What is known is that after the overthrow of the Yahsseressor Empire, the elorii systematically tore down the hated capital city and built upon its foundation the city of Belsoree. There, mankind's knowledge of that period of time would have ended were it not for the discovery of a sealed urn found deep beneath the First City. Within it was a brittle and cracked scroll known as the *Fragmentos Alvaaren*, which spoke of a hegemony, for they had no desire to rule over sentient races, given their deep shame and guilt the elorii felt over their actions during the Wars of Extinction.

Human scholars presume that, with the exception of one final war against the resurgent Ssethregorian Empire, a war that finally shattered the ssethrics' dreams of resuming their place of dominance in the world, the elorii led a peaceful existence alongside their deities, the four Elemental Lords and Belisarda.

That idyllic existence began to end on the day when storm clouds, literally and metaphorically, began to gather in the eastern horizon.

The War of the Gods

There came a day when a stranger appeared, filled with divine light so powerful that the Goddess Belisarda felt compelled to welcome Him and his followers. She named him Umor, which meant the Tattered and Sad Lord, and gave him succor. After many years had passed, those chasing the strangers finally arrived upon the shores of Orasra. Met by the elorii, these new visitors called themselves Man, and were protected by divine beings of such power that even the Elemental Lords were given pause and quickly answered the summons of these Gods. Discovering that they were pursuing Umor, they quickly called out to Belisarda and found that She, as well as their guest, were missing. Enraged by this betrayal, the Elemental Lords joined forces with the Gods of Man, and searched throughout their empire until he and his followers were discovered.

A great battle ensued and though outnumbered, Umor not only held them off the combined power of the divine beings arrayed against him, but was pushing them back. As above so below, and the humans and elorii found themselves fighting side-by-side against the followers of Umor. The God Illiir feared the battle would be lost, when a new player came onto the field. Calling Herself Anshar, She claimed to be Illiir's long lost sister, and whispered into His perfect ears how to turn the tide of the battle and defeat Umor. What she suggested made Illiir blanche, but He knew the stratagem She proposed was their only hope.

Crestfallen, He bid four of His fellow deities to betray the Elemental Lords, and take from them their power. Shocked, the four Gods nevertheless did as they were commanded, attacking their erstwhile allies, devouring them until not a single drop of their essence remained. So empowered, the Pantheon of Man was able to defeat the Other.

Suddenly feeling the presence of their deities disappear, the elorii were further shocked by the sudden onslaught perpetrated by their allies. Commanded by Illiir to turn on the elorii, their children quickly became butchers, and bathed in the blood of the Eternal People. They toppled an empire and quickly took it for their own.

Devastated by the sudden turn of fortune, the elorii fled from the ravening hordes of humans to lick their wounds

and prepare for counterattack, but for some reason it never came. The survivors fled into the Vastwood there to remain, unseen and unheard for millennia.

As for humanity, they now had a new continent to conquer, as ordained by their gods. They tore down the ruins of Beleuros, the capital of the elorii, and rebuilt it to their Gods' liking, the First City of Man.

And from this time and place began the Age of Man.

The Imperium of Man

Considered the Golden Age of Man, the Imperium of Man spanned most of the continent of Onara, with a few regions of notable exception, such as the Vastwood where the elorii of Elsubl held dominion, as well as the far western portion controlled by the Osurion Empire. The Imperium also included holdings in other planar realms, as well as settlements in other parts of the world, though where and what these were is unknown.

According to the scriptures of the Holy Canticle, following the founding of the Imperium, the Gods bid several of their Valinor, celestial servants of the deities, to "merge their essence" with select human families that proved their faith and fealty towards them and their fellow man. From this edict the val race was born. These humans gained divine gifts, commonly known as bloodline abilities, and the unique power of psionics. Tasked with governing over humanity while the Gods attended to other duties requiring Their attention, the various val families ruled over the Imperium at times brilliantly, frequently competently, and oft times disastrously.

For almost two thousand years the Imperium elevated the culture of humanity to new heights, expanding a myriad number of academic disciplines, philosophies, sciences, and the art of sorcery. It also fought brutal wars of dominance against inhuman races and other human empires. These humans were indigenous to the continent, and are identical to the humans that arrived with the Gods from the east, but for a few cosmetic differences.

From the internecine Blood Wars to the cataclysmic War of the Three Empires, the Imperium persevered and thrived, but it is the nature of things to decay, and so it was with the Imperium. Over the centuries it grew indolent, self-indulgent, and corrupt. During one of these phases, the ruling val even enslaved one of their own, the val'Virdan, the scions of Nier, for a perceived betrayal. Used as janissaries to put down rebellions and fight endless wars for them, the val'Virdan slowly became the weapon of choice of the Imperators. These Nieries fought and died in blood soaked fields, slept in mud filled ditches, and chafed under the yoke of slavery for generations while the rest of the ruling class satiated every desire, puerile or debauched, and lived off the riches garnered by their ancestors.

The val'Virdan never prayed to Nier for salvation, for they knew He would be disgusted by the weakness. Instead, they bided their time, knowing that their toxic suffering would one day be rewarded. It was with the birth of Leonydes val'Virdan, the Sword of the Heavens.

The Theocracy of the Cleansing Flame

By fourteen years of age, Leonydes was taller than many adult warriors, and had slain as many foes as many veteran Nieries. By sixteen, outlawed Nieries priests took him to undergo the Trial by Fire at one of the Holy Pillars of Flame, said to be the burning blood of Nier shed during the Devouring of the Elemental Lord, Kelsos. Within a year the young Leonydes val'Virdan, proclaimed the prophesied Sword of the Heavens, led a rebellion against the corrupt rulers of the Imperium.

Blessed by Nier, Sword of the Heavens' army was said to be unbeatable as long as it was led by him. Leonydes routed legion after legion, putting the depraved to the flaming stake, while reinstating a more orthodox and stringent interpretation of the Holy Canticle.

For three years the Imperium burned as the Sword of the Heavens marched upon the capital built long ago upon the ruins of Beleuros. The First City was gripped with panic at the coming of the val'Virdan army. Sending away the imperial family, the last imperator, Orismandros IX val'Assanté refused to abdicate the Throne of Man to a val'Virdan mongrel and instead ordered twelve keys fashioned, each one representing one of the Gods, to lock the imperial throne room and deny Leonydes his prize. As each key was turned, sliding large blocks into place, they were sent away to be hidden to the far corners of the world, beyond the Nieries' grasp. As the final key was about to be turned and the stone doors sliding on the greased rails, the Sword of the Heavens swept into the Imperator's shrinking field of view. In one fluid motion, Leonydes grabbed a spear from a dead legionnaire and threw with such force that it sailed through the narrow opening and impaled the last Imperator of Man upon his throne.

Though Leonydes val'Virdan was declared Imperator and continued to call the conquered empire the Imperium, though modern scholars almost universally refer to it as the Theocracy of the Cleansing Flame. The period was known for the horrific toll on life that was inflicted on all those that strayed even a fraction from the religious doctrine imposed upon the populace. In addition, the val'Virdan took this opportunity to redress every slight and wrong inflicted upon them during their enslavement.

The Sword of the Heavens' harsh rule made his reign an unquiet one, with an endless string of bloody rebellions and equally vicious reprisals. So numerous were these insurrections, that it is said that he barely spent a day of every year of his reign in the First City.

After thirty-three years, the beginning of the end came when the ancient city of Nisharpur overthrew their Nisrite overlords and nervously awaited the arrival of the Red-Cloaked armies led by the Sword of the Heavens. It was then that a stranger arrived, swathed in a dark sable cloak, with a possible solution. History records this stranger as a sorcerer of great power, named simply Amanth, who proposed a trap for Leonydes, one which involved great sacrifice while he enacted a terrible ritual. Preparations were made, and they awaited his arrival.

Eventually, Leonydes and his army arrived on the plains of Nisharpur. Harried for days by cavalry and guerrilla attacks, the Nisrites' patience was frayed and wished nothing more than to stake the leaders of the rebellion and return home. Yet while his army was continuously engaged by forces that refused to give the Nisrites a proper face-to-face battle, Leonydes was attacked by wave after wave of warriors that engaged him in single combat. Unable to be defeated while he was wrapped in Nisr's holy flames, he slowly became enraged as an endless number of combatants stalled him, as Amanth and several Santshan sorcerers enacted their grand ritual.

Finally, as his last opponent fell, the spell was completed. With a crack, the holy flames that protected Leonydes froze solid, sealing him within a block of solidified fire. The sight of their divine leader defeated, broke the spirit of the Nisrite army, with the survivors fleeing east. Word spread quickly that the unbeatable Sword of the Heavens was no more and the long-suffering citizens of the Theocracy of the Flame quickly revolted, putting their oppressors to the fate many of their fellow citizens experienced, impaled on a stake and set ablaze.

With the end of Leonydes' reign, so too was the final twinkling light of civilization snuffed out in the Known Lands. An age of ignorance and darkness descended upon humanity as the Shadowed Age was ushered in with death, hatred and ignorance.

The Exodus of the Khitani

As the panicked preparations for the arrival of the Nierite army was underway, a select group was led away by a drunk who found that the dreams he pawned off as prophecies were coming true. Though the gates of the city were barred, the gathering, which grew to include a quarter of the city's population, were told to have faith and they would be delivered. As they approached the heavily guarded gate, the young servant of the old drunk revealed himself to be a Valinor of the Lady of Prophecy, known as the Dreaming of Larissa. Hailing them as the truly faithful to the Gods, it assured them that they would be delivered to a new land, there to create the Paradise of the Gods upon this mortal realm. It caused a heavy fog to enshroud the area, and with a murmur, they passed by the guards and out the gate unnoticed.

When news of this mass exodus reached the already unnerved Imperator, he ordered a full legion to give pursuit and turn the traitors around. As the legion gave chase through the Alabut Mountains, a meteor shower of such proportions pummeled the mountain range, shattering the modest peaks and grinding them down, creating the Fervidus Hills to the northwest of the First City.

As promised, after a long trek, the Valinor delivered the people to the Imperium's western-most provincial capital and declared that from the small city of Khitai would spread a mighty empire, the Khitani Empire, with it at its head to guide them. The val families that followed the Dream of Larissa were given the prefix of 'ul', meaning the Blessed, to use instead of val, being forever elevated above their decadent cousins.

True to its word, the Valinor, exalted as the Sleeping Emperor, oversaw the rebuilding of a new empire, one that followed the Celestial Order as set forth by the holy text, the Kalindruhl. Before entering one of its divine slumbers, the Valinor told the faithful that their armies would one day see the First City again. And as one of the Valinor of the Lady of Prophecy, its prophetic words would prove true, just not in the way most interpreted them.

The Shadowed Age

Within a few short years, mankind went from being the absolute masters of the continent, wielding the power to shape the world, to digging into the hard earth, scrounging for tubers just to survive. In the Known Lands, this time became known as the Shadowed Age, one where the light of civilization attempted to reignite numerous times, but all were too weak to lead the way towards a re-enlightenment. As the decades stretched into centuries, the extant settlements of humanity became isolated islands surrounded by savage seas of barbarity.

The rich and vast religion venerating the Pantheon of Man dissolved, as the remoteness of each settlement, as well as brutal wars took their tolls. Few, if any, copies of the Holy Canticle remained complete and intact, leading the desperate cities of the Known Lands to worship their own city's patron God over the rest of the Pantheon. Those with a large number of val'Assassi in their mix, for example, were more likely to have copies of the sections venerating Illitr copied for that family, and so on. Thus, did individual priesthoods develop with the notion of the Pantheon given minor notice or forgotten.

Over the seventeen hundred years that Known Lands endured this benighted age, many notable events occurred, and though an untold number will forever remain unrecorded and forgotten, there are a few that have left an indelible impression upon the world and its people.

The Dragon War

As the last of the Imperium tore itself apart, far to the northeast, a group of giant-kin, known as the celestial giants, were locked in a life-and-death struggle against the True Dragons of Arcanis. These monstrous, city-destroying wyrms considered the giants anathema to their existence. Deep in the vaults of Solanes Mor lie scrolls retelling the story of the God Illitr appearing before the desperate giants and striking a bargain with them. In exchange for taking on the task of shepherding humanity through this fall and assisting them in rebuilding their civilization, the Gods would send their hosts of Valinor to fight by their side and eliminate the threat posed by the dragons.

Desperate, the eight great houses of the celestial giants hastily agreed. True to His word, the heavenly hosts descended upon Arcanis and entered the war. Not since the time of the Godwar had so many Valinor flown above the Known Lands. Hurrying the dragons across the length and breadth of the continent, the younger wyrms fell quickly to the combined force of the angelic host and the celestial giant, but even their power could not easily best the most ancient of Dragons. These great beasts slew dozens of Valinor being either destroyed, or in the case of the most powerful of the wyrms, bound beneath great earthen mounds.

With the end of the war, the celestial giants began the long migrations from their northern lands and spread throughout the territory controlled by the former Imperium, insinuating themselves into the scattered human society. For several years they remained true to their word and taught the children of the former masters of the world the most basic of skills, such as agriculture, carpentry, and metallurgy. This must have eventually grated on the celestial giants, whose knowledge and mastery of arcane power dwarfed that of the human survivors.

In less than a human generation, certain houses of the giants shifted from being guides and tutors to rulers, demanding tribute from their wards, some even going so far as declaring themselves gods. Illitr did not take kindly to the abuse heaped upon His children and from the heavens cursed the celestial giants, declaring:

"YOU WERE GIVEN A MOST SACRED TRUST AND BETRAYED THY WORD. THUS, KNOW THAT YOU HAVE EARNED MY UNDYING CONTEMPT AND MY TERRIBLE WRATH!

"YOU THAT LONGED TO RETURN TO THE HEAVENS WILL NOW LIVE FOREVERMORE BELOW THE EARTH, HIDDEN FROM MY BLAZING EYE!

"YOU THAT LORDED OVER MY BELOVED CHILDREN, YOUR MIGHT AND SIZE SHALL NOW BE DWARFED BY THEM!

"BUT IT IS FOR YOUR LEADERS THAT I DO HOLD MY PERSONAL SCORN. YOU WISHED TO HAVE MY CHILDREN IMMORTALIZE YOU IN MONUMENTS, THEN SO BE IT."

Instantly, the eight elders that led the great houses of the celestial giants screamed and writhed in agony, and in that pose, were turned to stone. A glowing red ruby pulsed in their chests, an eternal prison trapping their soul in a perfect moment of unending torment.

"THOSE WHO FOLLOWED THESE CURS SHALL HAVE THEIR LIVES FOREVERMORE INEXTRICABLY TIED TO THEM. TO LIVE FOR TOO LONG BEYOND THE GLOW OF THE ELDER'S TORMENT SHALL MEAN AN AGONIZING DEATH AS THE UNNATURAL NUMBER OF YEARS THAT YOU VILE CREATURES LIVE CASCADES OVER YOU IN A WAVE.

"BARRED YOU ARE FROM MY GLORY, BARRED YOU SHALL EVER BE FROM MY PARADISE!

"SUCH IS THE WILL OF ILLIIR!"

Shocked by the sudden change that washed over them upon the end of the God's pronouncement, the former giants were left aghast and chaos ensued. Many could not come to terms with their new forms and threw themselves from great heights, preferring death to this new life. Yet even in death, the cursed dwarves were denied any hope of peace.

Before complete despair overwhelmed them, the God Sarish appeared before them and said,

"Great though your sins are, I still see a spark of nobility within you. I offer a chance at redemption in Our eyes and the lifting of the Curse.

"I task you to craft the perfect object and bathe it in the glow of your elder's Heart Stone Gem. If it is truly perfect, the ruby shall crack, releasing the spirit of your ancestor from its eternal torment and all those of that enclave, and only that enclave, shall be returned to their former glory."

Overjoyed at having even a dim chance to return to the life they knew, most of the dwarves set out to ensure that it was their enclave that created the perfect object. Since that time, though the dwarves worked incessantly, none have yet to break the curse.

Myrantian-Eryunellian War

Far to the south of the Known Lands, a group of refugees, fleeing religious persecution founded the city of Myrantis upon the northern shores of the Lauriol Sea. Led by the Necromancer Lords, a dark cabal of sorcerers and priests, they engaged in the worship of the dread deities of the Myrantian Pantheon. Though the whys and wherefores have been lost to history, before long they engaged in a long and bitter war with another nation of practitioners of the arcane arts. The Eryunellian leaders were descended from (or in some tales, were) a select cadre of battle magi of the time of the Imperium of Man.

The conflict degenerated into a war of attrition, with neither side gaining an advantage over the other, until a stranger calling himself Amanth of Mandragore brokered an alliance with the Necromancer Lords. Also known as the Sorcerer King, he pledged his own army of hardened battle mages to the cause, though what the Mandragorans were to receive in return is unclear.

As the tide of battle began to tip in favor of the Myrantians, the Necromancer Lords decided that they were unwilling to pay the price demanded by the Sorcerer King. They infected the allied armies, including their own, with a virulent disease known as the Betrayer's Plague. As the victorious troops began to march back to Myrantis, they fell stricken by the deadly illness. The Necromancer Lords' plan worked flawlessly but for one miscalculation – the Sorcerer King proved immune to the plague.

Epic songs recount the incandescent fury of the Sorcerer King, who blazed a terrible swathe of destruction as he made his way to Myrantis. Upon hearing of Amanth's imminent arrival, the Necromancer Lords enacted a terrible ritual that was linked to their beating hearts. As the Sorcerer King leveled the city and killed its rulers one by one, the spell grew in power, waiting for the final one to perish.

As the final Necromancer Lord lay beneath Amanth's booted heel, he cursed the Sorcerer King, spitting out *"Never again shall Ye set foot upon Oneva – for should so much as a toe touch the good earth of this continent, Hell itself will rose Ye!"*. With a mirthless laugh, Amanth crushed the last of the vile Myrantian rulers' skull. Unbeknownst to the Sorcerer King, far off on the Isle of Tears, a black storm formed above the city of Mandragore and unleashed unholy devastation upon the people, leaving a smoking crater where once stood a vibrant metropolis.

The Rise and Fall of Empires

Many more such tales of woe and misery can be told of life during the Shadowed Age, such as the fall of the Sky Kingdom of the kin, and the invasion and brutal enslavement of the populace of what is today the Hinterlands and Milandir by the merciless Autarite Empire.

Many fledging nations attempted to forge a new civilization, though none lasted for more than a few generations before internal and external strife tore them apart. Of these, the one that almost succeeded was the Tenecian Empire, located in the southwestern corner of the Known Land. Tales speak of a rich and culturally vibrant society, with a multi-ethnic populace that reforged ancient trade routes.

Little more is known of Tenecian society, as little exploration has been done upon its extensive ruins. What is known is that the power behind the throne was the val'Abebi family who, when the mass migration of savage gar tribes slowly made their way towards the capital city of Tenecia, burning and pillaging the outlying settlements, performed a technological miracle. Working around the clock for years, Alcharian artificers built the city of Khafré, incorporating principals of the First Gift of Althares, their patron God, the technology to repel objects, essentially levitation on a grand scale.

As the screaming mad horde of gar swept into the valley where the city rested, it lifted into the air, much like the Sky Kingdoms of the kin were reputed to do. Sweeping up and over the land, the former Tenecians rejoiced as the savages below them impotently launched ranged attacks that fell widely short. Seeing their prize slip from their grasp, the barbaric horde rampaged across the countryside, making sure that any human unlucky enough to not be on the floating city, suffered a hundred-fold for their countrymen's ingenuity.

Those countrymen, while safe from the predations of the gar, realized that while they could control the altitude of the platform upon which the city rested, they could not steer it and were at the mercy of the winds. There they drifted for months, tacking the wind as best they could from a series of large sails hastily constructed and strung between the tallest buildings. Just as they feared they would move out over the ocean, a violent storm blew in from the east, destroying their sails. Between the gaps in the opaque sheets of rain that fell, flashes of lightning allowed them to see a large plateau jutting up from the ground up ahead. Preferring to crash upon the rocky mound rather than brave the sea, they crash landed the city upon the bluff.

Though hundreds lay dead and injured, and the structures in virtual ruin, the floating city of Khafré had succeeded in saving the flickering flame of civilization. From these ruins the capital city of Althré was born, seat of power for the Republic of Altheria.

The Time of Terror

The Shadowed Age ended, not with a triumphant cheer as humanity reclaimed its former glory, but rather with a scream of terror and madness. Centuries after the betrayal by the Myrantians and the reconstruction of his city into Ymandragore, the City of the Dragon Reborn, the Sorcerer King returned to the shores of the continent. As his foot was about to step upon the land, the curse of the last Necromancer Lord rang in his mind – that should he return to Omara, Hell would greet him.

Without a second thought the Sorcerer King strode forth and the very edges of reality frayed and ripped asunder. As the boundaries between the mortal realm and the Hells dissolved, infernal denizens swept through, not just where he had landed, but across the continent, perhaps even the world. So furious was the assault that the Sorcerer King was driven back to his ship, where he was forced to repel the demonic creatures from ravaging his homeland on the Isle of Tears.

For a generation, devils, demons, fiends, and other inhuman creatures rampaged across the land, leaving nothing but ruin and woe in their wake. Unprepared for the sudden onslaught, the people fell to the infernals' depredation. From the savage rapine inflicted upon the female populace would come the dark-kin, human beings touched by their infernal progenitor's foul taint.

From this time rose a man whose name and image remains lost to the ages, but henceforth has been known as the First Emperor of Coryan. Rallying the men and women of the city of Old Coryan, they began a crusade to scour the land of the demonic infestation that plagued the world. After more than thirty years, those infernals that had not been destroyed were corralled up in the north, their backs against a small mountain chain. In a final confrontation known as the Battle of Hope's End, the First Emperor and Uthebacrit, the Devil-King leader of the infernal horde, faced off in single combat. Legend says that the contest between the two lasted days, when finally a poisoned dart flew out and struck the First Emperor. At this, both sides rushed towards each other, pulling back their respective champions and preparing for a final confrontation at dawn.

That evening, slowly dying from the demonic poison coursing through his veins, the First Emperor prayed to the Gods to not forsake Their children. Before the first rays of light brightened the sky, two Valinor appeared and told the massed army that the Gods had not forsaken them, and all would be well. With that, they flew the First Emperor up into the heavens.

True to their word, as dawn broke and the infernal horde prepared for a final onslaught, the land beneath their feet shook, and a wave rippled between the two armies, forcing the demonic creatures through the mountains, which instantly soared up four times their original height, becoming the impassable Wall of the Gods.

The Age of Enlightenment

Anointed by the First Emperor before his death, Almeric val'Asuuni became Coryan's second emperor and began the arduous task of forging a lasting empire. Throughout more than one thousand years, the Coryani Empire saw itself as the successor state to the ancient Imperium of Man, going so far as adopting its military traditions and attempting to reconstruct the unified religion of the Pantheon. The formerly independent city-states of the time were so embattled and terrified by the infernal invasion, that they readily joined the empire, first in a loose alliance, and then quickly as provinces of the sprawling nation.

Though there was the infrequent rebellion to quash as the empire settled, its greatest challenge during its early period was the creation of the Mother Church of Coryan. During the 1st Crusade of Light, the First Emperor's armies not only fought against the infernals, but also exchanged ideas and teachings with each of the different cities liberated. A priest of Illiir, Vesiri val'Asuuni, began reconstructing the rites and rituals of the Pantheon as he came across them, much to the First Emperor's approval. When Almeric val'Asuuni returned to Coryan, he appointed Vesiri to recreate the Pantheonistic religion as it was practiced during the Imperium, a difficult task as records describing the ancient faith was sparse and with many gaps of the various rites and ceremonies.

Believing that he could piece together a complete copy of the holy Canticle of the Gods from the various scrolls and traditions held by the various city-states now incorporated into the empire, Vesiri summoned the assorted high priests of the different cities together to confer upon doctrine and dogma in the first Convocation of the Divine. Vesiri listened for weeks on end about the different tenets used by the priests, many of which seemed to oppose and contradict each other as much as they agreed.

Just as difficult to manage were the clashing personalities of the high priests. These men and women were highly intelligent and passionate about their faith. Many feared that the reinstatement of a Pantheon would marginalize the importance of their God. Vesiri proposed a compromise to the assembled clerics. All the Gods were considered equally worthy of worship in the eyes of the Mother Church, but the hierarchy of the Imperium would be followed, with Illiir as the head of the Pantheon, Saluwé at His side as His wife, and so on. None of the priesthoods would be abolished in favor of a unified one, but remain as they were, making each semi-autonomous but under the administrative eye of the Church.

While not without its flaws, the solution created the largest and most stable religious body in the Known Lands. Though it too would eventually fracture, with first the Cancori Church of the Dark Triumvirate, and later the Milandric Orthodox Church breaking off centuries later, the creation of Vesiri val'Asuuni, named the first Patriarch of the Mother Church, helped bring the blessings of the Gods to hundreds of thousands. It was also the bulwark against numerous infernal and heretical cults, such as that of the Thousand-Eyed Man, which sprang up over the years.

The Khitani - Coryani Wars

Since the rediscovery of the First City by the Emerald Society, a group of archeologists and explorers sent by the Mother Church of Coryan to retrieve holy artifacts and relics from the age of the Imperium, the Coryani have crossed swords twice with their distant cousins, the Khitani. The first confrontation was nothing more than a skirmish, where one Coryani legion, the Legion of the Crimson Moon, held off several invading Khitani foes, their designation for a military unit, that attempted to take the First City. Though the Coryani were killed almost to the man, they were able to hold off the Khitani until sufficient reinforcements arrived to repel the invaders.

The second war proved devastating for the Coryani, as the Khitani invaded in full force, swallowing huge swaths of territory, all while provinces around the edges broke off and declared independence. As the mad emperor Quron val'Dellenov dallied in the southern imperial palace in Panari, the far northern province of Cancori revolted after the prophet Becherek was killed by elements of the Legion of Radiant Glory. Within weeks, the province declared its independence and began crossing the border to harry their new southern neighbors.

As the Khitani kept advancing, more and more troops were called from the farthest edges of the Empire. This prompted the Milandirians to secede, as they were forced to choose between fighting the invaders far across the continent or stay and defend their homes and families from Cancorese incursions. Each revolt further infuriated the mentally unstable Emperor until, finally, the Altherians quietly recalled their own nationals and withdrew from the war.

With the empire crumbling like a sand castle before the incoming tide, Emperor Quron val'Dellenov was assassinated and the short-lived val'Dellenov Dynasty ended. He was replaced by Gorvaricus val'Assanté just in time. As the newly ascended Emperor stood on the city walls of the capital, he could see the Khitani fires moving against the Grand Coryan. Urged by his advisors to evacuate immediately and let them have Coryan, the incensed Emperor, a young and powerful man, grabbed them by the throat and threw off them off the wall while screaming at them, *"I am Coryan!"* He went on to rally the Coryani legions and routed the Khitani, eventually pushing them to the sea.

With a steady hand, diplomacy that almost emptied the imperial coffers, and the judicious use of his remaining legions, the empire was stabilized, though it seemed that its best days were now behind it, as it did into a slow decline.

The Coryani Civil War

While many events rocked the empire since the aftermath of losing so much of its territory, such as the miraculous return and subsequent disappearance of Leonydas val'Virdan, the Sword of the Heavens, none have impacted the rest of the Known Lands like the Coryani Civil War. A war incited due to differing ideologies and religion rather than political maneuverings, the Civil War ripped the empire, as well as families and allied races, apart.

In 1026 I.C., before many of the citizenry of Grand Coryan, Emperor Calcestus val'Assanté accused Patriarch Felician val'Mehan, head of the Mother Church of Coryan, of collusion with the heretical Church of the Dusk Triumvirate of Cancori, and promptly executed him. Turning to the stunned crowd, the Emperor stated that a Valinor of Illitr had appeared, informing him of the Patriarch's treasonous action. After declaring the seat of Mother Church and the Empire would be merged, with him as the head of both, a statue was unveiled, one so tall that it eclipsed that of Illitr on the top of the Temple of the Pantheon. The statue depicted an imposing figure, topped with the likeness of the Emperor himself. The meaning was clear – the position of emperor had risen above that of the Gods.

Moments later, far off in the northwest, a low rumble turned into a mighty crash as a cataclysmic avalanche signaled the fall of the impassable Godwall, leaving mankind exposed to the infernal threat caged since the Time of Terror. The Emperor's actions, claimed to be at the behest of an Illitic Valinor, set off a series of events that threatened to tear the empire apart. Led by General Menitis val'Tensen, the northern provinces and their legions rebelled, eventually joined by Cafela and the dwarven enclave of Solanos Mor. Hundreds of thousands died, both innocent civilians and legionnaires on both sides with the war being mirrored on a celestial level. Fully two-thirds of the Valinoric hosts battled one another, one side allied with the Illitic Valinor known as Manetas, the Pride of Illitr, and the loyalist forces of the empire, while the other moved to check their divine siblings. As the walls of Grand Coryan were breached, and the rebel forces battled in the capital city, the combined forces discovered that Emperor Calcestus had been impersonated and deposed by Manetas. Guided by Elandré val'Assanté, possessed at the time by the divine essence known as the Word of Illitr, a group of heroes used a variation of the spell used to confine Leonydas val'Virdan within a pillar of frozen flame, to trap the Pride of Illitr and his allied Valinor in the Abyss. The cost for success was great as many of the Known Lands' greatest heroes perished in the battle, including the true Emperor Calcestus val'Assanté and General Menitis val'Tensen.

The Modern Era

Over forty years have passed since the Coryani Civil War ended. During that period of time, the infernals made an incursion into the Hinterlands, causing Milandir to respond by calling forth the Fifth Crusade of Light, a brutal war between the Altherian Republic and the elorii of Entaris was fought, the territories of Ulfila of the Coryani Empire and the Milandric Duchy of Moratavia peacefully seceded from their respective motherlands to form the new nation of Almeric, and almost immediately falls into a bloody civil war over questions of rulership, and a schism within the Mother Church of Coryan precipitates the creation of the Milandric Orthodox Church.

Details on these and many other events can be found in the individual entries of each nation. With the rumblings of a full infernal invasion from the north, the whispers of prophecy by the idiot priests of Illitr of the 'Coming of the Destroyer', and the return of a great scourge to ravage the Known Lands, it's clear that the time for Heroes has never been greater.

ARCANIS
THE WORLD OF SHATTERED EMPIRES
N
W
E
S
Legend
Capital
Large City
Small City
Ruin
Border
Wall
MILES
Magadan
Rakkorm
COLD FENS
Giant's Keep
Hinnatah
Kau
Bastion
Pleasance
Tenji
HAINA
Zhuan
EMPIRE
SEA OF TEARS
TARMALEN
Resutta
Gaz
Vessing
Ibeth
Blevin
Mau
Vethen
Kastang
THE LORDSHIP OF IRON
Vengeance
Metchua
Sang Dor
Sasuta
Angol
Stonefall
Sarkarsare
Tir Soroq
THE PIRATE ISLES
Magra
Jappa
Lavach
Hunder
Vrain
Nol Dappe
Enduk
Skiarn
Gerund
Cerisse

VASTWOOD
Ventoka
Sohbok
Kiglesun
Stannvel
Pearlspar
Mid Takara
HINTERLANDS
Kolvan
Volkgard
Trukk
MILANDIR
Nasraseth
Lutlia
Trestau
Yarvek
Jalkin
Tulsipet
Newanne
The First City
BLESSED LANDS
Nansantus
ALMERIC
Nobilior
Rothani
GULF OF YARRIS
ISLE OF TEARS
Ynyrchester
Silanos Mor
Savona
Sulgacci
Engelsyn
CORYANI EMPIRE
DAR ZHAN VOR
Grand Coryan
Abessos
ABESSIAN DOMINION
Sea of Coryan
Blackwand
Alegis
Paldaris
Ranuri
Kalgotten Arkadhia
LEAGUE OF PRINCES
Lisrh
Hegoch
Plexus
Metna
Gaskha
Atria
Maelloch
Mhori
Lhoik
Sentai
GULF OF CORYAN
BAY OF LARAN
LAURIOL SEA
KRALDJUR MORASS
UGGUR
Tiralos
THE PA

The Abessian Dominion

Poised under the proverbial heel of the Coryani Empire, the Myrantians of the ancient city of Abessios have waited patiently for their freedom from the imperial yoke of the Coryani. Finally, with the aid of an exiled group of worshippers of suthric goddess Yig, they achieved the freedom they had longed for – but the Abessians might soon discover that the price they paid for their independence is too high to pay.

The Abessian Dominion is populated by two distinct peoples: humans and suthrics. The ancestors of the human citizens were religious refugees from the Myrantian Empire far to the south. These refugees worshipped horrific gods and were persecuted for their heinous religious practices. Fleeing by sea, they traveled north, hoping to find a place beyond the reach of their oppressors. Crossing the Lauriol Sea, the beleaguered exiles went inland and, upon ancient ruins steeped with eldritch energy, founded the city of Myrantis.

Under the dread leadership of the Necromancer Lords, the new Myrantian Hegemony flourished. At its height, the Hegemony totaled seven cities: Abessios, Aperis, Myrantis, Negarh, Sarnen, Tigare and Waset. With the exception of the Suthregoran Empire and the Malfelin elorii in the Felglade, they were the dominant power in the region, until the coming of the Eryunellian sorcerers or battle-magi.

Who or what the Eryunellian magi were is a mystery and obscured by legend. The most common tale is that the Eryunellians were descended from the personal cadre of sorcerers that protected the ruler of the ancient Imperium of Man. After the fall of the Imperium, the Eryunellians were said to have traveled across the face of Known Lands, seeking a place of sanctuary. Where these sorcerers eventually settled is unknown, but it must have been close enough to the Hegemony's border that the Necromancer Lords felt threatened. A long and protracted war between these two peoples waxed and waned for decades, during which two of the cities of the Hegemony, Aperis on the outskirts of what is now the Golden Boughs of Sakrei, and Tigare where the modern city of Sulpecci now stands, were destroyed. Eventually the war settled into more of a stalemate with neither side gaining the upper hand, until the arrival of a strange traveler.

The Necromancer Lords could feel the raw, unmitigated power radiating from this stranger, known only as Amanth, the Sorcerer King of Mandragore. This being allied with the Myrantians for unknown reasons. Some say he was duped by the Myrantian rulers, while others contend that the Sorcerer King was playing his own devious ploy. The two allies made war upon the Eryunellians, but the price struck for Amanth's help must have been too much for the Myrantians to actually pay.

With characteristic duplicity, as the Mandragoran forces arrived from the Isle of Tears to join their master, the Myrantian Lords infected them with a virulent and insidious disease known as the *Betrayer's Plague*. It was hoped that by the time the joint Mandragoran and Myrantian forces destroyed the Eryunellian battle-magi, the Sorcerer King and his army would be too weak to resist a coup de grace from the immunized Myrantian forces.

The Myrantian's plan worked flawlessly, except for one small wrinkle, the Sorcerer King himself proved immune to the disease. Enraged by this treachery, His Sorcerous Majesty immolated the Myrantian soldiers and began his inexorable march towards Myrantis itself, leveling the city of Waset merely for being in his way.

The Necromancer Lords, knowing that their lives were forfeit, attempted one final gambit. In an act of brutality that

remains unmarched, the Black Lords of Myrantis gathered the entire populace of the city as well as the outlying region and sacrificed them in a mass bloody ritual that made even the Sanguineous Lord Sarish cry, *"Enough"!* Empowered by the sacrifice, the Black Lords crafted a ritual so that when the last of their hearts beat its last, an eldritch blast of unparalleled power would crush the city of Mandragore on the Isle of Tears and decimate its inhabitants. In addition, the crafty Necromancer Lord Qa'a siphoned a small bit of the ritual's power to craft his own curse upon the Sorcerer King himself, a curse that would not only affect the Lord of the Isle of Tears, but eventually all of Arcanis as well.

True to his word, the self-proclaimed Master of Sorcery devastated Myrantis. So great was his rage that he failed to note that the only people left in that tomb of a city were its black-hearted leaders. The Necromancers' warnings of dire consequences should he harm them fell upon deaf ears, and as he crushed the last Necromancer Lord's spine to dust, a terrible blot arced into the sky and flew to the east.

Echoing throughout the sepulcher that was once Myrantis, the voice of Lord Qa'a reverberated from the grave. *"Never again shall ye set foot upon this continent, for should so much as a toe touch the good earth of this land, Hell itself will meet ye!"*

With a mirthless chuckle, Amanth crushed Lord Qa'a's skull beneath his heel and turned east towards Mandragore. As he left, the mantle of Arcanis cracked beneath the Sorcerer King's heel and Myrantis was swallowed by the earth, and soon thereafter drowned by the swamp.

With the destruction of its capital, the people of the city of Abeonis mourned the loss of their relatives residing in Myrantis and tried to go on with their lives. Though no longer owing any fealty to the Necromancer Lords or Myrantis, the citizens of Abeonis continued to refer to themselves as Myrantians, whether out of some ethnic pride or nostalgia, is unknown.

The destruction of Myrantis had a huge effect upon the Abeonians as they could no longer trade for items, such as foodstuffs, that were critical for their survival. The land surrounding Abeonis was not very fertile, and what did grow was sparse and barely nourishing. Even contact with their sister city of Negath, at the mouth of the Nekhty River, were unanswered. Blood sacrifices to Tritzhet and the rest of their Pantheon escalated, but the Myrantian gods seemed unmoved by their plight.

It was during this desperate period that a strange and wondrous people came out of the swampland to the south. They called themselves Yigites and brought with them gifts and knowledge unknown to the Myrantians. By the time the next planting season arrived, new techniques in agriculture, along with precious seeds, gave people hope that they would not perish of hunger. By the end of the harvest season, the Abeonians not only had enough to fend off starvation, but were able to replenish their exhausted larders.

In gratitude, the people of Abeonis opened their hearts and homes to these strangers. True, they had strange characteristics that were reminiscent of reptiles and they worshipped a strange serpent goddess, but they assimilated well within Myrantian society and only proselytized the tenets of their religion to those who were curious. Within a few generations, one could no longer tell the difference between a native Myrantian and a Yigite, unless they smiled, of course.

The people of Abeonis lived in peace and prosperity, until the day that the Necromancer Lords' curse came back to haunt the Sorcerer King. Eventually Amanth returned and set foot upon the continent of Onara. At that very moment, the sepulchral voice of Lord Qa'a rang out as the veil between this Mortal Realm and that of the Hells was ripped asunder, heralding the beginning of the Time of Terror.

The Coming of the Coryani Empire

Besides the obvious ramifications of having to deal with hordes of Infernals, the Time of Terror also gave way to something else that would have a much greater and lasting effect upon the people of Abeonis – the Coryani Empire. Within two generations since its founding, the rapacious Coryani expanded south and made contact with the "lost" people of Abeonis and their heretical worship of monstrous entities. Seeking to bring the gift of enlightenment to their benighted brothers, the Coryani launched an invasion, which they euphemistically called the Deliverance of Abeonis.

After the conquest by the Coryani, the territory was annexed as the new province of Tonanesta. However, though conquered, the Myrantian people were never assimilated. While other peoples and provinces adapted and prospered under the Empire, the population of Abeonis remained foreigners and outsiders. Even forced integration and deportation failed to assimilate the Myrantians into Coryani society. What this program did succeed at, however, is create large pockets of Myrantians living in so-called ghettos in and around Plexus, Sulpecci and the original imperial capital of Old Coryan.

As the legions associated with the subjugation of the Myrantians were removed, the val'Mordane and val'Mehan families were bequeathed power to rule in the Emperor's name. Since the Mother Church had deemed the Myrantian deity Tritzhet to be an amalgamation of Nenoth and Sarish, it was thought that these val families would find some common ground with the people of Abeonis. Instead, the val'Mordane and val'Mehan were despised and viewed as insidious infiltrators trying to corrupt the Myrantian people and their way of life. This led to a constant string of murders and assassinations, and for every Coryani thrust cut came the obligatory retaliation - the execution of ten Myrantians. With each death sentence, the gulf between the two peoples widened.

Every generation or so, the entire province rose up in rebellion, requiring a swift and brutal response from their imperial masters. After the reprisals, things seem to settle down, until the next charismatic leader calling for independence would appear, and the cycle would begin anew.

The last of these rebellions occurred in 1026 I.C. Many speculate it was not the Empire's distraction by its civil war that prevented it from quashing yet another uprising that led to the Myrantian's success, but rather Emperor Calcestus' indifference at dealing with that "tiresome province." Despite outnumbering their Coryani masters a hundred-to-one and being heavily reinforced by their undead ancestors, it was only the timely intervention of their ancient Yigite allies that allowed the native Myrantians to finally oust their conquerors.

The suthrics who came to the Abessians' aide were zealots who still clung on to the old faith of their ancient empire. For millennia, the Suthric Pantheon was ruled by the mated pair of deities, Kassogore and Yig, but after a disastrous war with their former slaves, the eloriì, these gods fell silent. This religious vacuum was quickly filled by powerful, but alien entities known as the Varn, who supplanted the Suthric Pantheon and forced any worshippers of the old gods underground.

Though never a particularly religious people, a small portion of the suanu population were spurred to religious fervor by this proscription. They hid in hoary and forgotten temples to the Serpent Goddess for countless centuries, supplicating Yig, or Her mate Kassogore, to overthrow these false gods, but to no avail.

When word reached them through their spies of the rebellion taking place in the Abessian territory, they saw a chance to live free of the rulers of the Suthrogoran Empire and their Varn masters and the ever-present threat of discovery of their heretical worship. Numbering less than a thousand, the suanu led forces of iguadons, hussuma, and yissera swept into Abessios and quickly tipped the scales in favor of the rebels. Though the fight to take the city required brutal hand-to-hand combat, with mobs of citizens throwing themselves bodily upon the swords of the legionnaires, the surviving Coryani were eventually pushed out of the city and forced to flee across the border.

The Founding of the Abessian Dominion and the val'Inares

After the bloody rebellion, which led to the destruction of the Legion of Radiant Glory, every val'Mordane and val'Mehan within their territory was either routed or executed. From those that led the uprising, one human Myrantian male and a female Yigite yissera, were crowned twin Pharons of Abessios, and resolved to jointly rule their lands and peoples as equal sovereigns.

Within a few short weeks, the rebellion spread to Abessios' sister cities of Negath and Sarnen, with equally bloody and successful results. The low-lying lands that made up the rest of the former province of Tozuneta was eventually free of Coryani influence for the first time in almost nine-hundred years. Unfortunately, the peaceful integration of the two societies and the good will engendered by the assistance of the Yigites in overthrowing the Coryani has begun to fray at the edges after forty odd years. The reason has to do with the migration of the val'Inares family into the Dominion. For details, see Val section below.

Appearance

The typical Abessian is a human of average height (5 foot 6 inches to 5 foot 9 inches) with a golden-tan skin tone due to the intense heat that bakes the region. Lice infestation is a concern for most of the inhabitants, so the natives have taken to shaving their heads in the hope of overcoming this nuisance. In turn, this has created a cottage industry for wig weavers as women of any status higher than the lowest slaves would never allow themselves to be seen in public bald, especially since the hated val'Mordane keep their heads shaved.

Ever a pragmatic people, the Abessians place little concern on modesty, as both men and women eschew wearing anything but a utility harness on top, and a pleated kilt and sandals due to the daytime heat. The glare from the overbearing sun is combated with the application of a thick black paste beneath their eyes, making the average Abessian look sinister and menacing to outsiders.

The Yigites are not a homogenous people, but three distinct species held together by their fervent, some would say fanatical, belief in the goddess Yig, She of the Shifting Scales. The three groups are the yissera, the hussuma, and the suanu, with the more human-like yissera being the most common Yigite seen on the streets of Abessios.

Yissera are almost indistinguishable from humans, with the exception of slightly exaggerated canines that appear to be atrophied fangs. These beings were created by suanu bionancers as spies that could easily infiltrate human society, and are a marked improvement over the hussuma, with greater intelligence and personality at the expense of lifespan.

Like their cousins the yissera, the hussuma were created by their suanu masters to infiltrate the eloriì and as such appear much like a "generic" eloriì – tall, lithe humanoids with long pointed ears, feral teeth and almond shaped eyes. Unlike the yissera, the hussuma tend to be brutish and quick to anger at the slightest of offenses.

The suanu are the true rulers of the Yigites, although it is the yissera who appear to be in charge. This is exactly what the serpent people wish, as they understand that their serpent heads and lower bodies combined with a humanoid torso make most humans recoil. As patient as their patron Goddess, they are satisfied to remain behind the throne, pulling the strings manipulating the course of the Dominion, all the while knowing they need the humans to protect them from their brethren in the Suthrogoran Empire.

Abessian Dominion Naming Conventions

Centuries of Coryani rule has drastically altered the traditional Myrantian naming convention. In antiquity, a name was given by the mother and was kept until adulthood, at which time the priests of Mahemennûn determined your true name.

The suppression of the Myrantian deities by the Inquisition of the Mother Church, and the enslavement of so many Myrantians over the years, put an end to this practice. In the process, many former noble families were stripped of their clan names in hopes of disrupting ancient alliances and aid in their assimilation into Coryani culture.

There is an effort from the human Phaeron to bring back the original clan names, but centuries of neglect and deliberate obfuscation has made this extremely difficult. Most Abessians claim decent from the ancient noble clans. After centuries of being slaves and forced to marry at the whim of their Coryani masters, it is unlikely that any "pure" bloodlines were preserved.

Today, Abessians are granted a childhood name, which they keep for life, and a second given name granted by a family elder later. For example: Heru (child name) Bas (granted name).

Yigite names are strange to human ears, being derived from the Suethric language, but, to the consternation of the ssanu, many yissera began taking Myrantian names as readily as human mates. The hussuma and the ssanu, however, continue to use Suethric names.

Common Given Names
Male: Ai, Be-nipu, Hannu, Khamat, Pa-mu, Shosheng, Unas, Usati, Utu.
Female: Anra, Bekot, Ivet, Nemathap, Nodjmet, Taya, Uiay.

Gender Roles

The gender roles of the human Abessians and the yissera are the exact opposite of one another. Traditional Abessian society is patriarchal, with females taking a subordinate role to the males in most matters outside the home. Within the household, the males are taught to leave its running to their spouse; their only role being to provide the wherewithal to keep the homestead functioning.

Politics, trade and war are the province of men. In fact, while it is customary for men to compliment a male host on the beauty of his wife, it is forbidden for men outside the household to speak directly to or touch a woman of another's household. Those seeking pleasures outside of matrimony need to content themselves with slaves or opportunities that present themselves while traveling abroad. Since the founding of the Abessian Dominion, this has changed due to the integration of the yissera into Abessian society.

The yissera are a matriarchal society, where the men are subservient, existing only for procreation and to care for the needs of the females, as well as their ssanu masters. Unlike the equally subservient val'Dellenov males, the yissera males are as aggressive and powerful as any other human male and are expected to take up arms when necessary. The yissera females assist the ssanu clergy in calling upon the divine power of Yig to aid in the war effort.

Since their integration within Abessian society, female yissera have developed a taste for human male consorts. To say that this has led to some friction with the male yissera would be an understatement. Many a duel has been fought, or a throat cut by a jealous hand.

The Nobility

Female yissera are treated as de facto nobility within the Dominion, with one of their own, Phaeron Nikara, being the current co-ruler. The truth, however, is that the yissera are subservient to the whims and wishes of the ssanu. The ssathrics are content to allow the yissera be the face of the Yigites. This frees them to tend to Yig's wishes, as well as giving them time to pursue their favorite pastime: scheming for ways to better their social position within the hierarchy.

Male yissera, along with their human counterparts, have a more varied selection of roles, such as raiders and warriors. Certain select males are given the great honor of tending to the eggs of the Daughters of Yig, serpents holy to Yig that grow to gargantuan size. This is a thankless job as they usually end up being the hatchling's first meal.

Both human male and female nobles are allowed to join the priesthood of the Myrantian Pantheon, though females primarily tend to the deity Shu. It should be noted that while the integration of the two peoples has gone rather smoothly, no human has ever ascended to the ranks of the priestesses of Yig and neither has a yissera ever attempted to enter the priesthood of any of the Myrantian Gods.

One final note on yissera traders: the practice of slavery is alive and well within the Dominion and while the Crimson Slavers of Garundi enjoy a brisk business, vaster fortunes are made by trading with the Suethregoran Empire. Though technically any and all adherents of Yig are to be killed if found within Suethregoran territory, the unscrupulous ssanu of Pit Malice in Chelydra turn a blind eye to such technicalities as long as fresh meat is made available to them. For their part, the yissera slavers see Suethregore as nothing more than one more market for their wares.

Val

Since the expulsion of the Coryani, one would think that vals would be unwelcome within the Dominion, and that would be the case but for the val'Inares.

During the Coryani Civil War, the Champions of Light, those Heroes that eventually overthrow the Valnor Manetas, discovered an ancient secret: that the serpentine goddess Yig and the Pantheon of Man Goddess Anshar were one in the same. Due to the shock that such knowledge would have on the population, this secret is not common knowledge and is known only to a very select and powerful few.

The val'Inares are the scions of the Goddess Anshar. While all the other val families are descended from the Valinor of a particular god, Anshar (or Yig) has no such servants. The val'Inares were created like the other 'children' of Yig – directly by Her.

But the val'Inares are not crude creations like the yissera, they were crafted by the Goddess Herself and are thus unique. Appearing as normal vals, the val'Inares have a much longer life span than the other val families. However, no val'Inares over the age of sixty has ever been seen. This is because sometime between the ages of 40 and 60, they begin to change; their skin starts to flake off, their eyes shift from grey to yellow and their bodies slowly morph.

During the time when the change begins, all val'Inares have the urge to travel through a Portal of Anshar and arrive at an unknown destination: the secret sanctuary of the Yigites within the Suthregoran Empire. Unfortunately, the suzu who rule there recognize that should a val'Inares be allowed to complete their transformation, they could become more powerful than any of the serpent people. Parazola being a way of life for the suzu, they butchered the bewildered and confused val'Inares as they arrived as a sacrifice to Yig.

This diabolical practice ended when Nescor val'Inares, the Arch-Prelate of Anshar of the Mother Church of Coryan, discovered the truth and ended the slaughter. Due to the actions of a group of Heroes known as the Champions of Light, Nescor succeeded in gaining the favor of the human pharaon, who saw these reborn val'Inares as a way to tip political power in his favor, and fought to secure the right for the val'Inares to settle in the Dominion, as their birthright as Children of Yig.

Those immigrating val'Inares became something of a political weapon between the two pharaons. The current human pharaon, the wily Khefru, uses the val'Inares at times as a carrot on a stick. The yissuran pharaon, Nikara, walks a fine line, knowing that she must keep up appearances by moving to curtail the val'Inares for her suthric masters while at the same time knowing that these Ansharans can be used as a dagger at the throat of the suzu should they turn against her.

For his part Nescor, the leader of the val'Inares, is content in ensuring that the val'Inares are safe from the fearful suzu, while at the same time reveling in his newly discovered powers and abilities. Nescor is also very concerned at what actions the Mother Church may take against him and his people. He knows that current head of the Church, Matriarch Elandré val'Azzaré understands the secret of the val'Inares, but has so far refrained from acting upon that knowledge.

Further, once the "change" came over him, Nescor abdicated his position as Arch-Prelate of Anshar, knowing that the human portion of his flock would never accept him after his transformation. While he has been enlightening select members of the val'Inares family to their true heritage, more and more of the burden of leading the Ansharan faith within the Mother Church has fallen to the human portion of the congregation. Though he is trying to forge a bridge between the traditional worship of Anshar and the new, more enlightened manner, he fears the day when a schism will develop between the two groups – a schism that will lead to more bloodshed and strife for the people of Arcanis.

Religion

The religion of the Abessian Dominion is a strange tripartite clerisy, whereby the Abessian humans worship the gods of the ancient Myrantian Pantheon, the suthric Yigites worship the suthric deity Yig, and the newly arrived val'Inares worship Anshar.

The Myrantian religion instituted by the human pharaon, may have the outer trappings of the original religion, but is in actuality closer in practice to the one approved by the Mother Church of Coryan, with the original names reinstated. The reason for this is that the original worship of the Myrantian deities is too bloody and horrific for the current population of Abessians. There is a small group of priests, mostly of Tsirher that with the ancient rituals and sacrifices reinstated, but they have been marginalized by the current religious hierarchy and the human pharaon. Small in number, they seethed knowing that the Tsirher the masses are praying to is a sham, an amalgamation of two Coryani deities. They plot and scheme in secret, awaiting the day their high priest ascends to the top of the Black Ziggurat and summons their Lord of Madness to topple the current corrupt regime.

The yissera and hassuma openly venerate Yig, though their masters, the suzu, are forced to do so beyond human eyes. The iguadon's steadfastly worship Kassogon, though they do pay homage to Yig as their Lord's mate.

Lastly, the small number of val'Inares in the Dominion continue to worship Anshar as they did while they were citizens of the Coryani Empire. While they do proselytize to the rest of the population, most of the citizens of the Dominion are satisfied worshiping their appointed deities.

Almeric, the Free City-States of

Shortly before the Coryani Civil War the head of the Coryani branch of the val'Tensen family, Menestis val'Tensen, received an urgent summons from a Belenian priest. This priest took him to a place where those shades awaited him. One of those shades, his long dead father, spoke to Menestis and told him of the horrors the entire val'Tensen family - both the Coryani and Milandirian branches – suffered after death.

Unknown to the living, the val'Tensen family was cursed to dwell upon the threshold of Belenus's Cauldron, doomed to wander the endless mists of the Grey Wastes. They were barred from standing before the Judgment of Nior, and denied their final rest, good or ill, forever more.

Unless…

Unless the two sides of the family were rejoined and their oaths to both the Coryani Emperor and the Milandirian Crown could be reconciled.

Shaken from the experience, Menestis planned and launched an invasion on the Duchy of Moratavia in Milandir, the val'Tensen lands in that nation. This invasion set in motion events that led to his death and unexpected resurrection. While in the afterlife, Menestis saw that the shades spoke true. For generations unending, the noble val'Tensen, the Defenders of Man, were deprived of entry into the Cauldron and beyond.

Events after his return to the Mortal Realm occurred with such rapidity that it was impossible for him to do more than relate the horrors to his successor, Darius val'Tensen, before his final death at the hands of the Fallen Valinor, Manetas.

Soon, every val'Tensen on both sides of the border knew the tale, spread from the mouth of Darius. The tale was told with such desperation and passion that even Duke Gustov val'Tensen of Moratavia began to wonder, and worry, about the ultimate legacy of the Scions of Hurrian.

A Plan for Peace

For years, both Darius and Gustov pleaded with their respective lords for some sort of solution to the dire problem. Every day, a val'Tensen died and was consigned to this limbo for eternity. But each entreaty ended the same way: sympathy from the sovereign ruler and a promise to consider it, but no action. Even discussions between Darius and Gustov were contentious. Yes, they both agreed that the family had to be reunited, but under which banner? Coryan or Milandir? Both sides were loath to raise arms against their former allies and countrymen. Additionally, who would be the head of the family and would the rest of the Children of the Storm agree to follow whomever was selected? How would such a selection take place?

Months dragged into years without resolution. Other urgent matters took precedence, such as the Fifth Crusade

against the infernals in the Hinterlands and Malfelan incursions in the south. Frustration grew, as neither side seemed any closer to a solution.

Finally, an opportunity to resolve the issue presented itself. During the closing days of the Fifth Crusade of Light, a conflict over the massacre of a hundred Coryani legionnaires by a large number of Milandirian knights happened in the city of Mil Takara in the Hinterlands. It seemed that the Coryani Empire and the Kingdom of Milandir might go to war, something both nations could ill afford.

Governor Darius and Duke Gustov proposed that the Coryani Emperor, Scipio val'Antanti, and the Milandirian King, Oric val'Onan meet on neutral ground, the small town of Cavantai, which had the dubious honor of being situated on both the Coryani and Milandirian side of the border, depending how far north the river flooded.

The Duke and Governor were prepared to present a united front to their respective leaders in the hopes that some settlement could be arranged. Days passed, and the discussion focused solely on the issue of the Mil Takaran massacre and what reparations each side demanded of the other. Endless bickering and squabbling occupied the sovereigns' time until war seemed inevitable.

An Unexpected Journey

The night before both leaders planned on leaving the talks, Oric and Scipio shared a goblet of wine in accordance to ancient customs. Unexpectedly, a lovely maiden wearing a voluminous cloak of grey appeared at the table, holding only a simple lyre. Scipio and Oric later told that neither felt threatened, or even outraged, but curious and then a strange feeling of lassitude as she raised her lyre and plucked chords that produced the most exquisite music either of them had ever heard.

Details of what occurred next are contradictory, but both the King and Emperor agreed that they found themselves standing in a monochrome land, filled with mists that chilled the soul. Before them the grey-cloaked maiden stood holding a strange staff topped with an eerie looking lantern. She beckoned the two startled men and led them down a winding trail until they arrived on the banks of a river where an endless multitude of people stood wandering about empty of mind, purpose or hope. They immediately knew that they were being shown the harrowing torments that the val'Tensen suffered at the threshold of the Cauldron.

Time passed strangely there; to Oric and Scipio it seemed they had spent an interminable period of time among the dead, but by the time Illitr's first rays of light shone upon Cavantai, the maiden was gone and both leaders, though shaken, were back at the table, their cups of wine still in hand. When their staff appeared to arrange for breakfast, both leaders were well on their way to resolving many of their disputes. Both agreed that in comparison to what their loyal val'Tensen subjects suffered, the matter of Mil Takara paled in comparison. Milandir agreed to pay some token reparation to the family of the legionnaires and Coryan would reciprocate in paying a blood debt to the family of the knights that were killed that night as well.

Turning their attention to the true issue at hand, they both agreed that having the reunited val'Tensen family reintegrated into Milandir or the Empire would tip the balance of power in the region, and something neither one could ever win support from their political critics at home. The only solution was to free both sides of the family from their oaths of fealty and let them form a buffer state between their nations, making the chance of a Coryani invasion of Milandir, or vice-versa, a moot point as either would first have to conquer the lands of the Scions of Hurrian. Additionally, the val'Tensen would act as gatekeepers into the Blessed Lands, ensuring that the flow of pilgrims, goods and commodities could flow freely into the rest of the Known Lands.

Satisfied that they had been able to unravel the fabled Alitherian Knot without the use of a sword, they cheerfully told Governor Darius and Duke Gustov that from this day forth, the fate of the val'Tensen family would be in their hands alone. Stunned, the two val'Tensen were barely able to babble a coherent word of thanks as Emperor Scipio and King Oric traveled back to their capitals to formalize the treaty.

The Birth and Death of the Nation of Almeric

Though freed of their obligations by the stroke of pen, the actual logistics of uniting the two halves of the val'Tensen took years to accomplish. After a decade of discussion, passionate oration and not an inconsequential number of knockdown, drag out fights, the nation of Almeric was founded. Yet, a final thorny issue remained: who would lead this new nation?

Both Darius and Gustov were proud men, accustomed to having their every word followed without question. For either one to bend knee to the other was like a sword thrust through their hearts. Yet, for the future of their fledgling nation, as well as their very souls, that was indeed what would need to occur.

After much delay and debate, it was agreed that a meeting of all the major landowners and nobles of the land be gathered, and a vote taken. This conclave would then crown the first king of Almeric. By lot, Nevarne was chosen as the place where the historic election would take place.

On the eve of the gathering, heralds sent to escort the governor of Ulfila to speak before assembled nobles and gentry made a horrible discovery – the body of Darius val'Tensen lay slumped at his desk, a goblet of poisoned wine clutched in a death grip.

Almerian Naming Conventions

Almeric is a young nation born from the melding of two smaller territories pulled from other lands. Only a single generation has passed since its founding and the traditions of naming have not changed much in this short time. The common people typically have a given name and a surname, whereas the nobility have elaborate naming structures as described in the Milandir and Coryani Empire sections.

To create Almerian names of your own, Germanic ones would be suitable for those whose families are from the Milandir, while ancient Roman ones are best for those families originally from the Coryani Empire.

Common Given Names

Ulfia: **Male:** Adalbard, Bergen, Carl, Eryk, Gerald, Jurgen, Konrad, Luthold, Reinhard, Symon, Werner, Wolfram.
Female: Agnes, Bertha, Clare, Hedwig, Jutte, Oxanna, Ursula, Veronica.

Morstavia: **Male:** Andreas, Alberich, Benedikt, Heinrich, Jerrold, Ludwig, Richard, Victor, Siegmund.
Female: Agathe, Brigit, Henriette, Gertrud, Matilde, Susann, Treta, Urmula, Walbraud

Immediately accusations flew, tempers flared, and swords were drawn as cousin turned upon cousin. The city of Nevanne quickly turned into a frenzied warzone. In a heroic effort, worthy of epic song, Gustov led his contingent through the gauntlet that was Nevanne and fled back to his capital of Treslau.

Shocked and unable to believe that all the hard work both he and Darius had done was unraveling, he threw out his advisors and sealed his study in the hope that some peace and quiet would allow him a way to find a solution to this calamity.

Gustov's orders were usually followed to the letter, but his sons and grandsons began to grow concerned when he did not appear for breakfast the following morning, nor lunch and was now about to miss dinner. Banging on the stout door of the study brought no response and they were forced to break the door down to get inside. There they found proud Duke Gustov val'Tensen, eyes bulging, and tongue purpled, garroted so viciously that his head remained connected to his neck by the thinnest bits of gristle. No one else was found in the study nor was any method of egress uncovered – it was as if the shadows themselves swallowed the assassin.

Once again, accusations flew furiously and the few cool heads that remained were shouted down. Darius and Gustov were the only two who had any legitimate claim to the throne. With their deaths every nobleman, patrician, knight-commander or burgher of a major city began to put forth their claim to the throne. Many first attempted diplomacy to garner support of their fellows, but when that failed took up arms to push through their claim. Within months, Almeric was reduced to a collection of city-states and feudal lords, each carving out their own personal fiefdom.

Even after many years of constant warfare, there still hasn't emerged a single figure to unite the desperate factions of Almeric. The once rolling, lush hills are now muddy fields of death, with crops irrigated by blood rather than cleansing water. Some say that the best claimant to the throne by blood and right is Margraf Roderick val'Tensen of Treslau, son of the former Duke Adolphus, the older brother of Gustov, and ward of Menoris val'Tensen. Sadly, Roderick has not been seen for decades, and is feared dead.

Besides Nevanne and Treslau, a few other city-states are worthy of mention due to their successes on the battlefield or of strategic importance in the ongoing conflict. Currently, there are over forty individual city-states, evenly split between the two former territories, seeking to put forth a claim to the throne.

Numantus: Ruled for over a decade by Barbatos Quillius val'Tensen, the Butcher of Nobilior, his regime was recently overthrown by Pallantus Calpurnis val'Tensen, a ranking member of the Order of the Storm Lord after the atrocities committed by Barbatos' forces during the Massacre of Cuacas. A devout man, Pallantus could not abide the way Barbatos conducted himself in the theatre of war, and while the Butcher's army was returning from sacking Cuacas, the order of holy champions descended upon them like ravenous wolves. Though the army was routed and many killed, the Butcher and his officers escaped and now roam the countryside as a band of marauders. Pallantus reluctantly assumed control of the walled city and though pressured by the populace to put forth a claim to the throne of Almeric, refuses to do so.

Rotham aka Ratz: Rotham is a walled town located on the southern banks of the Gosler River. Arguably it is one of the richest of the city-states due to its large harbor and brisk trade in iron and wool with Savona. Commonly known as Ratz, due to the large number of rodents that infests the city, the town is ruled by the self-proclaimed Princess Mechtilde Tensen-Vlade the Great, a woman of uncommon beauty, charm, and bad luck as her husbands, each more wealthy and influential than the one before, die suddenly in freak accidents. While some cast a suspicious eye on Mechtilde, many in her court defend her by saying that she was no where near her late husbands during their unfortunate mishaps.

Jallon: The town of Jallon, located on the coast, has a sinister reputation due to its current ruler, a suspected sorcerer named Prince Albrecht val'Tensen, a man

possessed of a sickly pallor and a keen intellect. Jallon's once prosperous port has fallen into disuse. Sandwiched between Yarvek and Rotham, trade ships pass it by, forcing the populace to return to fishing. Needing to fill his coffers in order to pay the mercenary company in his employ, Albrecht has ordered a number of raids on the port city of Yarvek on the Milandirian side of the border, causing many to worry about reprisals.

How much longer before the internecine war forces either Milandir or Coryan to step in and re-establish order remains to be seen.

Appearance

There hasn't been enough time since the creation of Almeric for it to develop its own ethnic style of dress, so most still hearken back to their Milandirian or Coryani ancestry. If a stereotype had to be made of the average Almerian it would be a dour, stout person, normally malnourished and unwashed, with stringy dark hair and clouded bloodshot eyes.

Gender Roles

With the amount of internecine war, day in and day out, the people of Almeric fill all roles necessary to survival. Some men are forced into wearing cloth for their noble lords, while some women, especially the scions of the val'Tensen, are likely to be found as heavily armed and part of a military unit. The one exception to this are those women capable of bearing children, who are segregated and protected to maintain the population, as constant warfare results in more deaths than births in any given year.

Nobility

The "nobility" of Almeric is like no other in the Known Lands. With the implosion of any sort of political unity, anyone who could put forth any sort of claim to the crown of Almeric, also can take the title of noble. The legitimacy of this status is often measured by the number of sell-swords under one's command. This has led to dozens of "princes" and "princesses" across the land. Any other titles are bestowed, at a whim it seems at times, to those who back their claim.

Val

As noted, the most common val in Almeric are the val'Tensen, the Scions of Hurrian. Once renowned as the most level headed and compassionate of the val and proclaimed widely as the Protector of Man. Yet since the event known as "The Storm", where the ancient Valinor known as the Rage of Hurrian was released from its captivity beneath the Citadel of Silence, the val'Tensen have grown short tempered and more likely than not to fly into a rage at the slightest provocation.

Many speculate that if the 'old' val'Tensen had been in existence when the deaths of Gunnv and Darian took place, none of the resulting misery would have ensued.

Commoners

In a land where it seems that every stable boy holds the title of viscount, it is surprising to discover that, the majority of Almeric's population is made up are common folk.

Before the outbreak of the civil war, the lands that now make up Almeric once enjoyed a thriving middle class of merchants, craftsmen and artists. Now most commoners are put to work either as soldiers or in the fields. These farms are growing less and less able to support the farmers, let alone the men-at-arms that are fielded, due to the constant battles in the land. When supplies are not enough, it is the common man who starves, to feed the military machine and, of course, the nobles.

Religion

Whether the Temples in Almeric follow the tenants of the Mother Church of Coryan or newly formed Milandric Church depends entirely on the region and the religious views of the local lord. Many temples have been destroyed during the fiercest battles and there are not enough priests to gather together and decide which version of the holy text to follow. Most priests were conscripted into the military and informed by their new rulers that Hurrian's preeminent aspect is no longer the Defender of Man, but War.

Military

Almeric is an armed camp, with either standing armies under the direct control of nobles or roving bands of heavily armed bandits roaming the region. Almeric has yet to be invaded by a foreign army, thus it's unsure whether they would band together against a common foe. The defense of the common people has been assumed by the monks of the Order of the Blade, the keepers of the holy sword, Precision.

These monks, now more of a fighting order than religious scholars searching for the deeper meaning behind the teachings of the Gods, patrol the most heavily used paths by pilgrims trawling to the Blessed Lands, doing their best to protect them through the war zone that is Almeric. At the same time, while maintaining their neutrality in the battle for the crown, they defend helpless villages and attack any military units they encounter who engage in atrocities.

The Blessed Lands

While the Blessed Lands may be viewed as important because it is the geographical center of the continent of Orata, it's true importance to the people of the Known Lands is much more complicated. The Blessed Lands, and the mesa known as Mount Dagha in particular, are of religious and historical importance to no less than four major races, not to mention at least one or possibly two additional societies that are presumably extinct. The Suethregoran Empire, the elorii, the Coryani and the Khitani all believe without any reservations that the plateau and the surrounding region is their birthright and that no effort should be spared in the reclaiming of that territory.

Endless wars have been fought, oceans of blood spilled, and the very land itself reshaped throughout the ages that the region has been populated. The fact that it is written in each of these civilization's holiest of texts that the Gods visited, and for some, lived among them, exerts enormous pressure upon the followers of these faiths. Each group fervently believe that their holiest of holies lies in the hands of the unclean, and that such a taint can only be washed away with the blood of the infidels.

Information about the earliest known inhabitants of Mount Dagha is known to the modern world because of the meticulous history kept by the suethrics. The suethrics claim to have migrated north from their ancient homeland in hopes of finding warmer climes. There they found a veritable paradise with an immense mesa thrusting out of a basin, surrounded by lush forests. Unfortunately, the region was already inhabited by the insectoid isuri.

Told by their deities that this was their promised land, the suethrics would brook no compromise and wiped out the isuri to the last, laying claim to their lands. Upon the ruins that rose above the plateau they built their city, Yahuremoor. The isuri appeared to have burrowed out a vast tunnel network within the mountain and even though the area has been populated for countless millennia, the warrens have never been fully explored.

As with all empires, that of the suethrics waxed and eventually waned until it was overthrown by one of their servitor races, the elorii. Here, the elemental elorii built one of the most beautiful cities to ever grace the Known Lands, Belsoror, the capital of their Shining Nation. The elorii spent some time here, living among their deities, though these Elemental Lords seemed to come and go with greater and greater frequency. Only the Goddess Belisarda stayed for any extended period of time with Her children, the Ardakene.

The War of the Gods

There came a day when a stranger appeared, filled with divine light so powerful that the Goddess Belisarda felt compelled to welcome him and his followers. She named

him Umor, which meant the Tattered and Sad Lord, and gave him succor. Many years passed, and those chasing the stranger finally arrived upon the shores of Onara. Met by the elorii, these new visitors called themselves Man, and were protected by divine beings of such power that even the Elemental Lords were given pause and quickly answered the summons of these Gods. Discovering that they were pursuing Umor, they quickly called out to Beliurda and found that she, as well as their guest, were missing. Enraged by this betrayal, the Elemental Lords joined forces with the Gods of Man, and searched throughout their empire until he and his followers were discovered.

A great battle ensued and though outnumbered, Umor not only held them off the combined power of the divine beings arrayed against him, but was pushing them back. As above so below, and the humans and elorii found themselves fighting side-by-side against the followers of Umor. The God Illiir feared the battle would be lost, when a new player came onto the field. Calling herself Anshar, She claimed to be Illiir's long lost sister, and whispered into His perfect ears how to turn the tide of the battle and defeat Umor. What she suggested made Illiir blanche, but He knew the stratagem She proposed was their only hope.

Crestfallen, He bid four of His fellow deities to betray the Elemental Lords, and take from them their power. Shocked, the four Gods nevertheless did as they were commanded, attacking their erstwhile allies, devouring them until not a single drop of their essence remained. So empowered, the Pantheon of Man was able to defeat the Other.

Suddenly feeling the presence of their deities disappear, the elorii were further shocked by the sudden onslaught perpetrated by their allies. Commanded by Illiir to turn on the elorii, their children quickly became butchers, and bathed in the blood of the Eternal People. They toppled an empire and quickly took it for their own.

Devastated by the sudden turn of fortune, the elorii fled from the ravening hordes of humans, to lick their wounds and prepare for counterattack, but for some reason it never came. The survivors fled into the Vastwood there to remain, unseen and unheard for millennia.

As for humanity, they now had a new continent to conquer, as ordained by their gods. They tore down the ruins of Beleuros, the capital of the elorii, and rebuilt it to their Gods' liking.

And from this time and place began the Age of Man.

The Age of Man

Over the millennia, what would be known as the Imperium of Man flourished and reached almost every corner of the continent, and even to worlds beyond this one. But like all things, they eventually became decadent and indolent, searching for new and ever more bizarre and deviant behavior to entertain their jaded tastes. Finally, among a group of soldier-slaves known as the val'Virdan, there rose a man known as the Sword of the Heavens and with religious fervor, he brought down the Imperium of Man stone by stone.

The Sword of the Heavens claimed to have done this at the behest of Nier, who felt that humanity had grown fat on the bounty of its empire and had strayed from the teachings of the Pantheon. While he claimed the title of imperator, historians believe the man that the Sword of the Heavens slew to be the last ruler of the Imperium of Man, and call the time after the Imperium's fall the Theocracy of the Cleansing Flame.

Though purportedly sanctioned by Nier Himself, the Theocracy of the Cleansing Flame ruled but for a generation, before the Sword of the Heavens was imprisoned within a pillar of frozen flame. With the dousing of his light, the peoples of the Known Lands found themselves shunned and adrift with the coming of the Shadow Age.

During the Shadow Age, the First City, the metropolis that humans had built upon the ruins of the elorii capital of Beleuros, was largely abandoned. When the Sword of the Heavens overthrew the Imperium, many of the people took flight before his arrival. Some fled south and east, while others, it is said, were given visions by a Valinor and led away in a mass migration to the west and north. These people eventually founded the Khitani Empire and the Valinor who led them became their Sleeping Emperor.

The First City and the Plateau of Dagha was eventually rediscovered by an expedition of the Emerald Society funded by the Mother Church of Coryan. Ancient artifacts, holy texts and other items from antiquity began to trickle in from the Blessed Lands. Finally, the Patriarch of the Mother Church, Decinus val'Ishi, took the arduous pilgrimage, traveling east and following the southern edge of the Corlathian Mountains until finally entering the Plains of Golari just past Nevanne.

His caravan visited each of the citadels discovered at that time and finally made its way to the First City. There, he blessed the ancient temples that had been rediscovered and held a service before leaving. The ancient Cathedral of the Pantheon echoed with a holy mass for the first time in ages.

In an unfortunate turn of events, bandits ambushed the patriarch's procession and he was killed. So beloved was this patriarch that pilgrims began to follow his route to the First City in his honor. His successor, Patriarch Santiman val'Aouant declared that those who made the holy trek, visiting each of the citadels and finally setting foot within the Cathedral of the Pantheon would be absolved of all sin and upon death, be delivered directly to the Paradise of the Gods.

But pilgrims tend to make easy targets for bandits and other unholy and unnatural predators. To watch over them, a band of devout men and women were granted a vision by Illiir to protect these pious people from any and all harm. They became known as the Soldier-Saints of Dagha.

But not only bandits and bizarre creatures roam the

Blessed Lands. At least two wars were fought over the control of the First City. Known as the First and Second Coryani-Khitani Wars, these two powerful empires clashed upon the plains surrounding the Plateau of Dagha with the lives of countless hundreds lost. The Second Coryani-Khitani War almost spelled the end of the Coryani Empire, as the Khitani forces were able to get within a bow shot from the northern gate of the capitol city of Grand Coryan.

Thus far, neither empire has been able to claim exclusive control over the First City. At the end of the Second Coryani-Khitani War, the Alhorians were able to broker a treaty whereby both empires would jointly defend the 'cleansed' area of the First City, and would allow the citizens living there to govern themselves.

The treaty of the First City has held throughout the years, with the Coryani and the Khitani following its provisions to the letter. Each empire has stationed exactly one legion to patrol the cleared area and protect the citizens from the abominations and creatures that lurk within the sections of the city that have not yet been declared safe for habitation.

A council of merchant houses runs the day to day affairs of the city and trade is brisk, coming not only from the Khitani and the Coryani, but from the far off exotic lands of the west. Though abandoned for centuries, the First City is once again echoing with the sounds of life, and is a destination for merchants and travelers from around the world.

The Coryani Empire

The vast and mighty Coryani Empire covers an enormous amount of land. From the high peaks of Corfathian Mountains that form its northern border to the swamps and deserts that border the former province of Turanosea, now known as the Abeotian Dominion; to the verdant plains of Balantica, and the wind-swept cliffs of Antonica. The Empire is like a world unto itself.

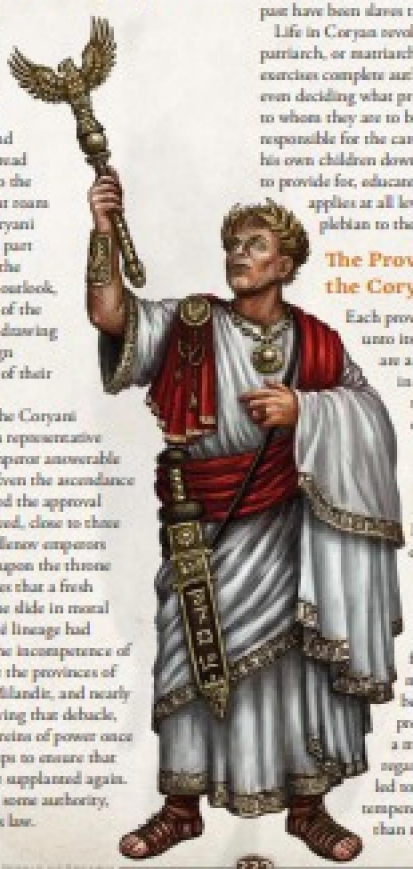
The Empire is not one nation, but forged out of the horrors of the Time of Terror, from many small and independent city-state and territories. It was founded and held together by the bravery and compassion of man, extending help and hope to others in repelling the infernal invasion.

To the citizens of the Empire, there are some self-evident truths: Coryan is the inheritor of the greatness that was the Imperium of Man and that it is their duty to spread the light of civilization to the benighted barbarians that roam Aeranis. The average Coryani considers himself to be a part of the greatest nation in the world. Cosmopolitan in outlook, the Coryani are tolerant of the customs of others, often drawing parallels between a foreign behavior and some facet of their own culture.

During the height of the Coryani Empire, the nation had a representative government, with the emperor answerable to the Imperial Senate. Even the ascendance of a new emperor required the approval of that august body. Indeed, close to three centuries ago the val'Dellenov emperors were deliberately placed upon the throne by the Senate in the hopes that a fresh dynasty would correct the tide in moral decay that the val'Assanti lineage had shown. Unfortunately, the incompetence of that line cost the Empire the provinces of Altheria, Cancori, and Milandir, and nearly Turanosea as well. Following that debacle, the val'Assanti took the reins of power once more, and have taken steps to ensure that their line would never be supplanted again. The Senate still exercises some authority, but the emperor's word is law.

A great many Coryani are not citizens at all, but rather slaves. There are many ways to become a slave, and few ways to leave that unhappy state. Though it is possible for a slave to gain their freedom, such practices have become less common due to the small number of fresh prisoners as there have been few recent wars of conquest. Typically, slaves born into the role enjoy lives as comfortable as any common person; they just are not permitted to leave their owner's estate without permission. Such slaves, particularly those of wealthy households, often have lifestyles that, while hardly lavish, would be the envy of freemen in many other nations. Many of the legendary defenders of Coryan in centuries past have been slaves that acted to save their masters.

Life in Coryan revolves around the family led by the patriarch, or matriarch in the case of Balantica, who exercises complete authority over his siblings and offspring, even deciding what professions they will pursue and to whom they are to be married. The patriarch is also responsible for the care and welfare of all his charges, from his own children down to the lowliest slave. He is expected to provide for, educate and protect them all. This paternal applies at all levels of society, from the common plebian to the family of the emperor.



The Provinces of the Coryani Empire

Each province of the Empire is like a nation unto itself. The people of a particular locality are as distinct from their fellow citizens in distant regions of the Empire as they are from the peoples of other countries.

Balanticans differ the most from the common Coryani as the matriarchal val'Dellenov family holds sway over that portion of the Empire. Known as the breadbasket of the Empire, Balantica is one of the reasons why the average Coryani lives such comfortable lives. This province is the main source of the abundance of food and foodstuffs that can be found throughout the nation. While most of the women here will try and be tolerant of men from the other provinces or nations, they will not allow a man to be disrespectful to a woman, regardless of her place of origin. This has led to more than a few duels with quick-tempered Cafelans and results, more often than not, with a dead Cafelan.

Cafelans are hot-blooded and intemperate. As the saying goes: *"Illonia is the Empire's heart, but Cafela is its passion."* They are given to jealousy and possessiveness, and are as quick to anger over insults to their friends and loved ones as any Milandistan, perhaps even more so given that they are likely to perceive insult when none is offered. However, they are also steadfastly loyal to their friends, and enjoy tightly knit families for whom most would do anything for.

Illonia is the true heart of the Empire, both geographically and politically. Illonians tend to feel and act as the privileged core of this great society. All but the poorest Illonians, other than slaves, have some form of education, even if only a rudimentary one. Wealthy Illonians have access to private tutors or Alcherian scholar servants, many of whom sold their contracts to a noble family to live a more comfortable life than they were previously enjoying, albeit for a set amount of time. Illonians are also the most cosmopolitan of the Coryani as, quite literally, all roads lead to Grand Coryan, thanks to the tireless efforts of the Followers of the Azure Way. Though be wary, this does not always mean that Illonians are the most understanding of people. In fact, there is great sport in appearing to be complimentary and tolerant while insulting a provincial for his ignorance.

Salanticans and Annonicans best reflect the traditional Coryani attitude. Provincial and tolerant, they generally shake their heads at those who commit a social faux pas and are not likely to take offense unless it is blatantly and deliberately offered. On the other side of the coin, they are more likely to give offense by accident, as they are somewhat insensitive to the more delicate sensibilities of the highborn.

Valentians are grim and determined. The history of their region is filled with gruesome and terrible wars and vicious pogroms inflicted upon the population by mad rulers. The capital, Enpelsyn, is rife with ghosts of ages past. One can almost feel the spirits watching every move. The province is rich in iron and home to the greatest foundries in the world, which work night and day to supply the Empire, and nearly every other nation, with metalwork. As a result, the air of Valentia smells of smoke and the land is covered with soot. Combined with the naturally dreary weather, a deep depression is common among the populace. A posting to this province is often used as punishment for inept or disfavored servants of the Empire.

The newest province in the Empire is not a newly conquered area, but rather a partition of an existing one. The western reaches of modern day Balantica was not traditionally part of that province. It existed as a separate and quite prosperous area known as Cormura until the blight of heretical Infernal cults turned the fertile land around its capital city into a barren wasteland. Its major population centers were torn down, the ground of its settlements salted, and its hinterlands depopulated to ensure the perverse and infected people of the region never again made use of the area. No one can ever say that the Nieriten are not thorough in carrying out their duties.

Ironically, it is the Nieriten, specifically the val'Virdan family who either renounced the tenants of the Church of the Dark Triumvirate of Cancuri or those who worshipped the Lord of Flames in secret since His adoration was prohibited centuries before, who were granted governance over this region. Now known as Nova Cormata, the Nieriten have their work cut out for themselves if they wish to carve a new home from this untamed land.

The Coryani Civil War

The greatest event in living memory has been the Coryani Civil War that rocked the Empire and affected almost every nation and peoples in the Known Lands. Fully half the people of the Empire turned on the other when Emperor Calcestus val'Assanté executed—some say murdered—the Patriarch of the Mother Church on the very steps of the Temple of the Pantheon, before taking that title and position himself.

Led by the former Defender of the Empire, Menesis val'Tenson, the so-called rebels waged a guerrilla war against those still loyal to the Emperor. The war eventually took on celestial proportions, after it was discovered that the greatest of Illir's Valinor, Manetas, the mad Pride of Illir, was manipulating the Emperor and his loyalists, though the rebellion had its fair share of Valinor assisting them as well. Eventually, after many a harrowing battle, a group of the Known Land's greatest champions managed to obtain an item that gave them a chance to defeat the power-mad celestial.

The final battle of the Civil War was the Battle of Grand Coryan, and was the first time in history that the walls of the capital city had ever been breached. By the time dawn began to peek over the horizon, fully a third of the hosts of the Valinor, those who had sided with Manetas, were banished from the Mortal Realm and both Emperor Calcestus and Menesis val'Tenson, after joining forces to stop Manetas, lay broken and dead.

In its wake, the dazed and shaken surviving members of the Senate gathered together and chose Scipio val'Assanté, the Emperor's youngest brother, to be the next emperor.

The Child of Calcestus val'Assanté

Before his death, Calcestus sired a bastard son under the most suspect of circumstance, with Aconia, the daughter of the val'Delkenov matriarch. This four-year-old man-child, Calmemnon, was the legitimate heir to the throne, but his precocious attitude gave the senators pause. Some feared that within a few years they would have another arrogant Calcestus to deal with once again. On the other hand, completely disenfranchising both Aconia and her son would cause Balantica to secede from the Empire.

As a solution to this dilemma, Scipio married Aconia and named Calmemnon heir apparent until such time as Aconia

bore him his own children. With the birth of each step-sibling, Calmennon dropped lower down the hierarchy of those eligible to sit upon the Alabaster Throne.

This arrangement would have tragic consequences for the Imperial Family.

Within a year of their marriage, Aconia was pregnant and soon delivered a male heir to Scipio, bold Marcus Arminius val'Assassi.

Calmennon brooded.

Another two years would see Aconia give birth to another son, tiny Quintus Priscus.

Calmennon seethed.

A few years after that Aconia birthed what would be the couple's final child, a beautiful blonde girl they named Maxima Valeria.

Calmennon raged!

Barely a decade old, Calmennon had the insights and cognitive abilities of a man twice his age. He understood with each new sibling, his birthright as emperor slipped further and further from his grasp. He also knew, in his heart, that it was entirely his mother's fault, as she had agreed to this Sarishan bargain. Her fault that his father's true heir and legacy was being swept away in favor of his uncle. He believed that like all women, his mother was a weak, insipid creature, willing to be led by the nose as long as her craven needs for status and material comforts were assuaged. They were all content to be kept as pets in a gilded cage, as long as they ruled the roost.

"So be it," the man-child brooded that night as he stalked into the nursery, past the sleeping nurse. *"I will suffer my brothers to take my birthright, for there is no shame in being bested by men."*

Staring down into the cradle, his cold eyes fell upon his newborn sister. *"But I would suffer the torments of the lowest depths of the Cauldron before I bend knee to you as empress."*

That horrid night, it is whispered, Aconia's mind was shattered.

That cursed night, Emperor Scipio's heart was crushed.

That wicked night, when Calmennon's tiny sister's neck lay broken.

He didn't run and hide after the foul deed was done. He stood, almost at attention, waiting for the screams of the awakened nurse to rouse the palace.

With tears flying from his eyes, Scipio's only thought was to kill Calmennon right then and there and avenge his sweet daughter, for it was no secret that sweet Maxima was his favorite child. Grabbing the unresisting boy, Scipio lifted him as if to throw him through the window, when, through the red haze, he heard Aconia pleading with him to spare Calmennon. She had thrown herself at his feet and wrapped her arms around his leg. Slowly, the madness subsided, and he dropped sobbing to the floor; the Emperor and the Imperial Consort, toppled from their social perch and reduced to their most basic parts, a grieving mother and father.

Scipio did not have Calmennon executed. Instead, knowing his nephew's misogynistic attitudes, he decided to let Aconia's family deal with him as they would and banished him to Balantica, the land of the matriarchal val'Dellenor, until his date of majority.

Coryani Naming Conventions

Coryani names are organized in the tria nomina (three name) style. This naming convention has been adopted in most provinces, Valentia being notable in that this model is not followed; instead this region uses only a given name and a family name.

The three names are a personal name (praenomina), a family name (nomina), and a descriptive name (cognomina). Descriptive names are often either nicknames or profession names. Members of val families always use their val name as cognomina. Within the family or among friends a person is called by their praenomina and casually known outside such circles by their cognomina. Formally, they are known by two (either the first two or the last two) or by all three names.

Patricians tend to have names in Illonian style regardless of province due to frequent residence in Grand Coryan. In Illonia, women use the feminine forms of their father's nomen and cognomen and upon marriage adopt their husband's cognomen as a third name. To distinguish between several daughters that would otherwise have the same name, appellations such as maior (elder) and minor (younger) or ordinals such as primus (first), secondus (second) or tertius (third) would be used as cognomen. In other provinces, women have their own praenomina.

To create appropriate Coryani names of your own, use the following guidelines:
Annonica: Greek
Balantica: Roman
Cafela: Medieval Italian
Illonia: Roman
Salantia: Medieval Basque
Valentia: Finnish

Annonican

Common Praenomina:
Male: Alexander, Basilis, Demitri, Grigoris, Nikomedes, Perikilis, Theofanis, Yannis
Female: Aleka, Berinke, Delphinia, Komina, Melina, Niobe, Pelagia, Rena, Sylvia, Triphena.
Common Nomina: Agelakos, Dimopoulos, Gizikis, Kokotis, Lianis, Markos, Peppas, Sakellaris, Zaferatos.

Balantican and Illonian

Common Praenomina and Nomina:
Male: Accius, Baebius, Caedicius, Decius, Fabricius, Gabinus, Naevius, Ovidius, Papinius, Publius, Quinctius, Roscius, Sextius, Suetonius, Verginius, Volusius.
Female: Accia, Baebia, Caedia, Decia, Fabricia, Gabinia, Naevia, Ovidia, Papinia, Publia, Quinctia, Roxia, Sextia, Suetonia, Verginia, Volusia.

Cafelan

Common Praenomina:
Male: Agostino, Baldaruza, Cambio, Dominco, Enzio, Giraldo, Martino, Paolo, Ranero, Sabbatino, Uberto, and Vincenzo.
Female: Augustola, Berta, Causita, Dolce, Gianna, Lisa, Paulina, Rosana, Talia, Ugolina, Verde, Ymila, Ysabella.
Common Nomina: Agostini, Baldaruzi, Cambini, Enzini, Paolini, Ubertini.

Salantian

Common Praenomina:
Male: Ager, Benat, Dunixi, Edrigu, Gaizka, Jakome, Palben, Urtzi
Female: Agurtzane, Balere, Edurne, Gechina, Oxane, Tobe, Yanamari, Yera
Common Nomina: Basterra, Constano, Jauregi, Tousaint

Valentian

Common Praenomina:
Male: Asikko, Bertil, Ervästi, Haakon, Kauppi, Reko, Vämmä.
Female: Adelista, Dorathea, Eleeby, Gudlog, Ingrid, Lapasa, Rikitsa, Suomi.
Common Nomina: Erkko, Hämäläinen, Järvinen, Lehto, Näränen, Reema, Toivainen, Virjonen, Yrjo.

Months turned to years as the Emperor awaited the inevitable message from the val'Dellenov matriarch, sadly informing him of the brat's death due to his insolence or some other arrogant act, but no word ever came. It was true that reports arrived telling of the terrible beatings and other clever punishments that were heaped upon the boy, but the reports always ended in the same manner, "*…but the subject never broke, never shed a tear or begged for mercy.*"

To his dismay, the man-child survived the long six years until, by Coryani custom, he reached the age of sixteen and was now considered an adult. Though the festivities were very subdued, Calmemnon was 'welcomed' back to his home with just the level of warmness that custom demanded and not a smile more.

While Calmennon had expected such a cold reception from his uncle and stepbrothers, he was shocked to find that his loving mother had lost her mind in the intervening years. She barely recognized him and when she finally did, she warned him to run before Scipio found out what he had done to Maxima Valeria. Even the sagest of Bekirian healers were at a loss as to how to restore her sanity, but all agreed that her mind was locked at that terrible moment when her daughter died.

Calmennon's stay was as brief as etiquette would allow, as Scipio wasted no time in forming a plan to rid himself of his hated nephew. As with all scions of the imperial line, Scipio arranged to have Calmennon enter the legions. A few years later saw the brilliant son of Calcestus rise through the ranks to serve as centurion of the Legion of Radiant Glory, just as Scipio thought he might. Scipio knew it was time to turn to his most bitter rival to rid himself of Calmennon once and for all.

The years following the death of Calcestus saw the political pendulum swing back a bit towards the Senate. Headed by the highly regarded and influential Senator Tensen-Balin, the power of the emperor was curtailed, forcing him to share some of his duties and responsibilities with the Senate once again. Over the years, Tensen-Balin and the Emperor butted heads over a variety of subjects such as the proper response to the Malfelan Incursions of 1044 I.C. and 1056 I.C., to the solution to the Western Lands Question, to how to deal with the nascent Aberoian Dominion. The one thing they could agree upon was the horrific crime Calmennon had committed and that he had avoided his punishment for too long.

With the good Senator's help, Scipio arranged for Calmennon to be placed as first legate, then finally general of the Legion of Heaven's Blade, once a prestigious legion, but now seen as one that rarely saw the opportunity for glory. Over the following year, Senator Tensen-Balin conspired with the Emperor to transfer out whomever they considered to be good soldiers and transfer in those who had a history of insubordination, political enemies, or the most incompetent of the Coryani military.

Then, with a stroke of a pen, the Emperor, with the approval and consent of the Senate and People of the Coryani Empire sealed the legion and their young general's fate. Their orders read simply, *"The Empire's greatest enemy is the unknown; and there is no greater unknown than what remains hidden from us in the lands west of the Western Marches. For that reason, your orders are to march into that great unknown and pacify it for the ultimate safety and glory of the Empire. No greater or nobler order has been bestowed upon a legion. May the Gods bless you on your journey."*

With that, twenty-six-year-old General Calmennon val'Asrantê dutifully marched his legion west to the Marches and beyond.

They have not been heard of since that day.

Though he smiled broadly that day, knowing that he had kept his promise to his beloved wife while still seeing that justice was served, the events that occurred during his reign gave him little peace. Through the turmoil of fighting two different wars, seeing the lands of the val'Tensen secede from the Empire, with his blessings ironically enough, a handful of rebellions and insurrections to deal with and finally, the death of his sweet Acenia, the years of ruling have left harsh lines upon his now weathered face – but still the Gray Lady did not come for him and deliver him to his reward.

When the Emperor was told that Senator Tensen-Balin finally died just last year, it's said that he muttered under his breath, *"Bastard waited until I was too old to dance on his grave. Just like him,"* and smiled thoughtfully.

Appearance

The prototypical Coryani is of medium height with curly blond or light brown hair. Outside the core provinces of Illoria and Balantica, such features are now only common in the most aristocratic and ethnically chauvinistic noble families. Considering the Empire's many conquests over the centuries, it should come as no surprise that every racial appearance in the entire world can be found somewhere in Coryan. Cafelans have a dark complexion and delicate grooming is a point of pride among men and women alike. The Annonicans are short and swarthy with dark hair while the Salantricans have a sallow complexion and straight, sandy colored hair. The Valentians are pale with dark hair and often have a grim countenance to match that of their bleak homeland.

Gender Roles

Though they are considered equals under the law, ironically most noble women do not enjoy the level of freedom that their lesser counterparts enjoy. Their fathers arrange their marriages and they are unlikely to be trained in the skills of a profession. Marriage is far too valuable a tool, with its ability to increase a family's prestige and status, to squander such a commodity as an eligible daughter by allowing her to take up a trade and pursue her own course in life. This is especially true in Cafela, where the only profession women are encouraged to join is the Priesthood of Larissa. Only in Balantica, where the matriarchal val'Dellenov family rules, do women enjoy extensive political power and influence. Unique among the provinces of the Empire, most legions raised from that region have exclusively female commanders.

Nobility

Members of the noble class, known as patricians, enjoy great privilege in the Empire, but with it comes a duty to ensure the Empire's continued prosperity and survival. Patricians are expected to take positions of public and political service, military command or senior clergy. A great sense of obligation to the nation is instilled in young patricians of the finest noble families. Like all societies, Coryan has its share of decadent and lazy noblemen, but the nation is so large that there are always adequate numbers of competent and ambitious gentry to preserve and promote the country.

Social mobility is possible in extraordinary times, and many of the Empire's legends tell of men rising from the depths of slavery to the heights of imperial power. Some of the greatest families in the Empire, such as the Voucis and the Balin, have such a tale in their history. It is also possible to attain high rank due to the tenacious accumulation of great wealth and influence. Every generation sees scores of wealthy plebeians become patricians and earn the right to place the coveted emerald green trim upon their togas.

In Coryani courts of law, the weight of an individual's testimony depends on his social class. The word of a man of high position counts more heavily than the word of his social inferior. As a result, patricians are above accusation from a single plebian, and it takes an identical assertion from several commoners to indict a nobleman of wrongdoing. In cases where this is not possible, peasant justice is not entirely unheard of, although the Coryani people, by and large, are lawful in nature.

Val

Val comprise the uppermost social class, the Patrician Imperialis, signified by golden trim on their robes as opposed to the emerald green stripe of patricians. Only val are permitted to rule a province or rise to the position of Patriarch of the Mother Church. The emperor must also be of this class, because a blood link to the old kings of the city of Coryan is required to rule the Empire. Bastard or disenfranchised val are not provided with any preference under the law, though if such a person were to attain the position of patrician they would be of a higher class than their human counterparts.

It is common for lesser human members of the patrician class to marry a penniless or commoner val in an effort to improve the social standing of their children. Not all val are wealthy and powerful. Though their heritage entitles them to rise to the highest echelons of society, there are many val who live out their lives as craftsmen, soldiers or members of other professions.

Commoners

The vast majority of the free people in the Empire are members of the plebian class. This class holds citizenship within the Empire and all the protections that calls for, but they are not permitted to hold any offices of authority. The patricians describe this as a practical matter, as all government positions are unpaid. This 'practicality' does have the effect of limiting the power of the overwhelming majority of the population. The bulk of the Coryani legions are drawn from the common plebs, where they can rise no higher than that of centurion, again limiting their individual power.

The ruling class, to divert the attention of the populace, provides many forms of entertainment, from the mundane to bloody spectacles. By imperial decree, any town or city with more than one thousand citizens is required to build an amphitheater wherein the citizenry can watch the execution of criminals, fights between animals, or full-blown gladiatorial contests.

Not all commoners are citizens of the Empire. Foreign-born people, known as gentiles, and those from recently conquered territories, known as provincials, are not considered citizens. They must earn this right, and most secure their legal standing through service, typically in the legions or in the Imperial bureaucracy.

Religion

The Mother Church of Coryan is instrumental in the preservation of the Empire. At the very birth of the Empire, the Mother Church was formed to incorporate the teachings of all its component nations and to foster peace between the widely varied sects of worship throughout the newly obtained territories. It has often been said that the Mother Church is the glue that holds the Empire together; if the Church were to collapse, the Empire might well die with it.

The cosmopolitan attitude that pervades Coryani culture extends into religious matters as well. A Coryani is likely to categorize some previously unknown native deity as a variant of one of the Pantheon of Man. The unenlightened primitives' "angry fire god in the volcano" is really a naïve form of the worship of Nior, and so forth. Indeed, most Coryani feel that it is their right, privilege, and duty to bring an understanding of the true Pantheon to such benighted peoples.

In the wake of the Coryani Civil War and the Battle of Grand Coryan, the Mother Church elected Elandré val'Assanté as their new Matriarch of the Church. During the Coryani Civil War Elandré, a distant cousin of the Emperor, became divinely touched by a force called the Word of Illiir. This power possessed her, causing her to spout prophecy that was eventually understood as instructions on how to defeat the most powerful Valinor of the Hosts, Manenas, the Pride of Illiir. Many say that it was her 'possession' by what many considered to be the God Illiir that won her the position over the only female priestess of Illiir, Loola val'Assanté.

Perhaps due to her divine insights, it was not long before Elandré summoned members of the Emerald Society into her presence. This group is dedicated in unearthing of ancient relics, especially from the time of the Imperium of Man. Some whisper that the Matriarch gave the explorers specific directions of where to find some ancient holy scrolls. Of course, by the will of the Gods, the documents now known as the Revelations of Illiir were found shortly thereafter.

These Revelations were soon incorporated as an addendum to or a clarification of the original Canticle of the Pantheon, the text held as holy by the Mother Church of Coryan. These Revelations however, offer a stricter interpretation of the Canticle than previously practiced. Teachings, such as 'Suffer not those who bend knee to false powers', strict adherence to the observance of the holy days and their strictures, as well as no drinking or the polluting of the body or the mind, has led to some passive resistance from many different quarters, forcing Elandré to slow down its integration into church doctrine. But Elandré has been blessed with longevity, as well as agelessness as she still appears as she did on the day she was possessed, forty years earlier. Every year that passes is another year of newly ordained inquisitors trained to follow her every word implicitly.

Military

Coryan maintains the largest standing army of any nation in the Known Lands. The imperial legions are extremely well-trained and exceptionally well-disciplined. The organization of the legions represent the height of military efficiency, with consistent unit sizes, standardized officer ranks and equipment throughout the nation. Though most other nations have an advantage over the Coryani when it comes to the highest levels of battle sorcery or military technology, the Empire's secret to success is that it has invested heavily in making sure its common soldiers are the best-trained, armed and armored front-line troops anywhere. This consistency of Coryani equipment ensures that any legion stationed anywhere in the Empire can be supplied and supported with ease, making the daunting task of maintaining even a million-man army well within the reach of the Empire's logisticians. Individual legions are often raised entirely from the people of a single region to foster *esprit de corps*, but legions are never permitted to garrison their home province due to the occasional insurrection that must be suppressed.

Outside the Imperial Army are supplemental units known as auxilia. These represent non-standard units, militia forces raised by cities or less-wealthy nobles, units of battle magi, or even city watches. A few of these units are comparable or even superior to the rank-and-file legions, but most are far inferior. Equipment and training vary tremendously among the auxilia, but as a matter of practicality they are usually part of any major military campaign. The commanders of the Coryani military pride themselves on ensuring that they only field trained soldiers in battle. Only in the most desperate of circumstances would an untrained citizen be pressed into service to defend the Empire.

The Dwarven Enclaves

From a human-centric view, dwarves are generally thought of as one people, but each Enclave is distinct and has little in common with its counterparts. Thousands of years ago, the dwarves were not at all as they are today. Rather, there were seven great city-states of celestial giants, united only in their genocidal war against the True Dragons of Arcanis - a war that they were losing. Illitir, Lord of the Pantheon of Man, made a bargain with the celestial giants that He would send Hosts of Valinor to destroy the dragons, but only if the giants would take on the burden of the stewardship of humanity as the fall of the Imperium of Man was imminent. Faced with extinction, the giants readily accepted.

True to His word, the Valinor destroyed or bound the dragons, sometimes at great sacrifice to themselves. The celestials in turn traveled from their lands in the north and settled in different pockets of human habitation. However, in less than a human generation some of the clans, chief among them the Solani and Betoqi, began to see themselves more as the masters of men than as their protectors. The Bealaki and Encali warned the other clans that they would only anger the Gods of Man by breaking their bargain. The members of these enclaves knew that the Armies of the Gods that destroyed the dragons could just as easily be turned against them. The giants of Bealak Gempor turned their prayers to Illitir, telling Him of the betrayal of others and begging His mercy. Illitir did not grant mercy. Instead, He cursed the giants. Those that sought the heavens would forevermore dwell beneath the earth and those that lorded over man with their might and size would forevermore be dwarfed by all. Illitir's wrath made no distinction between those that betrayed Him and those that were faithful to their oath.

The enclaves were thrown into despair. Many of the former giants took their own lives, which revealed an even more terrible aspect of Illitir's Curse: the dwarves were barred from the Afterlife. Their souls could not pass into Beltine's Cauldron. Into this misery came Sarish with a bargain. If any dwarf were to make the Perfect Item, the curse would be lifted, but only from the enclave that dwarf belonged to; all others would be forevermore remain in this form. This led to the one trait common to all but one of the remaining enclaves: the compulsive drive to create mystical and magical items.

Denied their great size and benefit of the powers over mind and matter, as well as their ability to access the Arcanum in any fashion but for divine magic, the dwarves became isolated from one another. Their cultures and traditions became even more distinct, to the point that today they are less alike than most human nations. While denied access to many of the different and varied Arcanum, the dwarves found that they still had a latent spark within their being allowing them to carve and empower runes. It is hoped that this last vestige of their heritage will allow them to craft the Perfect Item and lift Illitir's Curse.

Dwarven Enclave Names

Dwarves use only one name. Once, before the curse, every celestial giant bore many names and prideful titles, but they have since confined themselves to but one name among themselves and outsiders. Any dwarf from a particularly prestigious line will name their offspring after an ancestor. Among family, the dwarves teach their offspring their entire lineage, telling what tales they know of their greatest achievements and disastrous failures. The name of their lineage is kept confidential, something that will only be reinstated when the Curse is lifted. Dwarves never take nonsense names like Bronzebeard or Stonecutter. These are a proud people who view their ancestral names as a final link to their once glorious past.

Common Encali Names
Male: Baltherian, Gorman, Mikos, Qatar, Verdinan
Female: Baltheria, Gormia, Mikosia, Qataria, Verdina

Common Nol Dappan Names
Male: Grigol, Okropir, Petrosk, Tigor, Yeor
Female: Bedisa, Eliso, Enzella, Vardo, Una

Common Solani Names
Male: Barac, Elebac, Gelbac, Manderac, Tulac
Female: Aliandra, Calliana, Mallandera, Toshiana, Xandria

Common Tir Bitoqi Names
Male: Abisoghom, Barthughimeos, Garsevan, Mavrik, Yegor
Female: Berjouhi, Lucine, Siran, Taline, Zabel

Common Tulipetan Names
Male: Arun, Heng, Rith, Sov, Veha
Female: Achariya, Chankrisna, Kanya, Nakry, Rotha, Savady

The Dwarven Enclaves

The Solani and the Bitoqi, those nations most at fault in drawing Illiir's ire, are today the most penitent. Taking it upon themselves to reclaim the charge they had neglected in their foolishness – to preserve mankind – these enclaves act in all ways for the betterment of Mankind.

The Solani have joined the Mother Church and their entire existence is consumed with the worship of Illiir and crafting of the finest arms and armor in the Known Lands. Their wares are intended to be traded to men; by arming and armoring the nations of Man, the Solani provide protection against a dangerous world. Their life is one of constant penance, and the only Solani that leave their enclave are young dwarves, not yet accomplished in their craft, who seek to aid mankind directly against any threat. For the most part, Solani are vocally pious and very dour in their disposition. Many secretly blame their own nation for the curse that befell all of the nations of the celestial giants.

The dwarves of Tir Bitoq originally placed their enclave in the Western Lands, but since the fall of the Godswall and the threat of invasion by hordes of infernals, they moved their enclave across the continent to stand as a bulwark against this dire menace. The Tir Bitoqi Enclave does have its great master artisans, but the constant conflict against the Infernal Horde in the north has consumed the majority of the Bitoqi dwarves' attention. This life of constant conflict, where death is an everyday companion, has led to a grim outlook among the dwarves of Tir Bitoq. This is most often reflected by gallows humor at the most inappropriate times.

The Tultiperans are strange, even to other dwarves. Influenced heavily by Khitani philosophies and skilled in the art of prophecy, they are given to baffling modes of speech and behavior. A direct answer is usually not what you get from a Tultiperan dwarf. Often, questions will be answered with questions, and wisdom imparted by parable. Unfortunately, during the last months of the Coryani Civil War, a group of adventurers discovered an ancient ruin, far in the north, where a True Dragon was held prisoner for millennia. For reasons not yet understood, this most deadly of creatures was loosed upon the world. One of its first actions was to track down the descendants of those who had imprisoned and forgotten it, and deliver its vengeance. These descendants were the Tultiperan dwarves, and their enclave, along with most of their people, was wiped off the face of Arcanis. Of the handful that still live, many have done away with their attempts to see the future, since to them, there is no future left, and have replaced prophecy with seeking vengeance upon those that loosed this doom upon them.

The Nol Dappan Enclave is defined by its location. Built inside a dormant volcano known as the Forge, this enclave is difficult to reach for any but the most determined of travelers. Living in such an environment and with the influence of the nearby Erdukeen has driven the dwarves of Nol Dappa to the worship of Nist. Many Nol Dappans are given to bouts of uncontrollable rage. Like the Solani, the Nol Dappans are master craftsmen of arms and armor, but unlike the elegant weapons of their cousins, they are terrifying with hooks, barbs, and spikes adorning their product. Many Nol Dappan adventurers are outcasts, sent away from their home enclave due to some murderous act committed in a furious instant.

The Encali dwarves are a nation that feels betrayed by their fellow celestial giants in the years before the Great Curse - betrayed by the Bealaki who told Illitr of the other nations' perfidy, and betrayed by Illitr when He cursed them alongside those who were guilty. As a result, unlike the other enclaves who at least pay lip service to the rest of the Pantheon of Man, the Encali are largely a one-religion people. Sarish offered them a path out of Illitr's curse, and in return, the Encali worship Him as the only member of the Pantheon worthy of respect. Encali embrace all aspects of Sarish's faith, and appear to be the only enclave that still has some access to Arcanum through the path of the Sorcerer-Priests of Sarish. As befitting true followers of the God of Oaths, they insist that all matters of import be sealed by written contracts and Sarishan oaths. Many Encali have been known to tempt short-sighted humans into horribly lopsided deals that their children or even grandchildren are obligated to make good on. By and large, the Encali dislike the other enclaves and limit most contact to trade relations.

Of the other three dwarven enclaves, little is known. Of the Deneki none have been seen in generations and nothing is known of them other than that the Sorcerer King of Ymandragore somehow forced them into slavery. Likewise, the Reavers of Bealak Gampor are an enigma, known only for their hatred of humanity and for their fellow dwarves. They are considered anathema to the other enclaves, and are often slaughtered on sight. Of the seventh enclave called Coreri Palai, nothing at all is known, as they disappeared millennia ago.

Like all of the other nations of the Known Lands, many of the dwarven enclaves were deeply affected by the events surrounding the Coryani Civil War. The Solani aided and abetted the rebels in their war against the Fallen Valinor, Manetas, and gave sanctuary to Elandré val'Assanté while the Word of Illitr possessed her. This aid came at a great sacrifice as the Coryani legions under the command of General Dorjan val'Mohan breached the underground city of Solanos Mor, and laid waste to most of it, though the stout Solani were able to hold their city against the tide of Coryani steel.

After repulsing the invaders and protecting Elandré, at the cost of their king, whose soul shard was shattered by the general of the Legio Lux Talonis, a huge beam of coruscating light erupted from the vessel of Illitr and blasted the entire top off the mountain that held Solanos Mor. For ages, dwarves had a mild form of agoraphobia, the fear of wide-open spaces, and were forced to travel with their heads hooded. Now, with the light of the sun streaming down upon their faces, this irrational fear was lifted.

Appearance

Members of a given enclave are easy to identify by their distinctive appearance.

The Solani are of noble bearing with fair hair. They keep their beards fastidiously groomed and it is a matter of pride to grow their beards to a great length. Many humans marvel that the Solani do not trip over their own beards with their every step.

The Tir Benoqi, especially those found outside their enclave, bear a haunted look from the horrors they have confronted in defense of mankind. Typically, a Benoqi dwarf has dark hair, but their most telling feature is the elaborate braids that they make from their beards. The intricate patterns are a point of pride for them, and they often weave a thin wire of precious metal, primarily gold, into these braids.

The few surviving Tultiperans continue to follow their ancient custom of tattooing their entire bodies with mystical symbols. These symbols are of great significance to the individual dwarf. They are inspired by the omens at the dwarf's birth and celebrate the accomplishments of his or her life. To better showcase their tattoos, the Tultiperans shave their heads but where they once wore their beards

close-cropped, they now leave them wild and frenzied.

The Nol Dappans care little for their appearance. Most are covered with soot from the forge and their beards are often ragged and singed. Their hair is red – when you can see it under the grime – and their skin is ruddy and burned.

The Encali are easily identified by their distinctive forked beards and the extensive collection of jewelry, often self-created, that each wear about their person. Their hair is typically jet black.

Gender Roles

There is very little distinction between the male and female genders within dwarven society. Nol Dappan females are less prone to fits of rage than the males. The exception to this rule are the Tultipetan dwarves, whose females, who more commonly enjoy the gift of prophecy than do their male counterparts, have favored positions as priestesses to the Oracular aspect of Larissa. Their enclave is ruled by a queen, though since the Doom of Tultipet, and the devastation wrought among these people, it is unknown whether this tradition can continue.

Nobility

The ancient rulers of the former nations of the celestial giants are forever trapped by Illtir's Curse in stone pillars at the core of each enclave. His or her heirs were fortunate to keep power in the aftermath of the Curse and each enclave has a royal line that governs its people.

Unlike the human lands, where even the cousins and far-flung distant relations of aristocratic families wield great influence, dwarven relatives of the rulers outside the direct line of succession are not granted additional rights or powers than any other member of the enclave enjoys. Instead, positions of authority are chosen by the royal line and by popular acclaim of the dwarves of each enclave. As a result, there is little by way of organized noble class within the enclaves.

Commoners

Dwarves are an industrious and determined lot. The common dwarf strives for perfection in every act and deed, for any activity could deliver the Perfect Item needed to break the ancient curse. Dwarves have a higher percentage of artisans than any other people, and their wares are in demand everywhere in the world. As a result, even the common dwarf tends to be quite prosperous from constant trade with outsiders.

Religion

Religion is a central element of dwarven life. Each enclave has a deity it favors. For the Solani, it is Illtir, the Benoqi favor Hurrian, Tultipetans once favored Larissa, Nol Dappans bow their heads to Nier, and for the Encali, it is Surish. Although these general tendencies of veneration of a specific deity do permeate each of the enclaves, they are not absolutes. Being long-lived, each dwarf will find themselves drawn to different gods during their lifetime, and as each specific God does not cover all facets of society, there exist those who follow the paths of other Gods who control other aspects. For example, it is not uncommon to find those who venerate Nuroth overseeing burial rites, while those who raise goats may venerate Sahuvi.

Military

As a people that lead centuries-long lives, almost the entire adult dwarven population is available to defend their enclave. Each enclave maintains a professional army and a large militia. These forces consist of disciplined and motivated infantry, equipped with the finest arms and armor that only a race that strives for perfection can produce. Each king also maintains an honor guard of the most experienced soldiers from families of the warrior elite, many of whose martial traditions date back to the times of the ancient war between the celestial giants and the dragons.

The Elorii Nations

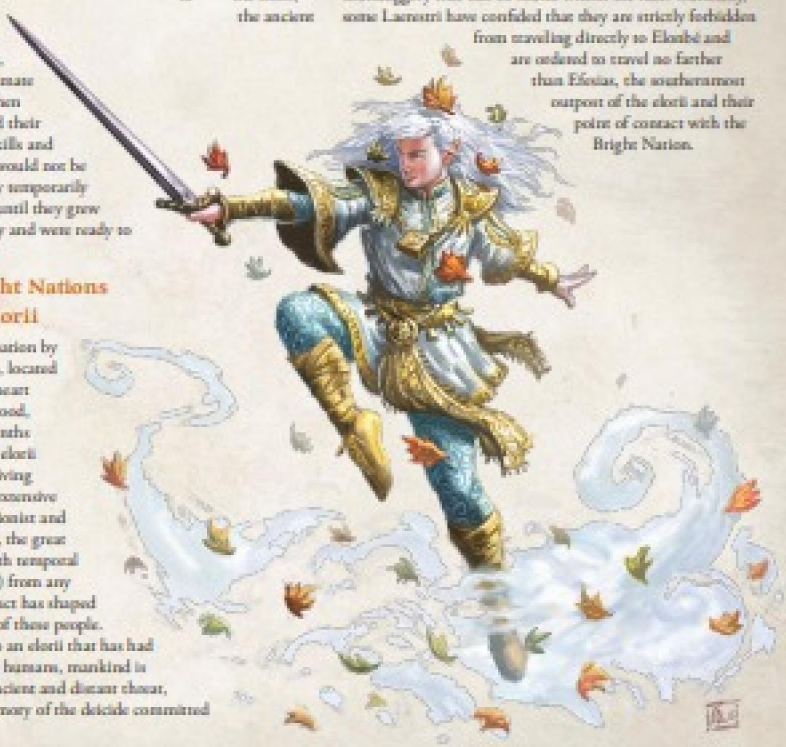
The elorii are one of the most ancient cultures on the face of Arcanis, yet one of which there is little known. They rarely speak about their people, history or homeland to outsiders, which has led the various human nations to have vastly inaccurate views of the race. As an example, outsiders think of the elorii as a monolithic culture, but nothing could be further from the truth. Each of the three elorii nations, and even each of the five bloodlines, are distinct in purpose and outlook.

The elorii enjoy an unusual kind of immortality by way of the Unomar. According to the Laerestri, a group of elorii from the Vastwood, when an elorii dies, everything that they are, their memories, skills, triumphs and failures, their very essence, is sent into the Unomar. As they explain it, the Unomar acts as a limbo, where the soul waits intact for the birth of a new elorii to serve as its new vessel. Thus, the creators of the elorii, the nana of the ancient Empire of Yahanmere, built the ultimate warriors. When an elorii died their memories, skills and experiences would not be lost, but only temporarily unavailable until they grew into maturity and were ready to fight again.

The Bright Nations of the Elorii

The largest nation by far is Elonbé, located deep in the heart of the Vastwood, with eight-tenths of the entire elorii population living within that extensive forest. Isolationist and conservative, the great distance (both temporal and physical) from any human contact has shaped the outlook of these people. According to an elorii that has had contact with humans, mankind is seen as an ancient and distant threat, with the memory of the deicide committed by the Pantheon of Man still fresh in their minds.

However, the ruling council of Elonbé understands their isolation is detrimental to their nation, with the unknown being the greatest possible enemy a people can have. To counter this, the Council of Ethelos sent out scouts with instructions to interact with mankind, to learn as much as possible about the current situation in the outside world, and determine who the elorii of Elonbé can call friend or foe. Called the Laerestri, these young, curious elorii travel the world working with (and for) humans to learn their customs as well as the nature and capabilities of their armies. An ancient prophecy of the elorii prophetess Ardelia states that some humans will be needed in the end times, and these Laerestri seek to identify them. The Laerestri have learned much about humanity, reporting all the varied extremes of virtue and honor or depravity and skullduggery that can be found within the race. Curiously, some Laerestri have confided that they are strictly forbidden from traveling directly to Elonbé and are ordered to travel no farther than Efestas, the southernmost outpost of the elorii and their point of contact with the Bright Nation.



Elorii Naming Conventions

Elorii names are purely descriptive. Every name has a literal meaning in the elorii language; in fact, they are all phrases in and of themselves. The Eloran tongue is an elegant successor to the Suethric language, though less sibilant and more lyrical. In fact, to the trained ear, many elorii names are stunningly similar to ssanu names.

There is also little distinction between male and female names, differences are found almost entirely at the end of the name. For example: Ardelos is a male name that means "He who speaks of life" and this is exactly the same name held by the prophetess Ardelia or "She who speaks of life."

Something that causes confusion to those that strive to learn the Eloran tongue is that there really aren't that many components to words, but there are near infinite words – as every word is a phrase unto itself – and each of the components can mean dozens of things. Kel can mean destroy, devour, eat, fire, hunt, strive, war and more. Kelardemos means "He that loves to strive for peace" but to the novice speaker could seem to mean "He that desires to destroy all life." No elorii would ever bear that name, but a name with that meaning would more properly be Keldaros. As a result, simple changes in inflection can completely change the meaning of a word from something kind to something horribly insulting. Also, there is no limit to the length of an Eloran word other than the practical ability to not run out of breath.

Elorii names almost universally have one of 3 endings per gender:
Male: -os (he who), -as (the), -es (he which)
Female: -is (she who), -as (the), -ea (she which)

Unlike Elonbé, Malfia is less of a nation than a gigantic armed camp. The opposite of Elonbé, Malfélan elorii are skilled and experienced warriors who have continued their ages long war against humanity, along with just about every other sentient race as well. Very little is known of this savage culture, but what has been uncovered shows a people who live, eat and sleep warfare. To the Malfélans, there is no time for poetry or art – only constant training and engagement with the enemy. Due to the large amount of attrition from these battles, the Malfélans account for the smallest population of elorii in the Known Lands. Unlike their fellows, no Malfélan has ever been known to interact peacefully with any other race, and they are never seen except when on the warpath.

Entaris has the smallest population of all the elorii nations, but the most cosmopolitan. Not sheltered by a vast forest as is Elonbé, and lacking the army of Malfia, the elorii of Entaris have chosen to interact with the nearby human and inhuman nations that border their lands. As a result, they have become skilled merchants and diplomats, and have even built a trade city allowing others to live within its walls, albeit in a separate foreign quarter. While not having a large standing army, the Entarans do have one of the mightiest fleets in the Known Lands due to the masterful skills of the Order of Benotar, and by the aquatic powers of the Berokene. Though humanity is still viewed as a threat, the Entarans have come to learn that mankind is not a monolithic entity, but rather a varied people of differing values.

Wars Without End

For the elorii, the effects of the Coryani Civil War passed uneventfully for them. By comparison, the next four decades has been volatile for two of the three elorii nations.

In an act of beneficence to stop Suethrogoran aggression against the rational and enlightened human nation of Altheria, the Entarans extended their arms to protect them. Resources were expended and, most importantly, elorii blood was shed upon that land and how were the Eternal People thanked? The Altherians offered money to void their bargain with Entaris – as if they were common mercenaries to be bought and sold as any other commodity. When told that the elorii did not enter such treaties lightly and rarely dissolved them just because the danger had passed, the Altherians responded with threats of war.

Thus, to war the elorii were, for the second time in as many decades. The toll exacted upon the children of Altheria was heavy. Even with their capital in ruins, the Altherians dealt the fair city of Seremas a near mortal blow. In a suicide attack, they drove their three remaining air ships into the city, killing thousands, including many of the humans living alongside the elorii.

All were sure the war would have continued until one or the other was exterminated, but the Suethrogoran Empire took that opportune moment to attack Seremas. Heeding the ancient proverb that the 'enemy of my enemy is my friend', the Altherians and the Entarans agreed, in exchange for the elorii being released of their obligation to protect the humans of Altheria, they in turn would help repel the Scaled Horde.

The combined forces of the elorii and the Altherians made short work of the ourhetics, and the long and painful process of rebuilding began for both nations.

Meanwhile, the Malfélans decided that having a Human-Suethric nation so close to their border was a threat that could not be tolerated. Unfortunately, decades before, the Solani dwarves had moved in and occupied previous fortresses that abutted both the Suethrogoran Empire's northern territory as well as a portion of Malfia. In a blunder of epic proportions, a Malfélan phalanx chose to drive into the territory of the newly formed Absolian Dominion by going through one of these fortresses. In

short order, the Solani stationed there interposed this movement as an attack on the humans of the Coryani Empire and attacked.

This comedy of errors was compounded further when the Coryani legion stationed nearby went to the dwarves' aide. What should have been a skirmish quickly escalated as the Malfelians assumed the humans were invading and the Coryani in turn assumed the same.

The Incursion of '44, and later again in '56, as the humans called it, ended as these battles do; with no actual goal or territory achieved. Only, the ravens and other scavengers were the only winners as they gorged on the thousands that died on both sides of the war.

The Five Elorii Bloodlines

Within the elorii themselves, although individualism certainly exists, there are also distinct personality tendencies among the various bloodlines. These tendencies become more pronounced as an elorii ages.

The Ardakene are normally nurturing, thoughtful, free-spirited, and curious. Despite being the smallest of the five bloodlines, they make up a disproportionate number of the Laeroteri. Most priests are of this line, and are more likely to accept notions that not all humans are inherently wicked. When a xuthric population was reported in Milandir, the Ardakene prevailed upon the other bloodlines not to invade that nation to exterminate the Black Talons. Since then, the Laeroteri have reported that the Black Talons are not like the other Suthogorans of the far south, but instead are expatriates that despise the Serpent Empire on moral grounds. The Ardakene were the first to rebel against the reptiles in ancient times and were also the first to greet men when they landed on Orana. In the social order of the elorii, the Ardakene normally hold the position of spiritual leaders, likely due to the fact only their patron Goddess survived the deicide that destroyed the rest of the Elemental Lords.

The Mārokene are stoic and traditionalists. Things are the way they are for a reason, and without good cause, there is no need to change them. Though they hold old prejudices with great obduracy, once they are convinced to adjust their viewpoint, they will adamantly propound this new position as if it had been what they fervently believed all along. They are much like a mountain: unmoving most of the time, but an unstoppable avalanche when they do decide to shift. The Mārokene are the guardians of the elorii people and their society.

Contrariwise, the Berokene view change as the natural order of things. Calm and collected in the absence of opposition, they can explode into furious action when presented with an obstacle. They will continue to look for alternate paths whenever blocked, regardless of the endeavor. They are not opposed to compromise, and even small concessions by others will satisfy them for a time. A complete absence of visible options will often enrage a Berokene and rash action usually follows. Due to their strong passions and sensitive nature, the Berokene occupy the social niche of artists, builders and political opposition orators in the elorii society.

The Oualikene tend to go with the majority on most subjects, although they have their own strong positions on certain subjects. They are often nonplussed when change happens, but they can also shift their own positions when presented with a solid argument. Though they are highly curious, they also tend to have a short attention span. The Oualikene serve as the political leaders of the elorii society.

The Kelekene are intense and violent by nature. Force is an easy solution to any problem and the destruction of an obstacle, be it a living thing or simple barrier, is a small matter. The cost of such actions is rarely considered, leaving other elorii to regard Kelekene as shortsighted. Kelekene often seek seats on the ruling councils, but are rarely successful. They often feel (and show) great frustration with the 'soft-hearted' Ardakene and the "inflexible" Mārokene. They are passionate and make little effort to conceal their feelings. Like the flame that powers their very souls, they are a potent force when harnessed and a great threat when uncontrolled. Kelekene act as the scholars and instructors of the arcane in elorii society.

Appearance

All elorii are tall and graceful; most exceed six feet in height, and develop twice as fast as a human, being full-grown by their tenth year of life. As a race designed to be warriors, they are more durable than most of the other races, with a number of redundant organs, including twin hearts. Additionally, as an elorii ages, they grow taller. Every thousand years or so, should they survive, an elorii goes through a growth spurt of three to four inches. The eldest elorii is almost ten feet tall, and there is no crouching in their posture. They remain upright and firm throughout.

Members of a given bloodline are easy to identify by their appearance. The elemental nature of their souls is evident in their physical features.

The Ardakene are thin and fair-skinned. Their hair tends towards light brown to golden and their eyes towards green or hazel, although golden eyes are not uncommon.

The Mārokene are dark-skinned, either a deep tan or bronze. Their hair is dark brown, black or gray, not the silver of an aged human, but instead a grey like one would see in granite. Their eyes also tend towards brown, gray, or black. They are the stoutest and most muscled of the bloodlines.

The Berokene are the most graceful of the elorii. They are pale, and have a slight bluish tinge to their skin, looking much like a human that is very cold. Their hair is the deepest black and their eyes are blue, turquoise, or green – the colors of the sea.

The Ovalikene are lithe and tall, even for eloríi. They are not pale of skin, but their hair tends towards white or shining silver.

The Kelekene are slightly more compact than other eloríi and have unusually bright eyes, which are commonly purple or orange. Their skin is ruddy and their hair ranges from red-brown to golden.

Gender Roles

Since few eloríi females bear children due to the static nature of the eloríi population, there is little distinction between male and female roles in society. Females are as strong and as quick as the males, and many famous leaders in eloríi history have been females. The genders train side-by-side and are regarded as equally skilled in the arts of magic, battle, and craftsmanship. The eloríi armies have as many females as males, both on the front lines and in positions of command and authority.

The different bloodlines cannot interbreed, as they are, in effect, different races. The elemental essences are incompatible and in many cases, possess diametrically opposed natures. While outsiders hearing eloríi of different bloodlines calling each other 'brother' or 'sister', believe that they are somehow biological siblings, the fact is that they share bonds of friendship and shared travails.

Nobility

Each of the nations is ruled by a council of ancient and respected elders. Several of these rulers have been in positions of leadership for millennia. Due to the unique eloríi nature, many of the younger council members are reborn heroes of the distant past possessing the memories of their previous incarnations to guide them in their current role. Though the eloríi culture is largely egalitarian, it is no coincidence that most leaders are incarnations of past leaders. Even death is not enough to suppress a great soul.

The eloríi do not possess a noble class, but it is a mark of honor to be a reincarnated hero and respect is often shown to those fortunate enough to have been a one in a previous life.

Commoners

In the absence of a violent or accidental end, eloríi can theoretically live 'forever.' As a result, an eloríi will learn many trades in their life. Thousands of lifetimes of work from each eloríi soul has led to a great society of high architecture and an infrastructure that supports the population in great comfort.

Eloríi society is egalitarian, so hard work is rewarded and the lazy find only scorn. As a result, few eloríi fail to do their part as even the worst lay-about will eventually 'grow up' when given hundreds of years to do so.

Religion

Religion is the core motivating factor in eloríi life. The goals of the entire society are driven by the desire to return the Elemental Lords to life. The ruling councils of the individual nations consult with the Lifewardens of Belisarda regularly and the ancient prophecy of Ardelia continues to guide the course of eloríi life.

Each of the ancient Elemental Lords is still worshipped, and priests continue to pursue their traditions despite their deities' absence. Ardelia, the prophetess of Belisarda, has commanded that the Elemental Lords' veneration be continued until they are returned. However, any powers or cants granted to these priests are known to actually be blessings bestowed by Belisarda, not the lost Elemental Lords.

Though not every eloríi openly proclaims their faith, each holds an unshakable conviction in the gods of their people. A few of the eloríi alive today were alive when the Gods walked among them, and even an eloríi who is too young to have met one of the Elemental Lords probably knows someone who did. Additionally, each eloríi has a soul that has been through many incarnations, and so remembers their Gods walking upon Ascanis, even if this is just a dim memory. The immediate presence of Belisarda is felt by her priests and, to a lesser extent, by all eloríi. Unlike humanity, the eloríi have a deity that still speaks to them.

This unshakeable belief in the existence of their Gods, combined with the knowledge of their immortal nature, means that eloríi do not fear death. Though they will not throw their lives away, the certainty of reincarnation allows them the confidence needed to perform great acts of bravery.

Military

It is the duty of every eloríi to prepare for the great war that will inevitably come. However, the exact nature of this war is unclear. Many think it will be fought against mankind, while others believe they will stand alongside man against an even greater enemy, either the Sunthrogonans or some as-yet undiscovered foe. Regardless of their personal beliefs about the eventual adversary, every eloríi trains for the war. Regardless of bloodline, profession, or nation, each and every eloríi is taught the ancient arts of blade and bow. When the war does come, nearly every single eloríi alive will be able to take the field as trained soldiers.

The Malfelan are a nation of warriors and veterans, honed to a fine edge by millennia of warfare against implacable and powerful foes. The Emerans have a mighty and accomplished fleet. All told, their centuries of training, combined with little fear of death, make the eloríi one of the greatest and most capable armies ever to take the field of battle. Eloríi believe in their racial martial superiority without question; it was their race, after all, that finally brought down the mighty Yahsumoran Empire, and it is their race that shall stand above all others in the end times.

The Hinterlands

The region known as the Hinterlands is a contradiction in terms, being at once vibrant with life with its wide-open plains as well as foreboding and mysterious, filled with conflict and strife. Not a nation but a region, the Hinterlands are a collection of tribes and city-states. The balance of power between these groups is precarious at best, and the shifting sands of the land hide the corpses of many who failed to heed to the dangers presented by the land and its native creatures, both human and otherwise.

The major indigenous people of the Hinterlands are the Yhing hir, also known as the Lords of the Horse. They occupy much of the southern and eastern portions of the region. Some scholars believe them to be an offshoot of the Khitani Empire from the time of the raising of the Godswall mountain range, although the truth of their origins is shrouded in mystery. The Yhing hir are divided into four major tribes, with a man's first loyalty being to his tribe.

The People of the Hinterlands

The Vanomir are considered the typical Yhing hir, whose tradition of horsemanship is second to none. Their tribal capital is the great city of Sicaris, famous for its gladiatorial arena. Though the city is autonomous, it has a history with the Coryani Empire. To this day there is an imperial official known as the Commander-Magistrate in residence, along with a small legionary garrison.

The Hurkomir tribesmen are claimants of the region known as Pricklespur Forest, and are now largely mixed with the native Pengik peoples of that forest. Their ancient memories, courtesy of tribal stories and legends, stretch back to gods that existed before the Pantheon held sway and a nation of serpents ruled over this land.

The Takomir reside mostly along the Bleak Coast, dwelling primarily in the towns of Jappa and Pearlspar, and mingling with the people of Camsure. Their mounted archers and scouts are acknowledged as among the finest to be found anywhere in the Known Lands.

The smallest of the tribes is the Khar Gi, who most closely resemble the Khitani. Though sharing some of the customs of the other tribes, the other Yhing hir see them as something apart from the rest. Their pride and aggressive nature is well-known to the people of Milandir and Cancori.

The single most valuable possession of any Yhing hir – in truth, more like a brother than a beast – is his horse. In addition to the noble and beautiful animal's obvious virtues as a faithful steed, fierce war companion, and tireless laborer, the horse is considered a divine gift, test of manhood, and measure of material worth all rolled up in one. Indeed, most Yhing hir will not even deign to speak with a man who does not own a horse, and the purchase of a horse is often the only way an outsider can alleviate the scorn and derision with which Yhing hir treat those who are not of their own people.

The mighty Free City of Camsure, Jewel of the Coast, began its life some eight hundred years ago as a penal colony for undesirables, as well as those the Coryani Empire wished to make disappear but who were too powerful or important to simply be killed. At some point, these

individuals staged a coup, fueled by alchemy and invention, and the Six Houses that arose from the ashes of that conflagration still rule the city today in an uneasy truce backed by a pact of non-aggression. The people of Censure are a bizarre mixture of Skohir, Yhing hir, and Coryani. Censure is a thriving city and serves as a center of commerce and trade for many nations, though legends tell of deeper and darker things that yet fester in the caverns beneath its streets.

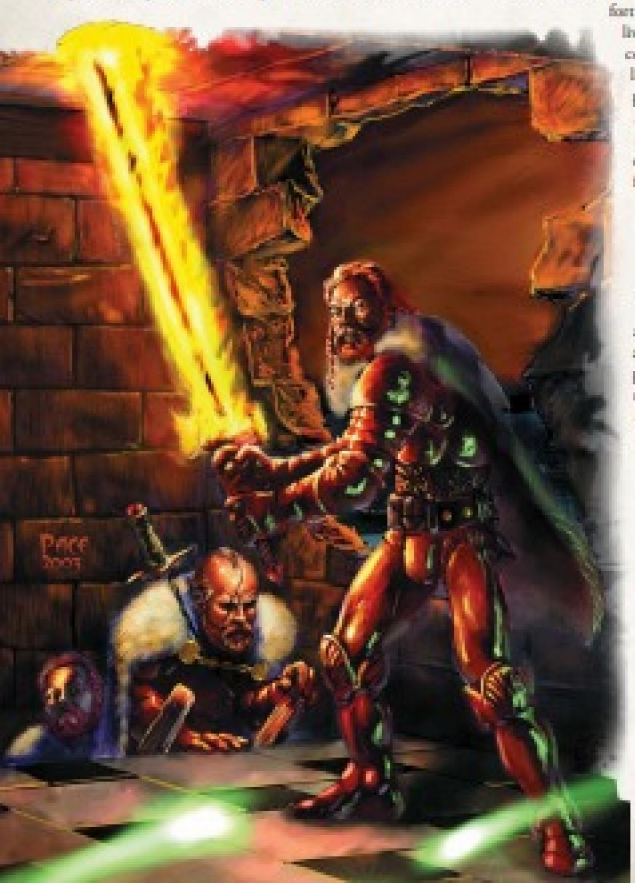
In addition to the Yhing hir, various other people dwell in the Hinterlands, including the monstrous Hua'gi; the Cult of the Jackal and the fanatical minions of the Hyena Queen, who is believed to have the powers and immortal lifespan of a goddess; the Knights of the Order of the Holy Pillar, who ward the Hinterlands against the Hyena Queen and spread the worship of Hurrian; the ancient and mysterious Serpent Men of the Hidden Canyon of Zhu; the infamous Ehtzara; the mighty Nietite city of Erduk, home to the most loyal adherents of the Sword of the Heavens, the Erdukeen.

The city-dwellers of the Hinterlands are not unlike their counterparts in more civilized nations; politics and internecine warfare dominate as manipulation and behind-the-scenes backstabbing create subtle yet irrevocable changes in the balance of power. The merchants of Sicaris, situated at the center of many caravan routes, are legendary for their bargaining savvy, and indeed a man who cannot drive a hard bargain in Sicaris is not considered a man at all. The lifestyle of Sicaris is lush and luxurious, with the gladiatorial games commanding much of the city's attention and passion.

Meanwhile, the Free City of Censure features a huge, fortified port, and its 90,000 inhabitants live in a melting pot of cultures, with commercial trade dominating daily life and hundreds of markets and plazas featuring goods from anywhere and everywhere. Trade in Censure is carried out under the watchful eye of the Six Houses, the ruling families who control taxes and set the policies of trade through the Hall of Commerce.

Finally, the Erdukeen dwell within their volcanic city of Erduk, birthplace of the Swords of Nier. They are a people dedicated to Nier's aspect as the Lord of Destruction, and are among the most spartan people in the known world. They rarely leave their own city except to make war on their neighbors, less to conquer territory but as part of their worship of Nier.

Lastly, adjacent to Erduk, built within a volcano, is the dwarven enclave of Nol Dappa, who share the Erdukeen's fervent worship of Nier.



The Fifth Crusade of Light

One of the benefits of being so far removed from the center of the Known Lands is that the Hinterlands were fairly well insulated from the horrors of the Coryani Civil War. However, living under the shadow of the

Yhing Hir Names

It is believed that the Yhing hir nomads are descendants of those people who ranged from the far west to the Hinterlands region. This long migratory path ended with the creation of the impassable mountain range known as the Wall of the Gods, or simply, the Godswall. The Yhing hir naming conventions have changed greatly throughout the intervening centuries. As the land has had many conquerors, from the ancient Ausurite warlords, to the Coryani Empire, the various peoples have a wide variety of names from throughout Known Lands. In fact, if your Hero hails from Cenaure, Sicaris, or Jappa, it is appropriate to choose a name from anywhere within this book.

The following examples merely indicates how to select a common Yhing hir name. A Yhing hir name is often a descriptor. A great Nawal that conquered other tribes and once threatened to take Naerasnth was known as Tumen Ordu, literally ten thousand camps, in honor to how many men he led. To his family he was Berke, or difficult.

Any of the Steppe peoples of Central Asia provide excellent examples of Yhing hir names.
Male: Batsar, Batukhan, Chuluun, Suhibatsar, Surbutai
Female: Bayarmaa, Khongordzal, Narantsetseg, Odval, Xiao

Godswall, especially after Illiir's Blessings were revoked, made living in the area a perilous prospect.

Soon after the fall of the Godswall, certain elements of the infernal forces made their first sortie over the mountains and fell upon the city of Sicaris. It was only through the valiant efforts of the city's champions, as well as the timely arrival of reinforcements from Coryan, that saved the strategic city from total destruction.

Yet it turned out the hundreds of infernals that attacked Sicaris was merely an expeditionary force meant to probe and gather intelligence for the archdevils, who desperately needed to know what had occurred in the outside world during their millennia-long imprisonment.

Whether it was divine providence or just dumb luck that young King Osric had called the nobles of his kingdom to crusade against this threat, he and his knights happened to be at the right place at the right time. After touring the cities of the region, the crusaders were traveling north to Jappa when the Infernal Horde attacked.

The Fifth Crusade of Light engaged the infernal forces for eleven years, during which time the battle lines were redrawn a multitude of times; the crusaders were able to push the demons back to the foot of the Godswall at one point, while at another the infernals threatened the very walls of Cenaure.

Most historians agree the Fifth Crusade of Light ended in a stalemate. Vast numbers of the infernals either retreated to the relative safety of the Unsealed Lands, as they are called now, the Fiendish Expanse, or were hunted down and destroyed. Likewise, the human toll was heavy, with even King Osric being grievously injured and dragged back to Milandir for his own safety, and an entire generation of the Vanomic, Skohir and Khur Gi tribes virtually wiped out.

Now rumblings are being heard once more from across the Godswall of an out and out invasion by the infernals. With Osric calling another crusade, there can be little doubt that the fate of the Hinterlands, as well as those nations that border it, is still in question.

Appearance

The peoples of this land are mostly short of stature and swarthy of complexion, with rounded faces and dark, braided hair. The native style of dress is garish and bright, with elaborate embroidery. Sashes, turbans, and loose pants tucked into high riding boots are typical for men, while the women prefer loose, gauzy skirts with complex patterns and lots of decorative silver jewelry. Though there are a few cities and settlements, most Yhing hir still follow a nomadic way of life, dwelling in large, colored tents as they follow their seasonal migrations.

Gender Roles

Whether out of necessity or disposition, those that dwell in the Hinterlands are warlike. As is typical of such cultures, most of the prominent and powerful individuals are male. The nomads of the Hinterlands treat their women with respect, but in matters of politics and war, a woman's counsel is seldom heeded, at least in public. Many a great tribal leader possessed the wisdom to listen to the whispers of his wife in the privacy of their tent.

One notable organization in the region is the Pearl Maidens, a fighting order who make their home on board a large ship known as *The Way of the Pearl*. These beautiful maidens are an incredible sight, and are possessed of both great martial prowess and an extensive intelligence network. Their Abbess-Captain is afforded all the respect that is due any male leader by the Yhing hir clans. The Pearl Maidens hone their ancient craft of pearl diving in the rich oyster beds of the city of Pearlspar, situated on the banks of the Pale Sea.

Nobility

The individual tribes of the Hinterlands have their various chieftains, called *Nawals*. Few tribes seek to control large swaths of territory, as the oases and other safe resting places are of far more value, and are few and far between in this harsh land.

There are a large number of wealthy merchants, mostly located in the trade-rich cities of Sicaris and Censure. These men and women prefer to remain in obscurity, focusing on the advancement of their personal fortunes rather than dabbling in political and military matters.

Despite the general predilection of Hinterlanders towards individual safety and security, and away from larger concerns, there are a few individuals of note who have risen to the heights of political power – mostly by climbing over the corpses of their would-be rivals.

Val

While there are certainly val in the Hinterlands, they do not play the dominant role the way they do in many of the other nations of the Known Lands. The lack of any organized central government has much to do with this, as well as the fact that the human tribesmen of the Yhing hir respect no authority other than that of blood and steel. Another reason may be due to the spirits that the Yhing hir venerate shy away from the val. Some tribes exile young val because of this, while others do not treat their fellow tribesman differently, but do keep a wary eye on them. Since the spirits will not truck with val tribesmen, they rarely rise to the head of their tribe.

The two exceptions to this rule are in the Nisrite city of Erduk, where the val'Vindan are the principle powers, and the city of Censure, where House val'Haupt of Saluwé is one of the six noble Houses of Censure. Even here, however, they are given deference less due to their heritage as a val and more to the power of their merchant house. The val'Haupt have been allies of the val'Holryn of Mlandir for many years, and are also well-known in Cafela and the Pirate Isles. They have forged an alliance with the Takonir tribes of the Yhing hir, and as a result have access to the finest breeds of horses and the most elite cavalry warriors of the region.

Commoners

There are few peasants in the Hinterlands, at least of the sort typically found in most nations. Farming is difficult, and staying in one place for very long is generally regarded as an invitation to be attacked. The only way one can survive is by his own strength and the strength of his tribe. From the warrior-nomads of the Yhing hir to the minor merchant houses and laborers of the cities, the people in this region learned they can rely on no one but themselves. As a result, they place little trust in kings or other earthly leaders. Apart from the major cities, there are few settlements of note. The nomadic tribes do create tent cities for short periods of time as they move across the Hinterlands, but these villages vanish as quickly as they appear.

Religion

Most of the denizens of the Hinterlands respect little more than overpowering force and guile, although they also have a healthy reverence for gods and spirits and consider taking an oath to be sacred. The Pengik shamans in particular have a rich oral tradition, and their lengthy histories and stories speak of gods long forgotten and empires long since ground into dust. The Pengik believe they were created as thralls of an ancient kingdom of serpent men, sinister and uncaring. The sinister sorcerers of the Ghost Jackal Cairns travel invisibly throughout the Hinterlands, seeking to enhance their otherworldly powers and commune with the very land itself. It is said horses are terrified in the presence of these black magi, which is another reason why the Yhing hir value their equine companions so highly.

Yhing hir shamans act as a conduit between the living land and their tribe. These spirits can be one inhabiting a watering hole, an ancient tree, or a rock formation. Others are spirits that embody certain values the Yhing hir admire, such as the courage of the warrior, or the nurturing touch of a mother.

The Pantheon of Man dominates to a much lesser extent in the Hinterlands than in many of the other regions of Known Lands, although there are certainly adherents here. The Yhing hir know Nisr as the Divine Judge, and beseech the spirits of those they kill in battle not to speak ill of them when they face Him at the gates of Paradise. Saluwé is frequently worshipped here, as She is prayed to for crops as well as fertility. In the north, the Knights of the Order of the Holy Pillar combat the Cult of the Jackal and the forces of the Hyena Queen while spreading the worship of Hurrian far and wide. Skohir warriors of the city of Jappa are courageous adventurers and devout worshippers of Illitr, Saluwé, and Yarris, whom they worship as a divine trinity.

Military

Everyone who lives in the Hinterlands is a warrior in some fashion or another. Self-defense is a daily necessity in this harsh and unforgiving environment. The Yhing hir culture is essentially that of the traditional nomadic warrior, and the tribes can field surprisingly large numbers of mounted fighters and archers. No empire or nation has successfully subjugated the Yhing hir except in isolated spots, and it seems unlikely that any ever could. In turn, the Yhing hir themselves have failed to subjugate the wily Pengik, whose matriarchal family lines rule over various territories and ancestral holdings. The history of that region is that of interbreeding and mingling of cultures rather than that of one group conquering another. Even the Cancori, in seeking to extend the Red March to the sea, were forced to negotiate rather than dictate, and a periodic exchange of arcane lore takes place between the priests and necromancers of Nishanpur and the wily Eherara.

The Kingdom of Milandir

The Kingdom of Milandir is a nation founded on honor and duty towards others. Power is largely decentralized, with much of it in the hands of four great lords: the Dukes of Naeraareth, Sylvania, and Tralia, and the Margraf of Eastmarch. The Duke of Naeraareth, Osric val'Ossan, is more commonly known as King Osric IV. Each duke draws his power from the nobles below him, and ultimately from his citizens. There are no serfs in Milandir as every man has rights, even in the face of his lord, duke, or king. This individual freedom and power often causes friction between traveling Milandistians and officials in other nations, as the Milandistian does not feel obligated to unquestioningly follow the dictates and commands of the local nobility.

A typical Milandistian views his nation as the beacon of righteousness in a wicked world. Slavery, heretical worship, and absolute tyranny are the stuff of other lands. If one were to point out to a Milandistian that he is more fortunate or prosperous than a citizen or subject of another land, his response would be: *"Of course I am. I am Milandistian."*

On the whole, Milandistians are honest, charitable, forthright and quick to render aid to others in need. Milandir is the first to answer the call to a crusade, the first to march to fight a great menace, and the first to offer charity to others. Sometimes this aid is unwelcome; the people of Milandir are often viewed as busybodies that interfere in others' affairs. Milandistians occasionally appear as self-righteous, due to the widespread belief that other nations would not have the problems that they have if they were only more like Milandir. With few exceptions, Milandistians are a stoic people whose hot passions are held in tight check.

Trade is the lifeblood of the duchies of Naeraareth and Tralia, where foreigners are made to feel welcome. Strangers are less well received in the more isolated parts of Sylvania, a rural duchy where even other Milandistians are sometimes uncomfortable when visiting.

A Milandistian's word is his bond, and an oath-breaker is worthy only of scorn. Asking a Milandistian to swear by Sarish or take a Sarishan Oath is a grave insult if asked to do so by one's comrades, family or partners, but it will be taken if either party is not well known to one another.

In the Duchy of Tralia, the val'Holryn have a constituency like no other in the Kingdom: the fealty of the Black Talon si'ressen. These xenthrics are unlike any subjects of the Suthregoran Empire in that they have turned from the mindless obedience of their foul masters, following a vision given to their Matriarch by a forgotten god known as the Fire Dragon. This vision guided them through their harrowing escape from the Kraldjur Morass north into the unknown. As the colder months began to set in and their faith began to falter, the Fire Dragon led them unerringly to the Sulfur Marsh in the Tralian Duchy of Milandir.

Upon discovering the appearance of well over a thousand xenthrics upon his lands, the Duke spoke with the Matriarch of the Egg Clutch and quickly came to a mutually satisfying agreement. In exchange for granting the si'ressen dominion over the Marsh (a useless plot of land, if truth be told), the Black Talons would swear fealty to the Duke and Kingdom of Milandir. Since that day, none have ever doubted the bravery nor the sincerity of the si'ressen's oath.

The Aftermath of the Fifth Crusade of Light

As noted in the Hinterlands section, Milandir's past forty years has been primarily occupied by the Fifth Crusade and the battle against the Infernal Horde, as well as the loss of Moratania (see Hinterlands and Almeric entries respectively). However, other notable events did take place in the intervening years.

After being gravely injured, Ozric's retinue stopped in the Takomir city of Mil Takara to rest. While there, his scouts discovered chilling news. While the cream of the Milandirian knighthood bled and died for those craven souls, Takomir marauders took the opportunity to raid the East Marches and even strike within sight of Naenanth itself. Enraged by this despicable act, Ozric ordered his knights to sack the city and burn every building and tent to the ground. *"Let the name Mil Takara forever more be synonymous with ash and scare,"* were his exact orders.

Word spread quickly of the brutal attack and reached Sicaris where a century of legionnaires, left as a token symbol of Coryani influence in the region, were stationed. The centurion in command, one Valarius Maltova Junius, taking his vow to protect his Yhing his charges seriously, marched his troops to the besieged city at once. Ozric would have waved them off and explained the situation had the centurion been less hot-headed, less bloodthirsty, but having been ordered to a backwater region with nothing but rabid wolves to defend against is hardly the acts of glory Centurion Valarius dreamed for himself.

The legionnaires struck quickly and killed a score of knights before the alarm was raised. At the sight of the dead, the King of Milandir said, *"If the Emperor of Coryan chooses to unleash mad dogs, it should come as no surprise that they would be put down."* By dawn's light the next day, every legionnaire was dead. To their credit, none, not even the last lowly legionnaire, begged for quarter. Just as well, as the knights were hardly of a mind to offer any.

When Ozric returned so gravely injured from the crusade, concern grew that their king had not married and provided for an uninterrupted lineage should he pass away. Ozric appeared to be a confirmed bachelor, rebuffing each and every overture by nobles scrambling to elevate their position in society by marrying off one of their daughters to the king.

After having such a close encounter with death, Ozric finally bowed to the inevitable, and after consulting with his closest advisors, he announced his betrothal to Marixa val'Haupe of Centaure, whom he met during the Fifth Crusade.

The young Marixa was completely infatuated with the courageous and handsome king, and within a year of their vows gave the kingdom its first prince, followed closely by twin princesses as well as another prince.

But the charm and love that Queen Marixa had for her husband slowly became disdain, and then out-right loathing as the king spent less and less time at her side. Ozric tried to compensate for his absence by bestowing upon her gift after lavish gift, many of which ended up as fuel for the queen's fireplace. After being warned that the queen's affections were waning, Ozric pled that, *"The affairs of state take precedence over the affairs of the heart, and that as Queen of Milandir, she should put her people's well-being over her own pleasure."*

To say that the Queen was not amused when she heard of her husband's declaration was an understatement. In a fury that was said to have made even Hartian cringe, Queen Marixa stormed into the palace and ordered her entire household, children, furniture and staff be moved to the Summer Palace in the Duchy of Sylvania. When he discovered this, Ozric was said to have shaken his head as he headed for his private office and quipped, *"At least she didn't take my desk."*

Sadly, she had.

Appearance

Ethnically, Milandirians are mostly descended from a tall, fair race of men, similar to the Skohir of the Hinterlands. Hair tends to be light or medium in color: red, blond, light or dark brown. Eyes tend towards blue and hazel. Due to a diet rich in meat, Milandirians have a tendency to be strong and healthy, averaging almost six feet in height. In the northern areas of Tralia, there is some influence of ethnic Cancori, particularly of the southern Nerothian variety, and the people usually have darker hair. In Eastmarch, there are many ethnic Yhing hir and interbreeding has caused round faces and narrow eyes to become the norm. Despite the fact that it was a province of the Coryani Empire for nearly a thousand years, there is little evidence of Coryani lineage in the people of the modern nation of Milandir.

Gender Roles

Women are not obligated to provide service to the nation (military or otherwise), but are also not prohibited from doing so. Noble women often hold positions of influence within the nation and the val'Dellenor ruling class of Sylvania inherits land and title through the female line instead of the male. In traditional society, women manage the household, including finances and staff (if any), and are expected to support their husbands in public.

Milandisian Names

Ouric II declared a law mandating that every Milandisian have a surname in order to improve record keeping for the purposes of conscription and tax collection. Commoners have two names, a given name and a surname. The old style of naming was a given name followed by a profession. As a result, many Milandisian surnames match the professions of the person's great-grandfather. Location names are also common.

Nobles have more complicated names. Typically, a noble has a given name and a second name that matches some famous ancestor, or family friend. These two names are followed by a distinctive family name passed down through all male progeny of the line; val families use their bloodline names for this purpose. This naming convention is descended from the tria nomina system from Coryan. To avoid confusion, nobles also add the descriptive von (of) to show where they are from.

To create Milandisian names of your own, use the following guidelines:

Eastmarch: Hungarian
Moratavia: German
Naeraanth: Teutonic
Sylvania: German
Tralia: Polish

Common Milandisian Male Names
Eastmarch: András, Albert, Benedek, Csikós, Henrik, Lukács, Rikárd, Viktor, Zsigmond
Naeraanth: Adelbert, Benedict, Gerard, Henry, Lucas, Ricard, Sigmund, Sinko, Victor
Sylvania: Albrecht, Bernhard, Gerhard, Heinryk, Lukis, Reiker, Victor, Sigismund, Tobias
Tralia: Albrycht, Bernard, Feliks, Henryk, Lucjan, Ludwik, Ryszard, Szymon, Wictor

Common Milandisian Female Names
Eastmarch: Agáta, Brigitta, Éva, Henriett, Magda, Matild, Réka, Tessza, Zsuzsanna
Naeraanth: Agatha, Brigitte, Gretchen, Henrietta, Lotte, Matilda, Susanna, Trudi, Yvonne
Sylvania: Brigid, Gertrude, Grete, Lottie, Magdalene, Nadja, Trudl, Ursula, Zella
Tralia: Aleksá, Brygidá, Ewá, Giertrudá, Henryká, Isabelá, Marja, Matyldá, Urszulá

Common Surnames: Ackerman, Biermann, Deak, Eisenhauer, Grunwald, Hirsch, Krause, Loewe, Meier, Naeraanthstadter, Ostermann, Schweitzer, Trallaner, Weissmuller

Selected Noble Family Lines: Amsel, Gelbachen, Lohgin, Tildeghast

Nobility

The nobility is raised with a strong sense of obligation to protect the citizens of the nation. Nobles are fostered to another noble household at age ten to learn the skills needed to serve the nation. During this time, they are first required to serve as common laborers, performing chores for their sponsoring lord so that they never forget the plight of the common people. Later, they are squired to an individual knight to learn the skills that they will use to serve the nation in the future, be it diplomacy, piety or skill at arms. All nobles are obligated to provide four months of service per year, usually military, or to provide troops adequate to have others serve in their stead. Bastard val not raised in noble households are bound to the Household of the Crown by law and must provide their four months of service directly to the king.

Nobles also serve as judges, as every Milandisian is entitled to a trial. Any three landed noblemen can serve on a tribunal and hold court. Individual noblemen must be appointed by one of the four great lords in order to serve as a magistrate. Nobles are not above the law, but as all citizens are entitled to a trial and only noblemen ever serve as judges, there is some preferential treatment that does occur.

Noble titles are important in Milandir, and the relative influence such a person would have is often summed up in a single word. Obviously, the king is the highest-ranking noble of the nation, followed by the dukes, but there is a great bit of subtle meaning in the other titles. A *graf* is the ruler of a county, and many variants of that term more clearly define what sort of noble he may be. A *margrave* rules a borderland, a *burgraf* would rule a city, and a *landgraf* would be something of a viceroy over conquered or disputed territory.

The lowest of the landed noble ranks is knight-protector, who acts as leader over a small town or community. In those settlements that are far from urban centers, the knight-protector can act as sole judge, if there are no other nobles available.

The Black Talon Ss'ressen

The nobility of the Black Talon ss'ressen is concentrated in the females of the species. As mentioned previously, ss'ressen as a whole are a matriarchal society, and the Black Talon Egg Church is no exception. The right to breed is a powerful and sacred one to the species. As such, male ss'ressen must endure trials to gain mating rights, while the females pick and choose those whom they will mate.

When the Black Talons joined Milandir, there was already a precedent for a matriarchy in the form of the Duchy of Sylvania and the val'Dellenov. The oldest breeding female of the egg church holds the title of Mother Matriarch, while other breeding females are given deference as well and are called matriarchs if they have laid eggs.

Females are the only ones of the species that may conduct religious celebrations and lead gatherings of worship. Males are never allowed into the ranks of the priesthood.

Though the females rule politically and religiously, males dominate in one specific area: warfare. The strongest and boldest of the male Black Talon ssressen is named Warlord of the Egg Clutch. Indeed, so fierce is the current Warlord, a position he has held for over four decades, that he also holds the position of King's Champion – an unprecedented feat in the history of the Kingdom. Despite his obviously inhuman appearance, this incredible warrior has demonstrated unswerving loyalty and dedication to the Crown as few others have.

Val

Compared to other nations, the percentage of the val race is quite high. Milandir is a nation where social mobility is possible; nobles often take commoner spouses, and distinguished service to the Crown often leads to promotion to the nobility. Non-val that hold such positions often seek out val spouses. Lords do this to add greater prestige to their title, and knights to ensure their children are considered nobility as well.

Commoners

The common folk are, for the most part, well-treated and plentiful. The tireless work of priests has largely held off the ravages of plague, and the Milandirian countryside is mostly fertile farmland. There is little untamed wilderness; most of the nation is covered with farms. Every mile or so is a small farming village of five or six families arranged around a spider web of trails. Much like the people of other nations, the average Milandirian does not travel more than twenty miles from home within his lifetime. A headman chosen by the villagers rules each individual village, and a number of these settlements are grouped around a larger town governed by a knight-protector, who is responsible for the protection of the area.

Within the cities, the guilds exert great influence and electors chosen by them form the governing council of the town. The nobleman of the town is responsible for its defense and serves as the head of the town, though he cannot do anything without the support of the council.

Religion

Since its inception as a nation, Milandir faithfully followed the tenants of the Mother Church of Coryan, despite the sometimes tumultuous relations the two nations have experienced. In fact, since the times of the Heretic Wars, the Prelate of Naemanth – the spiritual leader of Milandir – has been appointed by the Mother Church. The last such was a cousin of the Emperor, Sabinus val'Assanté.

For many and varied reasons, Sabinus won the King's trust and ear, quickly becoming his closest advisor. For many years he warned of the ability of the Emperor of Coryan to meddle in the affairs of the good people of Milandir through the auspices of the Mother Church. Oric would agree, but was wary of making a move that would offend his pious people.

Then Matriarch Elandré val'Assanté 'found' the Revelations of Illit and incorporated them into the Canticle of the Pantheon, profoundly changing the very tenor of their common religion. Immediately, Sabinus advised the King that if he didn't act quickly and decisively, that the very souls of people would be in danger.

Gathering his nobles together, Oric proclaimed Milandir could no longer be part of a Church that so cavalierly changed holy texts as easily as a Larissan priestess changed skirts. *"Men must swear to follow the words of the Gods without fail"*, he exclaimed, *"not change those words to better suit their own agenda."* With that, King Oric declared that the fundamental tenants of the Gods would forever more be enshrined in the acts and words of the Milandric Church. Then in the same breath, he named Sabinus val'Assanté as the Defender of the Faith and Primarch of the Church.

Many wonder whose shock was greater – the Matriarch of the Mother Church upon hearing of this severance or the assembled nobility at realizing that "the fat Coryani" would forever be enshrined in their history?

Military

Every able-bodied man between the ages of fourteen and forty is required to receive training and serve his nation in time of war. Each man is provided weapons (typically a halberd and heavy crossbow for urban men and a longbow and spear for rural men), and trained in their use; armor is left to the individual soldier to provide for himself. Most conscripts do own armor, as Milandir has fought several wars in the last two centuries, and equipment and spoils have been passed down from father to son. In times of trouble, these conscripts are called up, and muster in units organized by home region. In addition to his arms and armor, each man is expected to bring enough food for seven days. This allows the nation to organize armies of tens of thousands or even hundreds of thousands within a few short days. This is important, as the standing army is rather small. Many conscript forces are organized along guild lines, especially those from the cities, and guild masters often gain elevation to the nobility after military campaigns.

Unlike the Coryani army, there is no fixed unit size in the Milandirian military. Soldiers are arranged into 'battles', numbering from scores to hundreds of men. These battles are raised into 'regiments' of varying sizes. The senior nobleman of the area, from which the force was raised, commands each regiment. The retinue of nobles is more organized and better trained, since it is made up of traditional knights and professional soldiers in service to wealthy and influential noblemen.

The Pirate Isles

A series of islands laying off the northern edge of the Bleak Coast of the Hinterlands has a reputation for being a safe haven for every type of miscreant, malcontent, deviant and villain that even Cancuri couldn't stomach.

Known in the Modern Age as the Pirate Isles, practically every island is claimed by a different group, organization or people, be it Crimson Slavers of Garundi, the Pirate Stronghold of Magra, the Nuori Fire Worshippers, or the Harvesters of Ymandragore. An uneasy peace and limited trade has sprung up between some of these factions, but the overriding law of the land has been the same for centuries: 'Stay Out of My Business!' Adherence to that creed has kept the people from warring upon one another and continued the flow of gold.

These islands were not always havens for pirates, however. In ancient times, there was only one large island in this area. Legend states it was deserted until the coming of xuthric refugees fleeing their rebelling elorii slaves. Here they lived in relative safety – free from the predations of the elorii - and made this land mass their home. Eventually they grew tired of living in exile and longed to see their city of Yahouremore, but feared they might well be the only xuthrics left alive in the world.

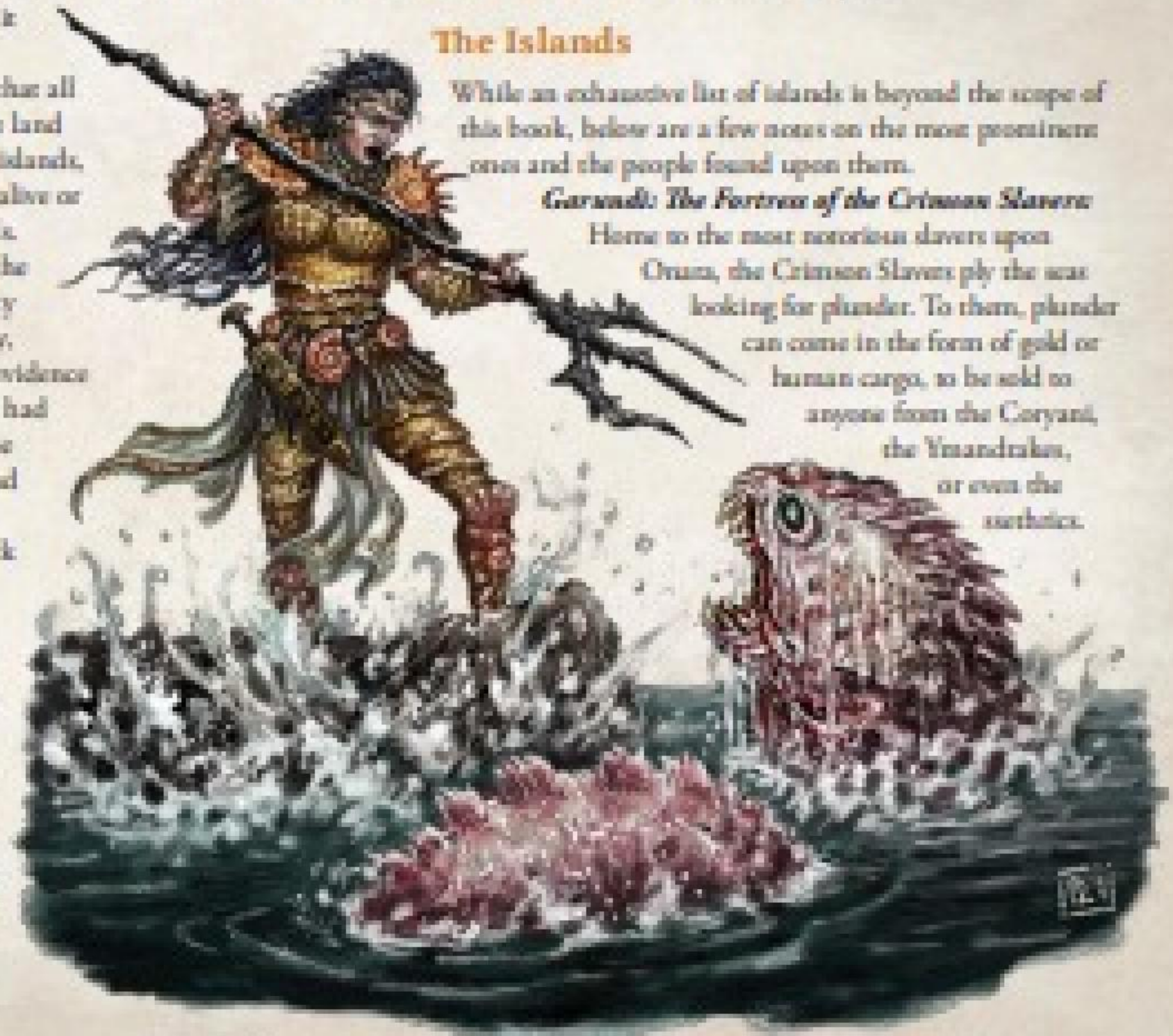
They began to hatch a plan to wrest not just control from their upstart slaves, but to punish them. Here the legends end. Nothing is known of what the xuthrics did or attempted to do in pursuit of these goals. What is unequivocally known is that all that remains of that large land mass are countless small islands, with no sign of xuthrics alive or dead on any of the islands.

Millennia later, when the building of the prison-city of Centaur was underway, Coryani scholars found evidence that a massive tidal wave had inundated the coast of the Hinterlands ages past, and a portion of that water, draining through the rock and mineral layers, was purified over the years, creating the large body of water located in the section of the Endless Dark known as the Lavender Way.

In the Modern Age, the first recorded human or humanoid settlers on the isles were Skoti sailors that came from unknown lands far to the east. Eventually, the Yhing hir clans met, traded and intermarried with the Skoti, creating the Skohir, a new Yhing hir tribe. The Yhing hir heard tales of lush islands to the east from the Skohir and sailed to visit them. Word spread, and many different peoples and races flocked to the islands; some went to find a new life for themselves, and others to make a living raiding the very profitable shipping lanes that run from Centaur all the way south to the rich cities of the Western Lands.

Due to their distance from any major power, the Pirate Isles resisted the encroachment of imperial powers. This hasn't stopped nations from claiming this territory, however. With typical Coryani hubris, the entire island chain was once claimed for the Empire by a shipwrecked senator before he was sold back to his family in Savona by Garundi slavers.

Another major force that helps keep the Pirate Isles independent is the fear of running afoul of the Black Fleet of Ymandragore. The black stone ships ply the waters off the coast of the Hinterlands soundlessly, due in part to their sorcery and in part to the inexhaustible infernal rowers that are bound to the bowels of the Ymandrake ships. The danger of a chance encounter has increased since the Sorcerer-King's agents have claimed a small island and its series of natural coves for Ymandragore.



The Islands

While an exhaustive list of islands is beyond the scope of this book, below are a few notes on the most prominent ones and the people found upon them.

Garundi: The Fortress of the Crimson Slavers

Home to the most notorious slavers upon Orusa, the Crimson Slavers ply the seas looking for plunder. To them, plunder can come in the form of gold or human cargo, to be sold to anyone from the Coryani, the Ymandrakes, or even the xuthrics.

Magra: The Stronghold of the Pirate King: Magra is home to the crews of pirate ships so vile and dishonorable that even the thieves of Carnaire cannot stomach them. Founded on an island that is also home to a large population of bestial and malicious giants, the city of Magra is ruled by Khuld, an Ogre-like gar who has claimed the right to be crowned Pirate King through brutality and animal cunning.

Naori: The Island of Fire: The human savages who inhabit Naori come from a stock of humanity never before seen. With their skin covered in scars and tattoos, these primitive people worship Ghord, a very active and violent volcano that sits upon their island home. They delight in greeting strangers who come to visit their island paradise, and waste little time in taking them to meet Ghord personally.

Sukra and Saskra: These islands are lush and green, with a hot spring dotting their verdant hills. Settled by the original pioneers that sailed west from their homeland, the Skoi created a paradise upon these emerald isles, a paradise they fight to preserve from their bloodthirsty neighbors.

Saura: The Amphibian Reavers: The amphibious issauri live primarily upon the large island of Saura. They ply the waves on living ships called coracles, and attack any vessels that cross their path. The plunder of gold, jewels and other trinkets are sometimes traded with other pirates, but of the sentient beings captured, their whereabouts and fates are left to one's grisly imagination.

Talsi: The Foothold of the Harvesters: Claimed a decade or so ago by the Ymandrakes, the sorcerers from the Isle of Tears quickly built a trading port in one of the many natural coves dotting the isle of Talsi. The Harvesters appear to use it as a quick means of transferring cargo, human or otherwise, to and from Garundi. The Crimson Slavers appear to have an equitable bargain with the Ymandrakes – they get any magi the slavers capture, and the Harvesters turn over any mundanes they may have inadvertently snatched.

Invasion From the East

The appearance of the Ymandrakes on their way station of Talsi, had a stabilizing effect on the peoples of the Isles. That is not to say all the raiders, reavers, corsairs and pirates have given up their lives of iniquity and gone on to become choirboys in the Mother Church. The seas are still as dangerous as ever for ships riding low in the waves, laden with precious cargo.

A recent event occurred that is not only cause for concern to the people of the Pirate Isles, but for the mainland as well. One summer day last year, unknown ships of Skoi design, but flying colors never seen or recognized by the Skoi settlers of Sukra and Sukra, were riding the waves as fast as Hurrian's breath and the rowers could manage.

They passed fishing ships without a signal nor a word. The fisherman would later recount how the Skoi ships were filled to the brim with men, women and children that appeared to have seen the Gray Crone Herself bidding them entry into the Cauldron. Word of these unknown kinsmen reached the Skoi of Sukra, and they made their way to intercept them, but stopped when the reason for their flight appeared upon the horizon.

At first, the Skoi found the ships odd, for they seemed to be closer than they should have been, but then realization turned to terror. The ships didn't appear large because of their proximity; they appeared that way because they were monstrous in size and scope.

When the first of the gargantuan crude ships made contact with and utterly destroyed all vessels in their way, it was obvious that they were crewed by giants – ice giants.

What the ice giants wished for, other than the destruction of the fleeing Skoi, is unknown. Within hours, and without any sort of coordination, the largest sea battle in the history of the Pirate Isles took place. Slaver ships from Garundi, coracle vessels of the Issaura, reivermen from Magra, Skoi reaver ships, and even a val'Haupt pirate hunter craft turned heading and flew across the Pale Sea in the hopes of intercepting the six gigantic vessels before they made landfall.

With the battle engaged, it was not long before the Pale Sea was red with the blood of sailors. Though outnumbered twenty to one, the immense ice giant corsairs wreaked havoc upon all who opposed them. By evening, the battle was fought by torchlight or by the glow of burning vessels floating dead in the water.

It is uncertain if the combined forces of the navies of the Pirate Isles would have been sufficient to stop the marauding ice giants, for as the light of dawn broke on the horizon, the dreaded Black Ships of Ymandragore entered the fray. Within moments, a second sun appeared high above in the sky, as if noon had come early. From that blazing orb, death descended upon each and every giant aboard their ships in the form of fire-laden lightning strikes and large magma rocks, like those one would see during a volcanic eruption.

Sharks and other strange aquatic predators, pressed in so thickly one could walk from ship to ship, feasted upon cooked flesh that day.

When questioned, the refugee Skoi would only say they were the remaining survivors of their villages, located off to the east. They had heard stories of giants coming south from their frigid northern fortresses and killing all they found. A week ago, a clan of ice giants descended upon their village and slaughtered everyone. Those that could flee did so by ship, but as they left, they saw the giants signaling vessels out on the northern horizon.

Within days, the giants were pursuing them. What they wanted, or if indeed the fleeing Skoi were the target of their obsession, can only be answered by those lying on the bottom of the Pale Sea or filling the stomachs of countless sharks.

And so, the Pirate Isles wait for signs of large sails from

the east that could signal a full-scale invasion, and the end of the life as they know it.

Appearance

The people of the Pirate Isles come from a wide collection of backgrounds from all across the Known Lands. While some came to the islands as traders or to get away from the oppressive rules of their own lands, the majority of the people of the Pirate Isles came as slaves. This is especially true on the islands of Magra and Garundi, though there has been enough trade of populations among all of the islands to increase diversity everywhere. Due to the region's proximity to the Hinterlands, Yhing hir features are common.

The most notable population groups who can be said to be native to the islands are the Skoi and the Naori. The Skoi, who claim their true homeland is far to the east, share many features in common with the Mikaelistani and their daughter culture, the Skoibir. They tend to be pale of skin, hair, and eyes as well as larger in build. The Naori, on the other hand, appear ethnically different than anyone else in the Pirate Isles, and regularly wear hardly any clothing despite their northern climate. Instead, they ritually scarify their entire bodies with strange glyphs.

Names in the Pirate Isles

Because the people of the Pirate Isles hail from all parts of the Known Lands, there are no hard and fast rules for naming. It is just as common to have a person with a Coryani-style name as an undir one. Without any formal government or overriding culture, any naming scheme from any other nation is acceptable.

Gender Roles

In the Pirate Isles, might makes right more than almost any other region of the Known Lands. Because of this, it is impossible to make any claims about gender roles among its population. On the islands occupied by the Skoi, you may find women tending to the home, while others are with the men, fishing and raiding. Similarly, among the various pirate groups, if a woman shows enough ambition and guile, she can come to captain her own ship.

Nobility

While there exists something of an upper class in the Pirate Isles, there is nothing akin to a noble class. In these lands, your power isn't derived from your birth but rather by the force you can call upon to support your authority. This can mean being the captain of a pirate vessel, a powerful merchant with many retainers, or a slave-overseer who holds the power of life and death over those beneath them. Some powerful clans, such as the Great Houses of Carousse, have a presence throughout the islands and could claim the status of noble-born, but nobody in this region would treat them as such.

Val

As with the nobles, within the chaotic landscape of the Pirate Isles, vals only have as much power as they can enforce upon others. Most val find themselves pushed aside by common humans or even sold into slavery by the many slavers of the region. The one notable exception to this are the val'Ocean. While this family does not hold any specific authority in the region, their affinity to the sea means that they are highly sought-after as crew and captains in the region.

Commoners

Almost the entire free-population of the Pirate Isles can be said to be commoners in the eyes of the 'civilized' nations of the Known Lands. Many of these are fishermen or farmers, hoping to eke out survival while keeping out of sight of the various predators—both natural and not—that stalk the islands. Due to the massive numbers of slaves, however, most of the agriculture on the most populous of islands are done by this unwilling labor pool.

Religion

Being a land that is functionally lawless, there isn't a specific religion within the Pirate Isles. There are adherents of almost every human faith here, though very few formal temples. There are also a great number of people who venerate spirits and hold shamanistic beliefs, especially among the Naori. If any of the Pantheon of Man could be said to have any formal priesthood, it would be Yamis. Being an island chain, the sea is everything to the people of these lands, and even the most anti-establishment person is unwilling to risk angering the God of the Sea.

Military

As there aren't any formal governments in any of the Pirate Isles, no formal military exist either. Each trading house, pirate lord, and Skoi chief operates their own private navy and army within the region, tasked with protecting their own interests or pursuing their piratical aims. Even the Crimson Slavers or the ships under the Pirate King Khuld operate less as a formal navy and more as independent vessels who have allied themselves to their powerful patron. In the few times that the Pirate Isles have been threatened with invasion, these forces tend to group together to defend their freedom from outsiders, but it is unknown how they would fare against a determined enemy.

Most vessels within the Pirate Isles are a mixture of Skoi-style longships, Coryani-style galleys, and smaller sloops. These ships tend to be fast and small as better to chase down other vessels or make lightning raids against coastal settlements. A few of the large pirate and slaver groups also operate larger vessels to transport their cargoes, but rarely would they operate a vessel the size of an Altherian trading vessel.

The Republic of Altheria

The history of the Altherian people is a storied one, punctuated with great achievements and heart-breaking tragedy. The oldest records describe them as invaluable scholars and valued advisors, with several members of the val'Altehi family ascending to the throne and governing the plane-spanning Imperium as highly-regarded imperators.

After the fall of the Imperium, records become sporty, as it was for most events during the Shadowed Age, but a few records do appear to describe the Altherians as the power behind the throne of the mysterious Tenecian Empire, whose ruins dot the landscape in the south-west corner of the modern-day Coryani Empire. In what can only be described as a miracle, the Altherians somehow levitated an entire city and transported it across hundreds of miles until it eventually landed (crashed?) on a great upwards jutting rock-formation topped with a plateau.

By luck, they found that the plateau was lush, able to provide ample farmland and food stock to feed the survivors. Being perched atop the plateau afforded the refugees with a defendable position, as they were protected by the ocean on one side, and an impassable swamp on the other. Or so they believed.

It wasn't long before the arrival of these humans drew the attention of the xothrics of the Southeppotan Empire that called the swamp home. Conflict between the capacious xothrics and the Altherians was inevitable, and continues to this day. To further incite the hatred between the two races, one of the ingredients for the alchemical mixture known as blastpowder, the fabled Second Gift from their God Althares, could only be found in abundance in the egg shells of xothric hatchlings.

After the first attack devastated the settlement of Semar, the Council of Wisdom ordered that their new weapon, flintlock pistols and rifles, be mass produced and distributed to every able-bodied citizen old enough to hold one. With these new weapons, the Altherians pushed the xothrics back, but the casualties suffered were unsustainable. Their population could not replace the fallen soldiers quickly enough, while xothric reinforcements seemed inexhaustible. Another solution needed to be found quickly.

Enter the Coryani Empire

Through their trading network, word of the potency of the flintlocks quickly spread throughout the Known Lands. It wasn't long before the fledgling Coryani Empire caught wind of this startling new weapon. Eager to cement its standing as a dominant power on the continent, the Emperor decided that the power of blastpowder would be his.

This time the Altherians were left with no place to run, and they weren't inclined to take part in a head-to-head fight with another empire. Instead, having learned something from their earlier troubles, they negotiated a peace that resulted in Altheria joining the Empire as its newest province. In exchange for a limited supply of guns and blastpowder, to be distributed only among the upper level of the Empire of course, the Emperor agreed to extend the benefits of citizenship to the Altherians, which included defending its people against the xothrics.

To outsiders, it seemed as if Coryani had taken Altheria without a single drop of blood being shed. To others, it seemed that the opposite was true. Within a decade, the Coryani court was filled with advisors hailing from New Althei, many of which had direct access to the emperor's ear, swaying his opinion and directing his policies.

The Shining Patrol

The Altherians proved to be loyal and essential members of the Coryani Empire for almost four hundred years, but during the upheaval of the Second Coryani-Khitani War, the Council of Wisdom decided that the time for independence had come. Crippled by a mad emperor and a seemingly unstoppable enemy, the Coryani could do little to stop

the Altherians from severing political ties. Instead, realizing the critical need they had for flintlocks and blastpowder, diplomats on both sides struck a deal.

The Altherians would provide enough flintlock pistols and rifles for a single legion, known as the Legio Fulminatus, that would remain to fight against the Khitani. In exchange, the Coryani would send troops to fight alongside the Altherians against the suethric. This force became known as the Shining Patrol, and alongside Coryani legionnaires, eventually almost every other nation in the Known Lands sent their own troops. These other nations didn't send hundreds of soldiers to fight the Suethrogoran out of a sense of altruism. The Altherians paid for these troops with their precious blastpowder, as well as flintlock pistols to their nobility.

Between the Shining Patrol, the efficacy of blastpowder weapons, and their own battle constructs, the Altherians have held off the incessant suethric incursions for over two-hundred years.

The Republic of Altheria

The Republic of Altheria, the homeland of the Altherian people and the val'Abebi, is ruled by a democratically elected body known as the Council of Wisdom, housed in the capital city of New Althri. The council consists of seven members, chosen from the populace, with one member elected every year on a seven-year rotating cycle. A council presider is selected every year from the council by its current members. The presider then acts as the republic's chief executive for one year, until a new one is selected. This system of government has served the Altherians well, but has spawned a huge bureaucracy to support itself. While cumbersome, the government of Altheria is the only true representative regime in the Known Lands, so it is only fitting that the most enlightened and divinely blessed people are the ones to enjoy its benefits.

A typical Altherian views his nation as the most enlightened and advanced place in the world. Many Altherians believe it their duty to spread their wisdom to the ignorant masses of the world. This sharing of their culture is rarely accomplished through warfare and is typically achieved through trade, political overtures and their acclaim as tutors to the wealthy. Having an Altherian scholar as a private tutor for one's children is a status symbol among the Coryani and Milandisian nobility.

The val'Abebi family of Altheria hold a monopoly on the crafting of flintlock weapons. Outside of the Altherian Shining Patrol—the standing army of Altheria—these very stylized weapons are illegal in the hands of anyone other than the noble vals, with possession of such weapons carrying with it a range of penalties, from endowment, maiming, or death. It is tradition for an Altherian monk to gift a specially crafted and ornate flintlock to any noble val when they reach adulthood.

Most of the people in Altheria believe their country and ways are superior to everyone else's, and they don't mind expressing this belief out loud. Altherians are a very proud people, bordering on arrogance. In their minds, only they were worthy to receive Althares' gifts, and they in turn are His gift to everyone else.

A part of their conceit may come from the many achievements in the sciences, engineering and the arts. As an example of their mastery over the environment, they point to the fact that only New Althri is lit at night through a series of underground pipes that channel natural gas to the lamps that line the main thoroughfares of the city.

Generally speaking, Altherians are intelligent, thoughtful and artistic. They are collectors of information, master craftsmen, inventors and scholars. They are quick to investigate and exploit any new technology and the first to offer words of wisdom to cats they deem worthy. However, this advice is occasionally misunderstood or unwelcome, and many Altherians are met with suspicion or resentment despite their best intentions. Altherians are an extroverted people and are known to trek to any destination to seek obscure knowledge or information. Trade is the lifeblood of Altheria, and most foreigners are welcome within its borders as long as they respect Altherian laws and religious practices. However, unknown are typically viewed with suspicion, due to the Republic's long history and near-constant state of war with the Suethrogoran Empire.

Appearance

Altherians vary in appearance, though they typically have much darker skin and hair than the average human of the Known Lands. Their hair and eye color are almost universally light brown to black, and their skin tones vary from a light brown to a deep, dark tone that appears

Altherian Naming Conventions

The Altherian language is an evolved form of the ancient tongue of the Imperium of Man, known as Altharin. The Altherians kept Altharin a living language as a form of veneration to Althares, the God of Wisdom.

The naming process is very simple. Every Altherian has a given name, granted at birth by the parents. Each is also given a middle name, that of their father (so even women have masculine middle names). Finally, each has a family name – most of which date back in some form or another to the days of the ancient Imperium of Man.

To create Altherian names of your own, the Bantu peoples have ones that are suitable.

Common male given names: Amani, Dakar, Eammon, Maldonen, Rasheed

Common female given names: Asura, Hasira, Ilsa, Khadija, Rhaona

black to some. Due to their prosperity as a nation, most Altherians enjoy a healthy diet that aids in the development of well-muscled bodies that complement their keen intellects. Most Altherians have open features, broad noses, and most grow to just below six feet in height. They dress in simple robes or leggings in a variety of colors, and some Altherians have begun to favor elaborate headdresses.

Gender Roles

Traditionally, women have been relegated to subservient roles in the church, military and government. While not explicitly denied access to any profession or position of power, women have not enjoyed equal treatment or opportunities for advancement in the Republic. In the military, a woman may theoretically be promoted to any rank in the Shining Patrol, but as a matter of practice all leadership positions are given to men, even if a woman is better suited to the task. In the temple, it is common practice for priests of Althaeos to marry multiple brides, and in turn receiving multiple dowries. However, priestesses of Althaeos are not allowed to marry multiple husbands or even to request dowries from their male mates. This practice has made the priests of Althaeos some of the wealthiest citizens in Altheria, while the priestesses enjoy no such financial boon.

Many women balk at this subservient role. Due in a large part to the efforts of the first female council member, Cradnaka, the status of *ugabi* (liberated) is being adopted by the latest generation of Altherian women. Upon reaching maturity a woman may elect to declare that she is ugabi. They will then be treated with all the privileges and duties of a male, but lose all protections traditionally granted to females. The ugabi women may hold leadership rank in the Shining Patrol, have multiple husbands with the expected dowry and even hold high office as a matter of course. However, such liberties also come at a cost, as an ugabi woman can no longer look to her family to defend her honor, protect her from unscrupulous business dealings or even arrange for a suitable marriage partner. They are, for all intents and purposes, men in the eyes of the law and society, with all the liabilities and benefits that gender enjoys.

Nobility

While *val* are traditionally treated with deference and respect in Altheria, there is not a recognized aristocratic social stratum. Certainly, there is an upper class, composed largely of powerful and wealthy individuals who work openly, or more frequently, behind the scenes, to forward their own agendas, but they have none of the gentrified titles or other appellations of "high birth" that are often found in other nations. When traveling abroad these influential citizens often take the title of Ambassador.

Those who style themselves nobles are often viewed by Altherians as opinionated and domineering even if they have the best of intentions. For example, in Milandir the citizens are taught, *"a Milandirian citizen is the equal of all."* But they are also told, *"I am a noble or a king, so you must listen to me because I am first among equals."* Altherians have no need of this creative definition of equality. Such trappings are only found in the lesser lands of lesser peoples, not in the enlightened Republic of Altheria.

Val

While *val* families hold positions of great power and prestige in other nations, their influence is much less substantial in Altheria, at least on the surface. The *val'Abebi* are the most prominent *val* family found in the Republic, but their power and influence seem to be confined to the Temple of Althaeos, where they frequently become leaders of the clergy. Ironically, the higher-ranking clergy of Althaeos are some of the most wealthy and influential citizens in the nation, thereby granting the *val* the benefits they normally enjoy in other nations, but by a different avenue. Members of the other *val* families are treated with respect and courtesy in Altheria, but they do not receive the level of deference, authority, or special privileges that they often enjoy in other nations.

Commoners

The common folk of Altheria are numerous and thriving; organized in familial groups known as clans. These clans vary in size, influence and wealth, but all bestow upon their members citizenship, which is a treasured commodity. Many ingenious inventions help with the mundane tasks of everyday life, and the countryside is made up of lush farmland that is equally capable of growing crops or grazing cattle. Unlike the commoners of other nations, many Altherian citizens travel long distances and visit many different countries during their lifetimes, often for months or years at a time. These journeys are for multiple reasons, including the pursuit of knowledge or a desire to negotiate new trade routes.

Within the cities and towns of Altheria, the church and the artisans' guilds are the main power centers, although some towns do institute a local government that is built on the same principles and procedures as the Council of Wisdom.

Religion

The Altherians consider themselves the chosen people of Althaeos, the God of Knowledge, and believe their works are an extension of His will. The Republic follows the tenants of the Mother Church of Coryan, with the Temple of Althaeos being one of the largest and most powerful organizations in Altheria, second only to the Council of Wisdom itself, at least publicly. The teachings of Althaeos are taught to the populace, and govern the daily affairs of the entire nation, from the common laborer to the richest merchant. Altherian craftsmen undergo daily religious rituals to receive inspiration directly from their patron deity. Though the exact means are a closely guarded secret, the Temple of Althaeos is the only religious group that

claims to still enjoy direct communication with its God. The Mother Church takes a dim view of this assertion, but has as yet taken any direct action.

Military

Citizens of Altheria, both male and female, are required to serve for at least four years within the Shining Patrol. It is made up of soldiers, and complete units, from other nations who have agreed to defend Altheria from the Southregoran Empire in exchange for continued trade in Altherian blastpowder, flintlocks and other inventions. These foreign units serve under the command of Altherian officers for a predetermined duration. The Shining Patrol garrison in each city or town is responsible for the protection of the territory in the surrounding area.

Once the Shining Patrol was probably the largest standing army in the Known Lands, but times change. Since the Southregorans were repelled at the Battle of Semar in the year 1026 I.C. and again at the Second Battle of Semar a year later, many of the formerly-contributing nations have experienced internal turmoil that has forced them to recall some or all of their troops that serve in the Patrol. The resulting troop shortage spread the Patrol dangerously thin and led the Council of Wisdom to accept an overture from the elorii in Enstric to help repel a massive Southregoran invasion.

The yoke of obedience, even to the fairly unobtrusive Enstrans, was a condition that the independent Altherians could not abide for long. Within months of the declaration that made it a protectorate state of Enstric, the Altherians began to chafe under their rule. Deciding that the elorii leadership would graciously release them if enough compensation was offered, a delegation from the Council of Wisdom was sent to negotiate their freedom from their new overlords. After many weeks of political wrangling, the elorii made it clear they had neither need for material wealth nor any scientific secrets that the Altherians might possess. *"Why attempt to bend the natural order of things to their will,"* they asked, *"when they could call upon nature at their whim as was their birthright?"*

Rebuffed, it was then that the youngest member of the Council of Wisdom made his greatest, and last, gaff. He announced to the elorii leadership that they would either be given their freedom as one civilized people to another, or they would unleash the savagery that was every human's birthright. The elorii response was swift and brutal, showing that they were also capable of acts of wanton cruelty.

The invasion of Altheria by the elorii was as brutal as any attack launched by the outhrics. Repelling incursions from the Kraldjur Morass below, the children of Althaeos were unprepared for attacks from above. No settlement escaped the devastation brought on by the Enstrans and their human allies. Ancient buildings were razed, ancient fortress walls breached, and the famed Grand Library barely escaped being burned down by a squad of overzealous Kelelkene by the heroic sacrifice of a squad from the Shining Patrol.

So brutal was the war that Seremas, the Enstran capital, was not spared in the confrontation. Though the elorii managed to contain the Altherian assault to the human section of the city, a trio of airships, a weapon usually held in reserve for the direst of circumstances, broke through the Oualikene defenses and executed suicide runs at the heart of Seremas herself.

The war dibbed and flowed as many such conflicts do and would have continued for a longer period of time were it not for the Southregorans choosing that moment to exact their vengeance on their former slaves. Though many conspiracy theorists maintain that it was the Altherians that manipulated the outhrics into the war, no such proof was ever found to substantiate such a claim.

The Altherians wasted no time in proposing a deal to the elorii; they would assist in the defense and expulsion of the Scaled Horde in exchange for the Enstrans renouncing all claims to the people and lands of the Republic. Their backs to the wall, the elorii agreed under duress. With the combined forces of the Altherians and the Enstrans, the outhrics were pushed back into the sea in short order.

After close to a dozen years of brutal bloodshed, Altheria knew peace once more. While rebuilding the nation will take scores of years, Altheria is once more the beacon of human achievement upon the continent of Omara.

Flintlocks and Blastpowder

As mentioned previously, the possession or use of a blastpowder weapons in the Known Lands by anyone other than the val of a nation or an Altherian citizen is punishable by either enslavement, maiming or death. Though outsiders joining the Shining Patrol may be issued and trained in the use and care of a firearm, they are required to relinquish that weapon when they muster out of the Patrol.

Since the blatant abuse of blastpowder during the Coryani Civil War, its sale and distribution is strictly controlled by the Mother Church in general and by the Temple of Althaeos in particular. Possession of blastpowder without the right to carry a flintlock holds the same dire penalties.

Ssethregoran Empire

One of the oldest races upon Arcanis are the ssethrics, who currently rule the Ssethregoran Empire. They are made up of a myriad of different species though all reptilian or amphibian in nature. While there are many ssethric races, the dominant species in the Ssethregoran Empire are the royal naga, the ssanu, the si'ressen, and the iguadons. Other reptilian species exist within or are allied with the Empire, it is these four groups that form the bedrock upon which all else rests.

Much of the earliest period of ssethric history is lost to time, but what is known is that all the creations of the ruined deities, Kassogtoz and Yig, once lived in a lush jungle far to the south of the Known Lands. There, it is said, they learned at the tails of their gods the great mysteries of the universe while making war upon their lesser brethren. There, they formed their belief that only the strongest, most cunning and hardy will stand ready to inherit the world.

These genocidal wars came to an end when the climate began to change, rocked by seismic and volcanic activity, and the Great Migration to the warmer lands to the north began. The Scaled People fractured at that time, with many different groups straying westward or even across the ocean to the east. The majority though, remained together and discovered a warm, verdant land in what is now the Blessed Lands.

However, this land was ruled by an insectoid species known as the issori, and the first meeting between the two peoples was less than cordial. The ssanu cried out that this was a test from Kassogtoz to prove the worthiness of His children to rule. From that day forth, the ssethric philosophy towards any other sentient race became simple: serve at the coils of the Serpent Empire or be consigned to the annals of history as an extinct race.

When the carapace of the final issori warrior was cracked and their queen's remains filled the bellies of the victorious reptilian warriors, the first ssanu emperor, Yaxa, raised his banner and announced the birth of the eternal Empire of Yahouremore. Upon the massive mesa where the issori

capital mound, Dar'Algah, was built, the sauthrics raised their new capital, Yahaxemore. This rocky mount would eventually be named the Plateau of Dagha by the eloriï, a name it retains to this day.

The Wars of Extinction

From the depths of Dar'Algah, the cunning sauru unearthed untold riches and knowledge, including the power of elder magic and the arcane discipline of Technomancy. So, began the dread sorcerous cabal known as the Black Coil, founded by one of the greatest masters of the mystical arts in history known as Gerrukus the Endless. Legend has it that Gerrukus and his brethren caused the first fabled Black Tower of Gerrukus to erupt from the very ground and soar towards the heavens in a matter of hours.

While the sauru experimented with their newfound knowledge, the si'tessen turned their more aggressive skills to the task of expanding the borders of the Empire. Following the edict laid down by the emperor, the si'tessen either subjugated any species they encountered, or exterminated them in vicious Wars of Extinction. Under the taloned feet of the sauthric armies fell dozens of races, including the peaceful meracks and the philosophical derlath, the psionic sarshe and the cyclopes of the Eladru, all ground to dust beneath the wheels of the sauthric war machine. The sauthric military was unstoppable at least until the expanding wave of scales collided with another of the elder races.

The Empire's appetite for raw materials was as voracious as its need to conquer all that lay before it. Calling upon their sorcery, the sauru were able to call forth creatures from beyond the Mortal Realm and create new races that could cater to their every whim. These races became slaves, used in mining, farming, and warfare. While mining iron in the Coelarhian Mountains, they discovered a vast and cavernous tunnel system that seemed to crisscross the entirety of the Known Lands just a few hundred yards beneath the surface.

Known today as the Endless Dark, these tunnels were created by another sentient race known as the il'Huan, a hulking race that resembled bipedal beetles. The sauthrics soon learned that the brutish creatures possessed a unique hive-mind that increased each individual il'Huan's psionic power, however scant that might be.

At first the philosophical il'Huan approached the strange creatures with curiosity. The rapacious si'tessen of the Emerald Scale egg clutch, the generals of this expedition, understood this to be a sign of weakness on the creatures' part and delivered their ancient ultimatum – 'Serve the Empire or Die!' At first, the il'Huan response was one of confusion and they retreated into their citadels and fortresses. It was only when the Emerald Scales began their onslaught that the normally benign beings made it known that they would not submit. So began one of the most vicious wars the sauthrics had ever known began.

While the war with the il'Huan raged on, contact was made with four Elemental Lords - Kalaos, Mörok, Bertis and Oralian. A pact was made between these great powers and the sauru Emperor to forge a great army in their image. While the sauru's mastery over technomancy created various breeds, they were either deemed unviable or were utter failures.

The great sauthric epic, *the Sihipsus* relates how the great sorcerer Si'koreth and a small group of heroes stalked out into the unknown in the hopes of finding the final element needed to craft a servitor race that would meet the Elemental Lord's expectations. They eventually found this 'crucial element' far below the earth in the form of a mad Goddess that called herself Beltiarda. After enduring many trials and deadly encounters, the brilliant Si'koreth was able to trap the insane goddess within the corpse of a kobold servant and transported her back to Yahaxemore.

Encouraged by the news, the Elemental Lords waited patiently for results. Though it was determined that Beltiarda was, in fact, the living essence of the world made manifest, She was also quite deranged. Oralian offered his aid and that of his fellow Lords in the hopes that they might calm the Life Goddess and garner her support.

The Elemental Lords sequestered themselves with Beltiarda inside of a cavernous ballroom within the Serpent Emperor's palace. No mortal eyes witnessed what occurred within those walls, but at the end of a year and a day, they exited the chamber with a lucid and timid Life Goddess. They explained that she would grant a small fraction of Her power so that it might be comingled with the essence of each of the Elemental Lords to create their chosen servitor race. In exchange, she wished to have a race crafted for Her as well, but untouched by any other essence.

From this dire bargain came the five different peoples collectively known as the eloriï. It is unknown why the Elemental Lords, who were obviously pleased with their new servants, allowed the eloriï to be enslaved by sauthrics. Some have speculated that the warrior aspect of the eloriï needed to be honed and perfected—what better place to learn of warfare—so they allowed their children to be enslaved by the sauthrics, fighting alongside them in their war with the il'Huan.

Even with the addition of the eloriï, the war with the Hive Mind of the il'Huan lasted decades, but eventually the sentient insectoids fell. With their lands shattered, a portion of their territory in the Endless Dark collapsed and was quickly flooded by the sea, forming what is now the Gulf of Yarris.

The eloriï continued in their service, kneeling at the coils of their reptilian masters. The only freedom they were granted was permission to worship the Elemental Lords

and Bolizards as their gods rather than Kassogtoa, Yig and the other deities of the Scaled Pantheon. Eventually, the elorii grew tired of the lash and revolted against the Empire. Taken completely by surprise, the sarthrics were slaughtered by the thousands; whole egg clutches were destroyed, never to be seen again. Though it took decades, the elorii eventually claimed Yahouremore and renamed it Bekatoz as the capital of the Shining Empire.

Various wars erupted over the years, but with each new battle, the sarthrics suffered terrible defeats. They finally dithered to the last bastions they held in Kraldjur Morass and lands across the Lauriol Sea. There, they reconstituted their empire as the Ssethregoran Empire under the Emperor Sseth and licked their wounds, but another upheaval soon awaited them.

The Ssethregoran Empire

After the elorii revolt and the subsequent forced exodus to the Kraldjur Morass, the newly crowned Emperor Sseth demanded that the Black Coil correct their mistakes by creating another, more powerful servitor race, but one that could be controlled by the sauru. With great reservations, the serpent men sorcerers went to work.

They experimented on yuoza and huouma slaves, using them as a mold for their new creations, but after numerous failures, gave up on that avenue of research. The lack of the archmage Ss'koreth's brilliance in the field of biomancy was sorely missed and without his guidance, the project floundered. Eventually, a young and reckless sauru began experimenting on the lesser members of his own pit, seeking to create a new hybrid race that would be susceptible to psionic domination by the serpent men. In that respect, the experiments were a complete failure.

The first hatchlings of this new breed of sarthric proved to have potent psionic abilities, rivaling that of the sauru. In addition, they bore a humanoid head, but lacked any sort of appendages, resulting in a sleek, serpentine body. At first thought to be a useless mutation and unsuitable as a warrior race to combat the elorii, their mental prowess and abilities proved to be an unexpected boon.

Naming this new sarthric species the 'naga', they soon showed how much more powerful they were over their sauru progenitors. Insinuating themselves in the Ssethregoran Royal Court, they began to sow the downfall of Emperor Sseth.

With all the cunning and deviousness of their sauru ancestors, the naga began to goad the old snake. They used intermediaries to prod the Emperor into reclaiming the glory lost with the fall of Yahouremore. The wheels of politics turn slowly within the Empire, and after decades of manipulation, Emperor Sseth declared that he would sit again upon the ancient sarthric throne in Yahouremore or die trying.

During this time, the naga did more than merely manipulate their hoary leader. They decided that Kassogtoa and Yig, as well as the other deities of the Scaled Pantheon, had abandoned them. How else could the victory of slaves over a superior species be explained? Knowing the power that could be garnered by an alliance with other powerful entities, their most powerful sorcerers made contact with another group of reptilian deities from another plane of existence. They were known as the Varn and a bargain was quickly struck. In exchange for their assistance in overthrowing the old order and installing them as leaders of the Empire, the Varn would be enshrined as the new patron deities of the Ssethregoran Empire, and the souls of millions of sarthrics would be dedicated to them.

When the ill-advised attack to retake Yahouremore was finally launched, the cream of the Empire was smashed against a wall of alerted and prepared elorii soldiers. With the army in disarray, the naga quickly made their bid for power and captured Emperor Sseth. Within a short period of time, the naga managed to convince their fellow sarthrics that the rule of Pit Sseth had led them to ruin and that it was time for those blessed by the gods to steer the Empire back to its former glory. True to their word, the naga began to teach a new generation of priests in the tenants of the Varn and slowly, the worship of Kassogtoa and Yig all but disappeared.

Thousands of years passed while the naga grew fat ruling the Empire during the period known as the Age of Decadence, but before too long, the world beyond their borders changed and the sarthrics found themselves hemmed in on all sides. New creatures had arrived and thrown down their more hated slaves. This in turn caused a faction of the elorii to seek sanctuary in a thick forest adjoining the westernmost edge of their empire. Unfortunately for the sarthrics they were the Malfeitans, the most belligerent portion of the elorii society that now stood upon their doorstep to the west.

Sometime later, from the north a flying city of humans descended from the heavens to settle upon a plateau that overlooked the entirety of their land. To make matters worse, these humans hunted for the eggs of the sarthrics for some ingredient they valued more than their very lives. However, before they were able to take action against these new threats, the Time of Terror erupted across the face of Aeranis. The sarthrics faced a foe that cared little for territorial gains or plunder, but merely wished to harvest and feast upon their immortal souls.

A final upheaval within their society occurred more recently when the Mother Matriarch of the Black Talon Egg Clutch received a divine vision from a deity known as the Five Dragons. It promised them a life consisting of more than just living and dying at the whim of the naga and the sauru. Their exodus from the Empire left a

huge void in their society and caused a suspicious eye to fall upon all the si'ressen egg clutches. A terrible purge occurred where all the different clutches and Pits struggled to prove their loyalty and worthiness to the Empire. The wily Emperor Kahss used this as an excuse to eliminate any and all threats, real or imagined, against his throne. What was left was a people who were demoralized and paranoid as well as greatly weakened. However, the cold blooded suthrics are nothing if not resilient. This momentary setback is a respite that the other races should enjoy, for if the past is any indication, the serpent will shed its skin and return stronger and deadlier than before.

Species Appearance and Roles

While all suthrics have a common reptilian ancestry, the different races that live in the Empire are quite distinct.

The Naga: The naga have a long serpentine body topped by a scaled head that has fewer reptilian aspects than it does humanoid ones. The naga are descended from lower-caste members of a suanu Pit, the changes initiated to change these Serpent Men to their current form appear to continue. In the past few centuries, different types of naga have branched out from the original stock seemingly appearing to be further specialized. Some Altherian scholars speculate that this may be the work of the Varn deity known as Zedok, the Universal Chaos.

Not content with just the physical differences from the suanu, they have organized themselves into Houses as another mark of distinction. The naga from House Kahss are recognized as the Imperial House and rulers of the Empire. Other naga continue to serve as master sorcerers of either Elder magic or technomancy. A few naga have taken on the role of High Priest of Sipra, the Lady of Mysteries.

The Suanu: The suanu appear to have some variation of a serpent's head topping a humanoid torso complete with two arms and five taloned hands. The suanu's lower body resembles a serpent with powerful coils that allow it to move at astonishing speeds.

Continuing in the roles it held since the founding of Yahsarmere, the suanu continue to excel in their mastery of Elder sorcery and technomancy. While they were originally faithful adherents to the teachings of Yig, their mythical creator, the suanu are nothing if not practical. When the Varn were introduced as the new patron gods of the Empire, the vast majority of them quickly adapted to the more bloodthirsty deities.

The Si'ressen: Though purportedly created by Kassogtot himself, the si'ressen soon 'benefited' from the suanu's technomancy and a great variety of different egg clutches came into existence. If the suanu can be considered 'Serpent Men', then the si'ressen can certainly be called 'Lizard Men', though each and every egg clutch is markedly different in appearance from the others. For example, the Black Talon Egg Clutch have dark scales that grow ever darker towards the claws and feet, while the Emerald Scale Egg Clutch have a sagittal crest, head to tail, and the scales upon their shoulders, arms and torso are a bright green color.

The si'ressen continue to be the preeminent warriors of the Empire. While the suanu may augment their forces with sorcery, it is the different si'ressen egg clutches that fight claw-to-hand in each and every battle.

Si'ressen are matriarchal in nature, with the females of the species ruling the clutch in every manner, save when they take to the field of battle. What priestesses exist within the clutch are invariably female as no male has ever taken the mantle of priest of any god, nor it seems do they have the aptitude to do so.

The Iguadons: Created last by Kassogtot, the iguadons tend to be the workhorses of the Empire, taking positions of crafters, builders and farmers. While not slaves per se, the iguadons do hold the lowest tier of the citizenship within the Empire. For their part, the iguadons tend not to care, for they know that without their work and expertise, the glorious Suthrogotan Empire would crumble beneath its own weight and the marbled palace of the naga emperor would sink beneath the muck of the swamp.

Iguadons vaguely resemble a si'ressen in that they have lizard-like features, but their snouts are more blunted than that of the si'ressen, tending to be larger with finer scales.

Religion

The Empire imposed the worship of the Varn upon its people. Those few dissidents who still hold to the old ways and continue to venerate Kassogtot or Yig are sacrificed to one of the Varn deities when discovered.

Many Altherian priests postulate that the Varn are not deities in the same sense that Alchares and the rest of the Human Pantheon are, but rather are extremely powerful entities from the Beyond. They have been called down to this Mortal Realm by unknown means and have allowed this to occur for their own inscrutable reasons. The truth of the matter remains unsettled.

The Varn Pantheon consists of four gods: Zedok, the Universal Chaos and the Lord of the Void, Sipra, the Lady of Mysteries and the Arcane Sovereign, Haulis of the Bloody Maw, the Howling God, He of the Blood-Stained Fury and lastly, Caitneth, the Master of the Flesh, the Dead God, and the Silent Blade.

To date the goals of these entities remains unknown. All that can be agreed upon is that they have a thirst for blood and souls.

The Theocracy of Canceri

"Everything wicked comes from Canceri," or so the saying goes. Feared and reviled in equal measures by the rest of the Known Lands, Canceri is a hotbed of intrigue, horrors, and unforgiving brutality. Ruled by three val families, the val'Mahan, val'Mordane, and val'Virdan, this forbidding land is rampant with undead, infernals, and other terrors, and is perceived as the hand behind *every* plague, mysterious death, or corruption of the innocent.

The lands of Canceri are harsh and unforgiving. Canceri was once the largest Coryani province and, at the same time, its least populated. Arid plains of dry, hard earth and rocky badlands dominate the landscape. Summers on the plains are oppressively hot and winters are bitterly cold. There is precious little to recommend about this nation.

Northern Canceri is dominated by Nier's Spine, a rugged mountain range of active volcanoes. This unforgiving land has forged a harsh and warlike people. The Nierites of this area are ruled by the val'Virdan family and they follow a simple creed: only the strong survive. Infants that appear sickly or deformed are left in the wilderness to die. If such a babe lives long enough to be found by some shepherd or wanderer, then it is deemed strong enough to live, and indeed many of the greatest Heroes of the north had their beginnings in just such a fashion. To be considered a man, a Nierite must set forth into the mountains with nothing but a knife. There, he is expected not only to survive, but to thrive. Those that succeed may take their place as warriors; those that fail either die in the mountains or are cast into the lowest ranks of society.

Southern and western Canceri is dominated by the Cold Plains, an unforgiving landscape of arid badlands with extremely limited agricultural potential. This is the land of the Nerothians, a grim and humorless people ruled by the val'Mordane family. These scions of Neroth, the God of Death, have the distinction of ruling over both the living and the dead that make up the populace of their portion of Canceri. Unlike their cousins in the Coryani Empire, Canceran Nerothians actively raise and use unintelligent undead for menial or hazardous labor. Those raised by the Gift of Neroth are highly respected and encouraged to mentor society, though most tend to slowly separate themselves from the living.

The holy prophet Bocherek taught that the material world is inherently evil, and that the things of the body are of no consequence. Death is a journey that only the mind can take. It represents the natural end of earthly suffering; true, final, eternal death is only achieved by those that are pure in spirit. All others are reborn in a never-ending cycle from the Cauldron, ever seeking to relearn the lessons that hardships teach, until their souls are pure.

Sentient undead are the Blessed of Neroth; only those

whose souls are close to purity can live on as beings of pure intellect, free to contemplate spiritual perfection while completely unhindered by the demands of living flesh. They rise on rotting limbs to teach Neroth's lessons to the living.

Central and eastern Cancori are the most hospitable regions, where the Tenges and Niechau rivers provide ample water for agriculture and help temper the climate. This is the home of the urbane val'Mehan family and the seat of worship for their patron deity, Sarish. Outwardly the most friendly and accommodating group of Cancerese, their civil discourse and pleasant manner conceals a deadly wit and treacherous nature. Their way of life is filled with formulae and rituals. From their earliest days, they are taught charms and catechisms meant to bring order to the chaotic and unpredictable world around them. Tradition holds that Lord Sarish long ago taught His children that words have power, and gave them the necessary formulae to bind the infernal as servitors.

Sarish taught that words cannot only create powerful rituals, but can also be used to craft binding oaths. Vows such as 'I so swear this by Sarish' is a powerful oath and even when not sanctified by a Sorcerer-Priest are thought to carry the curse of the Lord of Oaths. So useful is this vow, that its practice is commonplace across the Known Lands. From beggars to kings, commoners to nobles, soldiers to priests (even of other gods), regularly invoke this oath. It is illustrative to note that the vows taken by every king or emperor, and even by the head of the Mother Church, just before taking office, all end with the phrase, "I so swear this by Sarish."

The Nierite Coup

While the Coryani Civil War raged, Cancori was buffeted by political instability. Beginning with the assassination of their leader, the Dark Apostate Hegrish val'Mordane, Cancori was rocked with the return of the ancient Nierite hero, Leonydes val'Virdan, the Sword of the Heavens and the man responsible for overthrowing the ancient Imperium of Man. Hailed as a leader that would raise Cancori to mastery over the Known Lands, the Cancerese were shocked when Leonydes called forth the brutal Erdukeens, also known as the Swords of Nier, descendants of his original followers that he considered 'purer' than the val'Virdan of Cancori.

After the Sword of the Heavens marched out of Cancori in a bid to capture the First City, cutting a bloody swath through Milandir and a portion of the Coryani Empire, he and most of his army disappeared while encamped in the Blessed Lands. It is said that he vanished searching for the ancient Citadel of Nier, lost these many millennia, and that his forces were ambushed by creatures known as the voiceless ones. Only a small portion of his Erdukeen Nierite army escaped, fleeing back to Cancori. There, the Swords of Nier cracked down on the Cancerese, awaiting the return of their legendary savior. It was then that the Cancerese rebelled. The Nerothians secured their borders and pulled back into their domed cities as the Nierites in the north warred against their more savage cousins. Eventually, the Cancerese were able to wrest control of the nation from the Swords with the exception of the capital, Nishanpur.

After years of bloody battles and subterfuge, the final remnants of the Swords of Nier were destroyed during an unsuccessful attempt to turn all of Nishanpur into a sacrificial bonfire to Nier. At the height of this final battle for the city, Hegrish returned to take up the black crown and assume his previous role as Dark Apostate of Cancori.

The following forty years have been relatively quiet for Cancori. Aside from a few half-hearted incursions by Milandirian nobles, more drunk from wine than with any lust for power, the border between Cancori and Milandir has never been so peaceful.

The fall of the Godwall and the subsequent Fifth Crusade of Light called by King Oric of Milandir against the invading infernals gave the Cancerese endless years of entertainment. Though never asked to enter the fray, the occasional Milandirian ambassador would drop hints, that much good would come from Cancori joining forces with their southern neighbor to throw back the Infernal Horde. Hegrish would nod sagely and cryptically respond that there was much truth and wisdom in what was said, but not one soldier, sorcerer or priest ever crossed the border into the Hinterlands. It appeared the Dark Apostate was satisfied with seeing the two armies destroy each other rather than aiding either side.

Appearance

The people of Cancori are a mixed breed. Outcasts from a hundred ancient empires have ended up in the far northern reaches of Ostara. Khitani, Yhing hi, Milandirians, Coryani, and others have all blended to form a people of exceptionally varied physical appearance. Robes are the common mode of dress, and in the Nerothian lands, shaven heads are common among both genders.

Cancori society is held in a rigid caste structure. Cancerese display their differences in caste through clear visual cues. The nobles embroider their robes and cap their beards in gold. The freemen cap their beards with beads, the more beads worn signifying the higher station in society, and wear simple, well-fashioned robes. The slaves, who make up the largest portion of the population, are not permitted to grow beards and wear old and threadbare robes.

Gender Roles

Cancerese society is far from egalitarian, but the strong rise to rule their fellows regardless of gender. Among the northern Nierite tribes, a woman can demand to take the test of manhood, and if she succeeds, is counted as an

equal. Under the law she becomes a man, with all the rights and responsibilities thereof. If the law says only a man may perform a deed or hold a rank, then she may do so, as well.

Among the Nerothians, there is little concern over gender in most roles. The body is a transient thing meant to hold the soul during its time of testing. If the Gods chose a woman's form to hold the soul, then so be it; such a form is no more or no less a vessel than that of a man.

Among the Sarishans, a woman who is an accomplished member of a profession – be it magician, artisan, diplomat, or priest – is treated the same as a man under the law. However, in their culture, young women are strongly dissuaded from entering such roles. As a result, women in positions of power tend to be determined and ruthless, and by necessity are often superior in skill to men of a similar rank.

Nobility and the Role of Religion

Technically, all Cancerese nobles are part of a particular temple of the Church of the Dark Triumvirate. Every noble is considered a priest of the god his or her family is sworn to, though not all learn the rituals specific to that god's clergy. Relatively few are actually priests in the sense that they have learned divine cants. Both priests and laymen may hold positions within the Church of the Dark Triumvirate, so it is possible for a val'Virdan warrior of Nier to become a member of the ruling body known as the Nihang Council or a val'Mehan sorceror of Sarish to be elected as Dark Apostate. Collectively, this caste is called the *asuhk*.

Even though the practices and organization of the nobility in Cancerti is deeply tied to their religion, it should be remembered that the religion of these families is not reflective of the worship of these gods. The priesthood has been affected as much by its integration into a noble family as that family has been affected by its transformation into the priesthood. As one might expect, the priests of Cancerti are free to marry and their offspring are eligible to join the priesthood.

The gentry have absolute authority over those below them and can kill a member of another caste if given any cause what-so-ever. One needs to be careful, as killing a valuable business associate or slave of another noble can cause an enormous amount of trouble.

The noble houses are pitted against one another as they jockey for positions of power and wealth in their land. This rivalry is not only present between the families but within them. It is not uncommon for one val'Mehan to swindle another or for the val'Virdan to war amongst themselves.

Val

The Theocracy of Cancerti is ruled by three val families: the val'Mehan, val'Mordane, and val'Virdan. Any other val found within the borders of the nation are either hiding from something, exiled by their nation of birth, usually Milandir, for some heinous crime, or are passing through, rare as that might be. Outsider val are viewed with suspicion by the authorities, and are questioned as to their business in the nation, as Cancerti is not known for its tourist attractions.

The val'Mehan ostensibly control the capital city of Nishanpur, and the surrounding area. While not the hand that guides the nation, they certainly are close enough to the Dark Apostate to whisper in his shriveled ears. These val are the most likely to be entertaining visitors from other nations, be it for trade, or diplomatic niceties.

The val'Mordane are the most secretive and reserved of the val, hiding their emotions behind porcelain masks many of them wear in public. The masks are worn to allow their undead brethren to go about in society without attracting unwanted attention, obfuscating the fact that any given val'Mordane has received the Gift of Nereth. Oddly enough, out of the three val families, they tend to be the most tolerant of visitors from beyond their borders, given that their lands are the first to be invaded when tensions between Cancerti and Milandir boil over.

The val'Virdan seldom receive any visitors in their lands. Their traditional territories are inhospitable to all but the hardiest of people, and their reputation for 'shedding blood first and ask questions later', gives few people reason to travel to these northern lands. The exception to this rule are Nierites on a holy pilgrimage to one of the five sacred pillars of Nier, located in the city of Hundar. Any who travel to undergo the grueling trial of the Warriors of the Eternal Flame are given safe passage as well granted grudging respect. Those that survive are allowed to rest in, for the Nierites, luxurious accomodations until they recover from the trial.

Commoners

The *nushkenu*, or freemen, make up the majority of the people of Cancerti. They have some limited rights, and may own property. They are the Cancerese most often encountered in other lands as merchants. Nobles require cause to kill or detain freemen, and wrongful death or punishment of a freeman by a noble requires restitution equal to twice the wealth that the freeman would have earned in the next ten years. As a result, nobles are careful not to incite the common folk.

Fortunate *nushkenu* can ingratiate themselves with a noble and earn the right to be ordained into the priesthood. A Nerothian who is skilled in torture or masonry may be favored by an *ahuk*, a minor noble-priest, and ordained; from then on, he will receive better food and a nicer

home. Another method used by commoners to enter the priesthood is by informing the secret police that his neighbor doesn't make the proper observances to Nerath at sundown. The informer may eventually be consecrated to the church and receives the first option to acquire his soon-to-be-deceased neighbor's holdings.

The *wards* are the slaves and the second-largest group of the Cancerese populace. Either through misfortune in war, legal penalty, or the simple cruelty of low birth, their flesh is not their own. They have no rights to property and no recourse from the law. Anything that their owner may decide to do to them is perfectly acceptable to society at large. Enlightened or clever owners sometimes allow wards to keep a portion of the fruits of their labors, thereby encouraging them to work harder. Some of these wards are eventually able to buy their freedom and join the *mushkenu* caste. In the far northern reaches, sometimes a ward that has served his master well is permitted to take the test of manhood. Those few that survive (no mean feat for one not raised to be a warrior) are elevated all the way into the ranks of the *awilu*.

Military

The armies of Canceri are varied. Unlike Milandir or even Coryan, there is no apparatus to raise a militia from the populace at large in times of emergency. Being an oppressed people, the common folk of Canceri could rebel against their overlords if provided with weapons and training.

The Nieriten have large numbers of well-disciplined, professional soldiers organized and trained in the Coryani way, as well as large regiments of noble born troops, not unlike the Milandirian knights. They favor large weapons – pole-arms, heavy swords, and axes – as well as crossbows. Nieriti troops drill constantly and are ever-ready for war. As a result, they are difficult to rout and are renowned for their steadfastness in battle. Any unit that flees the battlefield will have one man in ten killed, in accordance with the ancient Coryani tradition of decimation. The val'Virdan troops are the real military power of Canceri. When the other families provoke battles they cannot win, it is towards the Nieriten to whom they look for salvation.

The val'Mehan rely upon summoned legions of infernals for their military power. Though some ancient orders of warriors among the Sarishans are well-trained and highly reliable, such as the Knights of the Red Fist, their mundane human troops tend to be corrupt and lazy, made fat by a peacetime filled with tax collection and bribes obtained through various protection schemes. There is not a consistent organization between units and they are organized into "battles" of varying sizes and, almost always low morale.

The Nerothians maintain living soldiers mostly to contain the populace at large. Little more than guards and enforcers, these soldiers are ill-equipped, but they are highly trained in the techniques of intimidation and crowd control. The true strength of the val'Mordane lies in the blessings granted upon them by their patron deity, Nerath, the Lord of the Dead. Each domed city in the Nerothian lands has an enormous and slavishly maintained necropolis, into which every man, woman and child that ever lived and died in the city is interred. Though zombies and skeletons make poor soldiers, their morale is unavailable, and they do not need supplies to support them. Overwhelming numbers of such troops can be raised in short order, and during times of war, vast streams of mindless undead warriors pour out of the necropolis and onto the battlefield.

Cancerese Names

Canceri names are straight forward. If one is not a member of the nobility, you have one name. Nobles use a family name. In the case of the val families, they use both a surname for the branch of the family they pertain to and their val family surname. The fact that there can be dozens or even hundreds of people with the same name in a city is of little consequence to the priesthood, and the common folk resort to nicknames to keep everyone straight.

To create Cancerese names of your own, use the following guidelines:

Nerothian: Indian
Nierite: Slavic
Sarishan: Persian

Common Canceri Male Names

Nerothian: Chitraksh, Jayakar, Mahesh, Naresh, Prabhu, Prakash, Rupak, Varaa, Vikas
Nierite: Ambrose, Emaus, Grygory, Lech, Milosh, Petsha, Tobar, Vaya, Vladamir
Sarishan: Ardak, Bedros, Caidzig, Ishkanig, Mado, Nersah, Parouyr, Sirak, Vrab

Common Canceri Female Names

Nerothian: Akasamalaa, Buhpathi, Janaki, Latha, Nehru, Prajna, Ramji, Surjit, Vinita
Nierite: Domka, Kapica, Lukrecija, Nataliya, Pesha, Stanka, Tshaya, Yesa, Zolfina
Sarishan: Aroush, Dasvig, Hamasia, Keghouki, Markarid, Shamiram, Tamar, Yhsa, Zaro

Noble Surnames

Nerothian: Chandra, Dhawan, Gajraj, Janjua, Keshab, Mahalingam, Nirmal, Purva, Silesh
Nierite: Balkow, Faher, Grougy, Kaslov, Lazarovich, Maximoff, Stankovich, Tangevec, Zigair
Sarishan: Arkoian, Derderian, Goudian, Mardiossian, Panjarjian, Tavidian, Yegmalian, Zadigian

The Unsealed Lands

AKA the Fiendish Expanse

For over a millennium, the northern portion of Onara has been locked away from the rest of the Known Lands by the Godswall. This chain of mountains was raised a thousand years ago, protected by a number of arcane wards, isolating this land from all the southern lands of the continent. However, prior to them being a place for horrors worse than a fevered mind can imagine, the region was the home of giants. It is from here that the celestial giants enslaved the lesser of their kind and created items both wondrous and terrifying.

The celestial giants, however, were fighting a losing war at the fall of the Imperium of Man. Perhaps the dwarves know from whence the dragons came, but these were not the reptilian beasts the Suethogotan Empire capture and train. These True Dragons were creatures of vast intellect, unsurpassed power, and an immeasurable capacity to hate. Where they came from, and why they warred with the celestial giants, is known only by the handful of the creatures that survived. As the celestials defended home and hearth, their enslaved giant-kin fled beyond their reach, to set up new homes and civilizations in the far-off corners of the world.

Losing the battle, the celestials made a pact with Mighty Illiir to become the stewards of humanity through the coming Shadowed Age. In exchange, the Valinoric Hosts of the Heavens flew to assist them in their fight for survival. The Dragon Wars came to an end a few short years afterwards, with the race of dragons either destroyed or imprisoned.

Afterwards, the celestial giants left their homestead and spread throughout the Known Lands to fulfill their end of the bargain. In the end, they did not fare well in that deal. However, following the celestials' departure, the region was practically deserted and the Green Mother Saluwi quickly asserted Herself upon it.

Centuries passed before humans set foot within this immense valley. The ancestors of the modern Yhing hir tribes arrived from the west and took advantage of the nearly endless plains, where they could feed their horses and satiate their yearning for exploration. The gentle hills and sporadic mountains that marked the southern boundary of the region was a minor impediment for these rugged travelers, and they eventually reached the Hinterlands and beyond.

Following the Yhing hir was a rapacious warlord named Azun. Thought to have been either exiled from or driven out of the Khitani Empire, Azun led an enormous army of elite horse riders that conquered the peoples of this land down through what is now Milandir and Almeric. Though eventually overthrown, the Azunite Empire left a lasting impression upon those they ruled in the form of the fortresses they left behind, as well as the knowledge of how to construct formidable citadels, knowledge that had been lost since the fall of the Imperium of Man.

Then the curse of the Myrantian Necromancer Lords was triggered, and the boundaries between this Mortal Realm and the Hells were ripped asunder. The Time of Terror had begun.

Thousands upon thousands of infernals physically crossed the shredded membrane, and walked upon the land of mortals without the need of summoning incantations or the risk of being banished by the hated Sarishan priests. Here did one of the High Devil-Kings, Uhrbractic, lead the most infamous reign of terror onto Aecanic; its passing has left an indelible mark upon the peoples and civilizations of the Modern Age.

Yet even a blasphemy as malicious as this one must fall, and so it did at the cost of millions of lives, as well as the bravery and vision of the First Emperor of Coryan and the First Crusade of Light. This still unknown and unnamed man rallied the people of Old Coryan and fought back. After thirty-some odd years, they cleansed the Known Lands from the infernal taint and had backed them into a small flat area, the pass into the soon-to-be Sealed Lands.

The area known as Hope's End saw the First Emperor and Uhrbractic locked in mortal combat for days on end, until a poison dart flew from the massed spectators and found its way into the First Emperor's side. Madness and panic rippled through the ranks of the crusaders, as well as the Infernal Horde, as both sides clashed in a chaotic free-for-all. Before its end, the crusaders had managed to carry the dying First Emperor away, while the infernals regrouped further into the pass.

That night, the First Emperor prayed as he lay dying, that all which had been fought for would not be in vain, that the Gods should smile upon Their children and secure them from this scourge. Just before he breathed his last, twin Valinor descended from the Heavens and took the First Emperor between them. As they drifted higher, they spoke to the assembled men, *"Have courage, O favored Children of the Gods. Thy Father shall not forsake thee so long as the covenant is kept."*

With the promise of the Valinor to keep the terror from their hearts, the crusaders formed lines to withstand the coming onslaught of the Infernal Horde. With a cheer, the two forces charged one another. Yet just as the first rays of light touched that field, the earth shook and trembled, moving as if it were water. Towards where the infernals had amassed, the ground ripped up and spilled even the mighty Uhrbractic backwards into the northern valley. Magically,

an immense barrier in the form of an impossibly high and wide mountain range formed a ring about the entirety of the region.

The Sealed Lands had been born.

Historians tend to focus on the Known Lands side of the Wall of the Gods, because most assumed all that remained on the other side were thousands of infernals. What they forgot, or didn't know, was there were innocents trapped within the Sealed Lands – innocents that would now only know the horror of the Time of Terror without any hope of rescue.

Almost one thousand years later, due to the machinations of the Fallen Valinor Maneras, the Pride of Illitr, Emperor Calcerus val'Asuard was duped into doing his will, believing that it to be the will of the Gods as well.

With the murder of the patriarch and the rising of a statue of Maneras that eclipsed that of Illitr, a rumble was heard in the far distance. The Wall of the Gods had fallen – the Sealed Lands were sealed no more.

The First Infernal Incursion

With the impassable Godswall gone, the peoples of the Known Lands expected there to be a flood of anxious infernals erupting from the Unsealed Lands at any moment.

The flood never came. Instead, a trickle appeared, perhaps to scout what awaited them beyond their prison or perhaps believing it to be some sort of trick. Either Heroes of the region or the stalwart Tir Betoqi dwarves dealt with these infernals quickly.

The Tir Betoqi had arrived not long after the fall of the Wall, literally migrating their entire enclave from the far reaches of the Western Lands to what was left of the God's Wall Mountains that stood as the only barrier between humanity and the Infernal Horde. There they began an impossible task: constructing a replacement wall, strongly enchanted, so that they could lock the infernals away forever. Many shook their heads and wished them luck knowing such a feat would take centuries to complete.

For their part, the Tir Betoqi didn't care; let it take a thousand years, if necessary. This was their sacred duty – the protection of humanity from those that would destroy it. Some, foolishly perhaps, began to hope this replacement wall would be the Perfect Item that Lord Sarish himself would release them from their curse.

Approximately two decades later, their first section of the wall was put to the test. A large number of infernals appeared in the Pass of Hope's End, determined to destroy that section of the dwarven wall. Frantic calls went out for

help as large groups of infernals circumvented the Wall and made for Jappa. But the selfless dwarves bought enough time in blood so the King of Milandir could answer the call.

Within the year, the knights of Milandir were on the move, eating up ground at an astounding rate as their king spurred them to ride ever faster, as if the proverbial Hounds of Hell were nipping at their heels. One shudders to think what might have occurred had he not moved with such urgency, for Jappa was but a diversion – the true target of the infernals was Caroure, the Jewel of the Hinterlands.

King Osric inspired the Milandirian forces to fight as men possessed, and his military strategy and bravery won him the love of the people of Caroure, as well as a queen that day.

This campaign was given the title of the Fifth Crusade of Light; the men and women who fought, bled and died there were immortalized in song and verse. Hundreds of infernals were slain, their filthy and unholy corpses burned for weeks before ash was all that remained of their existence.

But Uhrbractit was unconcerned. He had sent out the chaff and had been shown the cream of what humanity had to offer. To him it was but a lesson in how the meat sacks thought and fought – one he would have gladly suffered ten-thousand slain infernals to learn. When the meat sacks next saw the infernals cover the mountains, they would be swallowed in an ocean of living fear and insatiable death.

The People of the Unsealed Lands

The Haina Empire: The Haina Empire is the only region in the Unsealed Lands where humanity reigns freely. Originally settled many, many years before the coming of the infernals and the raising of the Wall, Haina is populated by Khitani citizens. The territory that is now controlled by Haina was once a far-flung corner of the Khitani Empire, consisting of nothing more than villages and farmland.

A general, chasing criminals to this backwater portion of the Empire, was amazed when the Wall sprung up, trapping his forces within the Sealed Lands. After discovering it was impossible to return home, as well as discovering the rampaging mob of infernals trapped along with them, General Chai Tau made the decision to govern the area as an independent territory until such time as the connection could be reinstated with the Mother Country.

That was a little over a thousand years ago. Since that time, Hainese culture has drifted and is as different now from traditional Khitani culture as it is from Caryani. The crumbling of the Godwall, and the subsequent contact by the first outsiders seen in a millennium, has sent ripples of excitement throughout the Haina Empire.

The Hainese have discovered small, but significant passes through the mountain range near them that could allow infernals to pass unseen into the Known Lands. An agreement was reached with the Tir Betoqi dwarves that they would assist them in building a series of watchtowers and fortifications along those passes in exchange for aid in opening trade with the outside world. While reunification with the Khitani Empire has not yet been achieved, a steady stream of trade flows out of Haina to Caroure, Sicaris and, oddly enough, Cancori.

Bastion: Bastion is a unique city in the Unsealed Lands; a sacred place in profane lands. This is due to the Fallen Valinor, Xabal, The Patience of Sarish. Xabal had originally been instructed to observe, not interfere, and ensure that the wily and crafty infernals did not find a way to escape Illiir's Judgment. But along with the vile infernals were innocent humans – humans that were plaything for their unholy and despicable amusement.

At first, Xabal did as commanded and did not intervene, but the more he observed, the more difficult it was to remain passive. Finally, he could take it no more; the Patience of Sarish had run out of patience. In a moment of weakness, he obliterated every single infernal within the city of Tuvulem. Then, resigned to his fate, he led the surviving humans in rebuilding the ancient Amunite city back into the original fortress it was.

But a city ruled by strict laws, even by a 'good' Valinor, can be as confining as one ruled by infernals. The citizens of Bastion are law abiding to a ridiculous degree, that mentality bred into them over the centuries.

Additionally, Bastion is unique for one other item – it is the only place where one can find indigenous val in the Unsealed Lands. It's conjectured that when Xabal released his energy to destroy all the infernals of Tuvulem, a small amount of that power infused a small number of humans, creating the val'Vasik family. More plausible is the possibility that after having fallen, Xabal created the val'Vasik family along more traditional lines.

A word of caution – so great is Xabal's hatred of the Infernal that anyone with the Taint, including dark-kin, are killed on sight, as mercifully as possible, of course. Thus, dark-kin, and even certain Sarishan holy champions, are warned to think twice before entering the city of Bastion.

The Legion of Unyielding Courage: This legion also had the misfortune of being on the wrong side when the Godwall went up. When the grand melee erupted at the sight of the First Emperor being hit by a poisoned dart, the three score surviving members of the Legion of Unyielding Courage, a legion personally founded by the First Emperor, leapt to form a barrier between the High Devil-King Uhrbractit and the wounded Emperor.

Unfortunately, these brave men and women were swept to the north with the infernal tide when the two sides separated. Seeing no way to break through the thousands of frenzied infernals that stood between them and their fellows, the legion, without hesitation, lived up to its name.

A squad of legionnaires formed a line, refusing to yield until they had given their brethren time to hopefully escape

to the north. Would that there would have been poets to record the bravery of those legionnaires, for so great was it that Lord Hurrian blessed the legion with His holy touch. With this blessing, it is said that this legion shall never truly be destroyed until it be to the last.

The survivors eventually made their way to a ruined castle of the celestial giants, which they named Giantskeep. Among the survivors were a number of dwarves who soon realized their days were numbered. Due to Illiir's Curse, they were forced to bathe in the light of their enclave's Heartstone once every decade or so, else they begin to age rapidly. Many dwarves, resigned to their fate, were determined to die in heroic struggles of the sort that epics were written. But for others, in time, love won out.

Some of the dwarves and their human counterparts fell in love, and eventually mated. Their offspring were gnomes, but here, hundreds of leagues from home and surrounded by the most unholy of creatures, the dwarven and human parents could only have love for their doomed offspring, doomed to spend their lifetime knowing nothing but a nightmare.

Even after centuries have passed, the legion remains sequestered in Giantskeep and fighting the good fight. The only thing that changed has been their makeup, for alongside the human legionnaires there now stand gnomes, trained in the Coryani style of battle and as determined to protect their soldier-brothers as their dwarven ancestors were over a thousand years ago.

The Riders: The Riders are a tribe of Yhing hir who were on the wrong side when the Wall of the Gods rose. Since that time, they have kept to their nomadic way of life, recruiting new blood from the scattered villages of humans that dot the region.

Finding out the hard way that exemplary riding skills and masterful knowledge of the area would eventually not be enough to keep them from infernal slavers, they managed to steal a pregnant infernal mare. They were eventually able to breed this colt with their own stock of horses to produce a new breed they call 'hell horses'. With these new mounts, the Riders are not only able to elude capture by infernal riders, but to even stage raids into their strongholds.

Notable Infernal Empires of the Unsealed Lands

The Lordship of Iron: Also known as the Fiendish Expanse, the Lordship of Iron is the largest of the infernal empires. The nation boasts a population of nearly two million individuals, the majority of which are enslaved and bred humans. The nation was founded by Ubabencit, easily the most powerful of the infernals that originally crossed through the rip to the Mortal Realm during the Time of Terror, as well as the most cunning. He survived a thousand years isolated in a relatively small space with hundreds of thousands of others of his kind, many of whom blame him for their current predicament.

Ubabencit appears to be the driving force behind the latest exodus beyond their prison walls, and spies report him personally leading elite troops in exercises. However, whether Ubabencit plans to personally lead the charge out of the Unsealed Lands remains to be seen. There are too many other powerful infernals who could easily take advantage of his absence.

Tarmalen: Where Ubabencit rules the Lordship of Iron without question; Tarmalen is more of a loose confederation of anarchist settlements. In the Thorn Hills, a powerful fiend known as Hamaimon rules the city of Merchua. From here, he plots the overthrow and deposing of Ubabencit, whom he blames for allowing the Infernal Horde to be trapped.

Oddly enough, even after millennia of plotting and attacks, neither side has ever been able to destroy the other.

The Western Lands

Note on usage: Where ever possible, the Low Coryani spelling and naming conventions were used instead of the more archaic Kio.

Viewed by the inhabitants of the Known Lands as having some of most exotic and beautiful terrain, the Western Lands consist of a series of small nations, mountains and independent city-states rather than a homogeneous empire, which are collectively known as the League of Princes. Home to at least five distinct races, the Western Lands is a place where even the most eccentric, shunned, or just plain strange can find acceptance.

The name 'Western Lands' is a bit of a misnomer as it is south and only slightly west of the Coryani Empire. The League of Princes, a convoluted arrangement of inconstant nations and territories, has a unique approach toward dealing with one another and the outside world. Like any quasi-dysfunctional family, the League boasts ancient dynasties with complex relationships with other clans and even different species in the form of mutual treaties, unilateral obligations, and obscure duties so arcane that an entire profession exists to handle matters of protocol or contentment. Making matters more confusing is that the same person may hold different titles in different regions, each with different responsibilities and varying deference.

Like any family, this one is led—more by example than actual authority—by the large and influential nation of Caphatra. Prosperous and with a storied history, Caphatra is the ancestral home to the val'Sungha family and is thought of as the homeland of the kio people in general.

Caphatra is separated geographically, as well as politically, with a highland plateau in the north and lowlands to the south. Much of its beautiful forests were cleared to make room for agricultural pastures, as well as the profit that comes from trading such raw materials to others through the neighboring nation of Mhyrcia.

Politically, the people of Caphatra are divided between familial and professional lines, such as through a powerful guild. Many of the lesser nobility tends to side with the King, Georay val'Sungha, while the rest follow the Royal Court. The greatest political divide seems to revolve around two eternal matters: who is the rightful heir to the throne, and how much Coryani influence is tolerated. The King is smitten by Coryani culture—and, truth be told, Coryani women—and has advised a greater strengthening of ties between the League and the Empire. In reality, this belief was a political blunder that the boorish King fabricated while in a match of wits against Prince Ingar of Bhiharn, rather than his true beliefs. But rather than lose face in court, he steadfastly espoused this philosophy in words, if not in actions.

Directly to the north of Caphatra is Pajharo. To some, Pajharo is more of a duchy beholden to Caphatra, while others, most notably the unelit citizens of Pajharo or 'Jharks,' see it as a separate nation. The truth lies somewhere in between. The confusion comes from the line of succession to the throne of the Jharks. The Duke of Pajharo is also the heir to the throne of Caphatra, but the crown cannot be united because of promises and obligations made centuries ago. However, the crown of Pajharo must fall to the royal line of the val'Sungha – the same royal line that is heir to Caphatra's throne. Through the years, some val'Sungha have released themselves, satisfied with the honor and power that comes from being the Duke of Pajharo, while others see it as a poor substitute to the real power that comes from ascending the throne as King of Caphatra.

The territory that makes up Pajharo rivals that of

Caphatra in square-leagues, but the entire population of the country is outnumbered by the population of When, the capital of Caphatra. However, this is a blessing as well, as this makes the virgin forests, streams and lakes of Pajharo a hunter's paradise, as well as an untapped wealth of natural resources.

Like many families, there always seems to be a wayward, radical child that rails against the status quo and expounds revolution. In the League, that role is taken by Bhiharn, ruled by the elderly Prince Irgar. Famous, or at times infamous, for his lavish and stylish parties, the preening prince is also one of the shrewdest diplomats in the Known Lands. The val'Mehan family sends their most promising envoys to his court, at great expense, so that they may learn at his feet. The Prince's mastery comes as much from daily practice as any natural aptitude. He must constantly walk a tightrope between satisfying his obligations to Pajharo and its ruler, as well as appease his own citizens. This is especially true of the independent minded undir of the Sword Fens.

Though the undir vehemently argue against any notion that their country is anything but a semi-autonomous territory of Pajharo—and by extension Caphatra—the truth of the matter is that Bhiharn is obligated to pay heavy taxes on trade, both individually and as a nation, as well as having to accept archons appointed by the ruler of Pajharo to his court. Archons act as judges and arbiters who act independently from the edicts of the prince, as they are appointed by and loyal to the Duke of Pajharo.

While Prince Irgar may be a loyal kio and member of the League, the majority of his citizens are another matter. This land is seen as the homeland of many undir tribes, and they chaff under what they see as unwanted intervention and control, not to mention the taxes and tribute 'extorted' from them by a foreign people. Exacerbating matters are the various bandits, both undir and pure-bred humans, as well as pirate lords who hide among the populace, acting as agents-provocateurs, stirring them to rebellion. Thus far, the wily Prince has managed to calm the fires of revolution.

Also within the territory of Bhiharn is the independent city-state of Blackwand. An anomaly among the League and the Western Lands as a whole, the city was founded five hundred years past by a group of adventurers and mercenaries hired by a merchant prince to pacify the area from the deadly predators and rampant marauders that ravaged the area. At present, it holds a charter that has been recognized by every nation in the League and even by the Coryani Empire, granting them the status of an independent and free city-state.

What family doesn't have a few skeletons in the closet or that strange and slightly demented uncle that no one talks about? For the League, that 'uncle' is Eppion, and specifically its traditional rulers, the val'Baucier.

Lying on the coast, the territory that makes up Eppion was perfect for Coryani expansion. Ever eager to spread their civilization, influence and boundaries, the Coryani saw the League as a treasure trove just waiting to be captured. Exotic finished goods, an almost endless bounty of raw materials, foodstuffs and a strategic point with which the elorii of Entaris could be smothered, the Western Lands proved an irresistible prize for the Empire.

The Coryani selected a heretofore unknown and very minor local val family known as the val'Baucier to act as their proxy, knowing that by elevating a minority to rule over the majority population of undir and humans, it would create a friction that would force the val'Baucier to forever rely upon the power and influence of the Coryani if they wanted to stay in power.

Unfortunately for the Coryani, they underestimated the capacity for tyranny, cruelty and depravity that came as second nature to the val'Baucier. After a few generations of forced demonic possession upon hapless undir, draconian laws and cruel and disproportionate punishment, such as public vivisection, the citizens of Eppion rose up in revolt. The val'Baucier were nearly hunted to extinction, and hundreds of Coryani citizens were massacred, before the Coryani Empire responded with its usual light touch. A full three legions were shipped to the upstart wasteland, and burned the capital city to the ground. They then enslaved every rebel who could be identified, and forced them to build a brand-new port city, Mictra.

But even the Coryani could not turn a blind eye to the acts done by their puppet-rulers. Needing to keep face, the Coryani allowed the val'Baucier to retain their title as ruler of Eppion, while privately making it clear to them they should keep to their ancestral hold of Rhyadoch in the Vale of Shadows, and be happy about it. The day-to-day rule of the land was handled by a Coryani noble, given the title of Satrap of Eppion. They were to ensure the continuity of Coryani influence in the region and look out for Coryani interests, especially the yearly tribute expected from every member of the League of Princes.

The Country of Lhyllifel is like the sister of the family that married up beyond her station. Lhyllifel is controlled by the undir and is a collection of small villages and the odd large town. Even its capital Lhook pales in comparison to many small cities throughout the Known Lands. While Lhyllifel has ties to Caphatra and the kio, it looks to the elorii nation of Entaris for protection, even though it pays annual tribute to kio. Unlike Caphatra, Lhyllifel highly resents the Coryani, and any influence they have in the League of Princes. They chafe under the weight of tribute, but know that it is best to avoid unwanted war.

Another point that causes an enormous amount of friction between Lhyllifel and the Empire is the nation's tolerance, and not-so-secret support, of 'heretical' elemental worship. This belief exemplifies Coryani ignorance and arrogance. What they believe to be elemental worship, is actually

the Lhyllifelen veneration of the Ulamoi, the undir spirit pantheon, along with some unique spirits of the region. The Coryani observers mistook the manifestation of Mirra Anois, a nurturing spirit, from a stream to mean that the undir had been polluted by the heretical religion of the eloiti.

The King of Lhyllifel, and indeed the citizens, do not fear Coryani inquisitors. This is due to their very close ties to the true super-power of the region, the eloiti of Entaris. The eloiti have made it clear to the Coryani, in a polite but stern manner, that no persecution of the Lhyllifen would be tolerated. For their part, the Coryani have turned a blind eye to the Lhyllifen faithful.

Lastly, Mhyrcia takes the role of those distant cousins who no one paid much attention to, but eventually struck it rich. Hidden along the coastline, deep in the rainforest, these settlements were originally undir trading posts and villages. For protection from sea raiders and other marauders, the villages were built further inland, down canals and waterways that few know of and less could navigate freely. Eventually, these villages were augmented and fortified by kio settlers and turned into the five trading ports now known as the Shadow Towns of Mhyrcia.

Easily the wealthiest and most powerful merchant state in the Western Lands, the Shadow Towns inevitably came into conflict with Coryani ports, such as Plexus. At that time, the Coryani were embroiled in other wars and could ill-afford opening a new front to the south. Instead, they warned of dire consequences and made outlandish demands for tribute, reasoning that they could negotiate down to an amount both could live with. Imagine their surprise when the Shadow Towns not only agreed to their terms, but paid the extravagant sum demanded.

Overnight, Mhyrcia became the darling of the Coryani Empire, even going so far as having the Shadow Towns' title of 'Speculator-Prince' recognised as a noble rank within the Empire. Soon, treaties were signed and Mhyrcia became a sanctuary state with a sizable tribute due each year.

So great is the wealth of the Shadow Towns, that they are not only able to pay the Coryani tribute, but also comply with other, older commitments. Ancient obligations and treaties require Mhyrcia to accept archons from Lhyllifel, which according to League tradition, makes it a protectorate of Lhyllifel. This meant while Mhyrcia's interests were protected abroad by the Coryani, locally they were protected by Lhyllifel. The downside of this is they must bear the burden of paying two masters. For the Shadow Towns, it's just the price of doing business.

People of the Western Lands

The Western Lands are populated by a variety of races, from the common human being to the exotic kio. The following entries give a brief description of the peoples most commonly seen within the League of Princes.

Humans: Common stock humans, or 'pure-bred humans' as they are sometimes called by academics, are the most ubiquitous race in not just the League, but in the Known Lands in general. They tend to adopt and adapt quickly to the different environments, cultures and political landscapes of the places they inhabit. If they bring anything unique to the table, it is their nature for being a social creature, one that propels them, consciously or subconsciously, to forge communities and build bridges between cultural rifts. Oddly enough, this penchant for community tends to decline as they become the dominant species in any particular area.

Kio: When people speak of the kio, they may be referring to one of three distinct groups, many times without even realizing they are doing so. These three subspecies are the True Kio, the kio, and the val'Sungha.

Legend has it the kio arrived in flying islands, known as the Sky Kingdoms, which descended (crashed?) into the areas now called Uggur. The undir were among those who witnessed the arrival and greeted beings they first thought were angelic Valinor.

These were the True Kio – tall, lanky, and ethereally white-skinned warriors with glowing golden hair and lustrous metal armor. As the undir interacted with these True Kio, they began to discover the kio ascribed to ideas, naming conventions and even styles that mimicked or incorporated sky and avian symbolism. For example, the leaders of the Kio were called khim'may or 'sky chiefs'; their generals and officers were khiyit or 'wing lords', and so on.

The two peoples began to trade and help one another, fostering a greater interdependence between them. Eventually they learned their unions with humanity (including the undir) could produce offspring. These children became the kio known today. Eventually, this line became so numerous, they were able to carry on the breed without the need for True Kio or human parents.

The kio have the robust and thicker bodies of their human ancestors while possessing the clear light eyes and the golden or silver hair of the True Kio. They also inherited their sky-born culture, attitude and traditions from the True Kio.

As more and more kio reached adulthood and took over the needs and caring of their people, the True Kio disappeared from view, leaving many to theorize they had returned to their ancient Sky Kingdoms.

Lastly, detailed below, the val'Sungha appear to have inherited the best traits from both sides of the family. Externally, they look almost identical to the kio, but have the gray eyes that all val possess. However, what is not obvious with a cursory glance is they also possess their own unique val abilities and the birthright of all those whose blood courses with that of the Valinor, the potential to be Awakened.

Undir: Undir are a subspecies of the human race. Where their ancient ancestors came from is unknown, but certain scholars speculate they either came from the first migration of humans that eventually trickled north, or survivors from the fall of the Imperium of Man that fled to the south before finding refuge in an isolated part of the world.

Whichever is the case, it is clear that at some point in the past the undir's ancestors discovered and eventually mated with a unique, and possibly now-extinct, race of semi-aquatic creatures called the undines. From them, the undir take their distinctive features of webbed hands and feet, slightly pointed ears, as well as a greater lung capacity than most humans, allowing them to stay underwater for a longer period of time.

Besides those exceptional features, the undir have exotic features that have a resemblance to the elorii, with hair that ranges from black to light brown and almond shaped eyes.

Val

The val are an adventurous and curious race that travel to visit and even settle in a variety of places. The Western Lands are no exception, with a wide variety of representatives from the different val families living in, adventuring throughout, or just visiting the area. However, there are only two val families that hold any actual political

Western Lands Names

Names in the League of Princes are a mixed affair. The great diversity of people has led to something of an odd mixture as people are named in honor of famous persons of other ethnicities. It is not uncommon for an undir to have an elaborate given name in the kio style, but still have the simple clan name of his ancient ancestors. Adding to this mix are the elorii of Entaris, many of whom have been generational friends to various League families and has resulted in more than one undir having an elorii name.

A word about the Kion language: the Kion tongue is filled with inflection and meaningful silences that provide significant meaning to the phrases spoken. This carries onward into their names. Although the kio have letters in their alphabet that signify these curious subtle changes, it translates poorly to human alphabets. In all cases, the nearest phonetic spelling is used. The Kion tongue is short on hard consonants, those that do appear tend to begin words and names. Flowing, lyrical multisyllabic names with plenty of F, G, L and long A sounds will go far. Another point of note is that kio names are unisex, being interchangeable between males and females.

Undir names tend to be simple, usually two syllables, often beginning and ending in consonants. Names tend to start with hard consonants and end with soft ones (such as Gelfan of Tarith). Male names have a tendency toward having an A and E first vowels, while females usually have an I, O, and U first vowels. While not universal, this rule is a good to follow when creating names for undir heroes. The elorii of Entaris have influenced naming conventions in Lhylifel, with some male names ending with an "-or" syllable, while some female names have an equivalent "-as" one.

Common Kio Given Names

Alfiga, Cetosun, Filagame, Cahirig, Ingatogaalem, Mifragan, Parjasig, Sigigarun, Walagfarilan, and Valagrogisfaj

Common Undir Given Names

Male: Damos, Keram, Baval, Tegin, Pagos

Female: Vurig, Polas, Kikov, Zulas, Tugas

power in the region: the val'Baucior and the val'Sungha.

The val'Baucior are a minor val family with barely a hundred known surviving members. They inhabit an area of southern Eppion known as the Vale of Shadows from their family seat of Castle Rhyadoch near the town of Dhakavaar. Unlike most vals, the val'Baucior are brutish, exuding a menace of barely restrained violence. They have a very negative reputation among the other val families, and many of the stories told of their creation are quite insulting. The only reason they are tolerated at all is because the Coryani Empire finds them useful tools in the region.

The val'Sungha, on the other hand, are descended from a True Kio female lord that, early in her reign, took three male val as consorts. The original families of these val are lost to history, but a strange event occurred: instead of their progeny showing the val family traits of the father, all of the children, regardless of parent, manifested the same val power unique from other val families.

This new val family combined the best of the True Kio with the divine heritage of the val. Taking the name of their mother, the children went on to found a new lineage known as the val'Sungha family.

The val'Sungha have inherited many of the usual characteristics of a True Kio, with the exception of the gray eyes indicative of the divine touch of the Valinor. Along with the eye color, the val'Sungha also possess latent psionic ability, allowing them to be Awakened, as well as the abilities that are theirs by val heritage.

The val'Sungha line is considered the leading noble family among the Kio; in fact, members of that family are heir to Capharra's throne, as well as Pajharo's.

Religion

The people of the Western Lands tend to be much more tolerant of others' religious beliefs, primarily because there are almost as many different belief systems as there are races. With the exception of the ekeri and their worship of Belisarda and the Elemental Lords, the dominant religions in the region are the spiritual worship of the Uhmai and the Mother Church of Coryan.

Spiritual Worship of the Uhmai: The undir have always been a spiritual people, with strong ties to the spirits of the land. Almost from the time they arrived in the Western Lands, the undir have venerated, and in turn been protected, by the Uhmai, a group of entities that exist primarily on the Spirit Realm. Those undir that are sensitive and can hear their whispers are groomed as ducoi, the undir version of a shaman. Undir appear to be a superstitious lot with charms, amulets, and talismans in abundance, either worn or placed about the home.

Since the introduction of the Coryani to their people, the undir society began to suffer a schism. While the majority still cling to the 'old ways', a new generation of undir has become entranced by the lavish Coryani way of life. These undir have turned towards venerating the deities of the Pantheon of Man, the better to integrate into Coryani society, as well as a way to collect more gold imperial coins.

Mother Church of Coryan: The adherence to the dogma of the Mother Church has grown over the past few decades as the latest generation of undir have attempted to ingratiate themselves into Coryani society. While still viewed with suspicion by the undir that follow the old ways, no overt action is taken due to the knowledge that the reprisal from the Coryani will be swift and brutal.

The Kio Religion: The kio believe that the universe was created by a sole divine being who was destroyed during the act of creation. While they acknowledge that there are diverse powers and entities of god-like ability, such as the deities of the Pantheon of Man, they pale in comparison to the one true god that created everything, including them.

This belief was handed down to the kio and the val'Sungha by the True Kio. However, there are a small number of kio that feel the calling of these lesser deities and go on to become priests or holy champions. Following such a path has dire consequences, as that kio is seen as deranged and promptly shunned by the rest of kio society. If they are in possession of a kio sword, particularly a family heirloom sword, they are stripped of it and their name stricken from the family roster.

Military

Each of the nations in the League of Princes has the resources to raise an army, or in the case of the Shadow-Towns, pay for an elite mercenary company to act as one. The armies of Capharra, Pajharo, and Bhithara, while stationed within their respective territories, can be said to be a single military force, under the ultimate command of the ruler of Capharra. The army has only faced outside threats, and but for one instance in the past, their loyalty has never been tested in the context of a civil war. Their elite cavalry is known as the Red Dragoons, and consists of kio and val'Sungha soldiers, though the rare undir and human were allowed to join the ranks.

The kio have a number of knightly orders, such as the Order of the Yheki, an all-female knightly order who forsake their familial ties and pledge their lives to uphold the ideals and interests of the kio people. Capharra also maintains the Sky Knights, a group of highly-trained warriors who ride giant eagles that roost on the higher peaks of the Lhanothye Mountains.

The undir do not have a conscripted army, but are expected to take up arms to defend the homeland against invaders, should the need arise. Though once possessed of an elite berserker class, one can hardly imagine today's placid undir in a fighting-mad rage.

Alongside the Coryani legion stationed in Eppion, the val'Baucior maintain their own elite cavalry, known as the Black Hussars. Part honor guard and part holy order dedicated to the val'Baucior's patron deity, Sarish.

Ymandragore

The Isles of the Sorcerer-King

Ymandragore. One can hardly say the word without muttering the Sorcerer King in the same breath, so intertwined are the two concepts in the minds of the people of the Known Lands. But as the magi say, "words are power" and fewer words can conjure up the panoply of visions and emotions as those can.

Utter those words to any continental, and a visible shiver seems to take them as they hunch their shoulders and speak in conspiratorial tones. Invariably, they will tell horrific tales of an isle populated by dread magi under the tutelage of the self-appointed Sorcerer King enacting barbaric rituals and the darkest of magics. They will speak of a group of people called the Harvesters that scour the mainland for any and all people who have the "Gift," the ability to wield the power of the Arcanum. The most learned of them will tell how the Sorcerer King unleashed the greatest scourge Arcanis has ever known. Like all parables, a germ of truth lies within, but Ymandragore is so much more.

What are the Isles of Tears? They were once part of the land that capped the underground civilization of the if'huan, until the rapacious Empire of Yahoormoor exterminated that race. In the hopes of utterly annihilating their enemies, the mana sorcerers collapsed the caverns in which the creatures lived, causing the area to be flooded and eventually creating the Gulf of Yarris as it is today. All that remains of that land are the highest peaks that now exist as a series of islands and archipelagos. These barren rocks are collectively known as the Isles of Tears, due to an atmospheric phenomenon that causes it to rain constantly.

Eventually, a hardy group of humanoids landed on these isles and eked out a living, barely surviving on the scant vegetation and the offspring of animals that managed to survive during the destruction that inundated the land. The descendants of those humanoid tribes still live on the isles to this day and are one of the many races of gar seen throughout the Known Lands.

The exact time of the Sorcerer King's arrival is known only to him. Some speculate that he arrived during the waning days of the Theocracy of the Cleansing Flame, while others portray him as a harbinger of doom, arriving on the very day that the Sword of the Heavens slew the last Imperator. This last story may be based more on poetry than reality.

What is widely accepted as fact is that he appeared upon the bleak shores of the largest of the isles, surrounded by a few score of his people. They arrived from a place known only to him, as future events eventually made him the sole survivor from this original group. With these people, he set about carving out the black stones that were so prevalent on the isles and built the city of Mandragore, the City of the Dragon.

Yet even this story of his arrival is contested by the erudite Altherian philosopher Nakuba val'Abobi, who claims that such a being could only come into existence as a manifestation of the pinnacle of the world's greatest minds. Still others point to Sarishan legends, claiming that he is the Fallen Valinor that brought the Gift to humanity.

Whatever his origin, the immortal Sorcerer King is without a doubt the single most influential being on Arcanis; his actions, spanning ages, has left an indelible mark upon the world.

During the building of Mandragore, the Sorcerer King sent out a fleet of ships made from the very black stone he carved out of the island. Many of these initial ships of the Black Fleet failed to return, but a pair in particular were said to have returned with a celestial giant tied across their two hulls. Though pure speculation, it seems logical to assume that it was this creature who told the Sorcerer King the tale of the Birthing Chamber of the Gods; logical because it was not long afterwards that he began his solitary expedition to the lands across the Gulf of Yarris.

During his time on the continent, many tales have been told of the Sorcerer King. Indeed, there are many who believe that it was he who wove the ritual that imprisoned the Sword of the Heavens in a pillar of frozen flames, thereby toppling the oppressive Theocracy of the Cleansing Flame.

Yet for all his power, the Sorcerer King is not omnipotent. During his travels across the Known Lands, he came across a people known as the Myrantians, ruled by a cadre of sorcerers called as the Necromancer Lords.

For some reason, His Sorcerous Majesty decided to side with these black magi against another group of sorcerers known as the Eryandhians. To this battle, he brought most of his forces, leaving only a token group and the rest of the citizenry safe within the city of Mandragore. Though eventually the combined Mandrake and Myrantian forces were able to vanquish the Battle-Magi of Eryandi, the Necromancer Lords decided the price they were going to have to pay for the Sorcerer King's assistance was too high. Instead, they unleashed a virulent disease, sacrificing their own troops to ensure the destruction of the Mandrake forces. Their betrayal worked flawlessly except the immortal Sorcerer King proved immune to the Betrayer's Disease.

In an uncharacteristic rage, he leveled the city of Myrantis while disregarding the dire warning that should he kill the Necromancer Lords, utter devastation would descend upon Mandragore. As he was about to crush the skull of the last of the Black Lords, the dread Necromancer spat out his curse, *"With the final beat*

of mine heart, the fate ye have dealt to mine people shall be echoed in your land as well. And know this O Lord of Nothing - never again shall ye set foot upon Onara – for should ye touch as a toe touch the good earth of this continent, Hell itself will wave ye!" With a smirk born of endless contempt and hubris, the sandaled heel of the Sorcerer King slammed down.

Instantly, the clouds above his head blackened and whirled. Hellish, red lightning flashed within them, as if echoing the beating of a heart. A cold wind flooded the normally sweltering region. The intensity of the unnatural squall grew until a single thunderclap of such power fell that even the Sorcerer King was knocked off his feet. A blood-red eldritch bolt of energy arced high into the sky and then headed east. It was not the plunge in temperature that caused a chill to run down his spine.

His worst fears were realized when he arrived at his former capital, where all that was left of the city of Mandragore was a blasted crater and a few walls which were inexplicably left standing. Of the people who journeyed with him to Arcanis, no more than a handful remained, scattered about the archipelago. The rest had either been stricken by the Myrantian disease or struck down by the deadly energies unleashed by the Necromancer Lords' black ritual.

It is said that was the day the Sorcerer King vowed that all those who wielded such power would bend knee to him, so that such irresponsible exercise of power would never again be used against the innocent. Or at least that is what's alleged by Ymandrake diplomats when they are questioned about Harvester activities.

Bereft of his people, a King of Ruin, the Sorcerer King reached out to the brutish, nomadic groups that inhabited the main isle and made them his own. With their help and that of a few survivors, the Sorcerer King vowed to rebuild the city that was lost and named it Ymandragore – the City of the Dragon Reborn!

For centuries, the Sorcerer King remained isolated, his name fading into legends and fables meant to scare children. The reason for his absence was due to the work needed to not only rebuild a city, but also to the establishment of a new social order, one that would eventually become the modern Magocracy that rules Ymandragore today.

But eventually whispers came to his ears of a possible location for the Birthing Chamber of the Gods, and he made ready to walk upon the continent of Onara once more. But as his foot made contact with the soil, the voice of the last Necromancer Lord, Lord Qu'is, rang forth with the final portion of the Myrantian Curse.

Instantly, the very air began to boil and bubble, until finally a rip in the very fabric, that separates the Mortal Realm from the Hells, was ripped asunder and the infernal scourge spewed forth across all Arcanis in what is now known as the Time of Terror. Uncountable waves of infernals, their only desire being the complete destruction of the Lord of Ymandragore, washed over him inexorably. So vast were their numbers that, even with immense power at his disposal, the Sorcerer King was forced to return to his island home.

Eventually, the creatures were smashed by his indomitable power and will and, concerned that the Myrantian Curse would remain in effect, the Sorcerer King resolved not to return to the continent until definite proof was brought to him of the Chamber's location. Until then, he would rely on his proxies to be his eyes, ears and hands upon Onara.

During the subsequent founding of the Coryani Empire—arguably the strongest nation upon the Known Lands left in the wake of the Time of Terror—a sort of understanding was reached between the two powers. The Coryani would allow his Harvesters to fulfill their duty to claim those with the Gift for their Lord wherever it may take them, and the Empire could do as it wished upon the mainland without any interference from the Ymandrakes. Additionally, hints were dropped that while the Known Lands may have been scoured of the infernal menace, the lands to the east, across the ocean, were overrun by these hellions. Only the power and vigilance of the Sorcerer King stood between the people of Onara and another Time of Terror.

Centuries passed as the Harvesters took the so-called 'dark sorcerers' that roamed the lands, to the relief of the ignorant populace. However, all that changed with the birth of the twin children of the Coryani Empress Shar val'Assanté. To everyone's surprise, a Harvester arrived at the Imperial Palace and demanded the children be turned over to him immediately, as both babes possessed the Gift. The subsequent beheading of the Harvester surprised no one, other than the arrogant Ymandrake himself. However, this action had dire consequences for the Empire; within a few weeks, the Ymandrakes invaded the shores of Cafela and devastated everything in their wake.

As in all wars, the brave and the cowardly did as their hearts bid them, with acts worthy of song and utter contempt. Thousands died and many more suffered under the Ymandrake onslaught; it appeared that nothing could stop them. It was only when Senator Palic val'Holryn was granted the title of Defender of the Empire that the tide of the war was turned.

Spurred by their new High General, the Coryani legions fought like men possessed, battering the Ymandrake forces back inch by inch, until they finally forced the survivors to board their ships docked at the Cafelan port of Celanto and sail for home. Yet the atrocities that had been committed on the Known Lands by the Ymandrakes made the blood of the courageous General val'Holryn and his legions run cold and boil at the same time. Vowing that such a desecration would not stand, the Defender of the Empire boarded a

captured ship of the Black Fleet with his personal legion and ordered word be sent back to the Empress that the Lord of Ymandragore would pay for his actions.

Their expeditionary fleet never returned from the Isle of Tears.

Weeks later, an offer was struck, one that broke the Empress and led to her untimely death a few short years after. For there to be peace between the two powers, one of the two boys would be given to the Sorcerer King, while the other would remain with his mother.

Eventually, the boy that remained became Emperor Nurien val'Assanté, who eventually became known as the Undying. After many years, he abdicated the Alabaster Throne and roamed the land, recruiting those who bore the Gift and training them to defend themselves against the Harvesters. These magi would one day establish the Sanctorum of the Arcane, and give rise to two powerful secret societies, the Hawk and the Shield, that would dedicate their lives and resources to the safeguarding and training of other sorcerers, as well as the ultimate destruction of the Sorcerer King.

More centuries passed with the status quo remaining intact, save for a sortie instigated by a rogue elorii, swearing to subjugate the elorii of Emeris should the Sorcerer King grant him the means to conquer them. While the strike resulted in total failure, it served to give His Sorcerous Majesty insights into the elorii and the power at their disposal.

During this time, a rumor began to circulate throughout the nations and peoples of the Known Lands that, if true, could have far-reaching implications for the Sanctorum of the Arcane. It was said the Sorcerer King discovered a way of staving off or even curing the Wasting Disease that befalls all practitioners of the Arts, sooner or later.

While a great temptation, especially for those already showing advanced signs of the crippling and deadly disease, the members of the Hawk and Shield warned this might be just the latest ruse of the Harvesters, by getting those with the Gift to come to the Isle of Tears of their own volition. Unfortunately, there is still no definitive answer; no mage has returned from a visit to the Sorcerer King's demesne to provide a confirmation.

The most devastating attack against Ymandragore occurred in 1026 I.C. when rogue elements in the Hawk conspired with the leader of the Harvester group known as the Ordainers, one Lucius Orata, to introduce a sorcerous virus by way of the harvested youngest son of Senator Tenson-Balin. This eventually infected and killed a large portion of the magi population upon the Isle. Horrible confusion and devastation resulted during the execution of this plot, but it was merely a smoke screen for Orata's true goal – the assassination of the Regent's Court and the usurpation of the Sorcerer King's power.

Through the intervention of Heroes from the mainland, Orata's plot was foiled, but the devastation wrought by the virus was allowed to spread unchecked. Granted free passage from the Isle for their part in saving the lives of the Regent's Council, Lord Gemmelus, the twin brother of Emperor Nurien val'Assanté, swore vengeance might be long in coming, but it would one day come.

Recently in a change of tact, the Sorcerer King is sending emissaries, diplomats if you will, to whatever nation will accept them. To date, the greatest number of sightings of these diplomats has come from those places that host the Ymandrakes, such as Cimmura and Alchoria.

The one region that continues to trade with Ymandragore is the Pirate Isles, specifically the slavers from Garundi. In fact, trade is so brisk that Ymandragore has settled upon one of the hundreds of small islands in the archipelago, and has built an extensive port to accommodate the unique ships of the Black Fleet.

The Mageocracy

Many believe Ymandragore to be an absolute dictatorship, with the Sorcerer King in total control and that only two classes exist in his society: those who have the Gift and everyone else. Nothing could be further from the truth.

His Sorcerous Majesty does not bother with the day-to-day minutiae of his Kingdom. The spies for the Hawk and Shield have reported there are long periods of time where the Sorcerer King is absent, and the ruling of the Kingdom falls to a body known as the Regent's Council.

The Regent's Council is constituted of a small group of the most trusted and powerful magi upon Ymandragore. It includes a woman known as the Proxy, the former heir to the Coryani Empire, Gemmelus, and a representative from the Circle of Hands.

The Circle of Hands, commonly known as the Harvesters, and is made up of a variety of magi who practice the same discipline. The most recognized of these are the Society of Ordained Seekers, the Wine Drinkers and the Order of the Emerald Flame, however dozens of these groups exist. Each group specializes in specific magical disciplines or role, but all are responsible for enforcing their Master's will.

Beyond these worthies is a veritable army of bureaucrats handling the common needs of the citizens of Ymandragore. Most of these bureaucrats do not have the Gift, and are considered a mundane in the eyes of Ymandrake society.

Yet even these so-called mundanes or normals have their place, for the Sorcerer King remembers it was the nomadic tribes who roamed the Isle that rebuilt Ymandragore. Thus, normals serve as sailors aboard the ships of the Black Fleet, as well as masons, farmers, miners, and, most importantly, handlers. Handlers assist the Harvesters with their prizes, and ensure they remain trussed up and docile on their journey back to the Isle of Tears.

Religion

Religion impacts almost every facet of everyday life in Arcanis. To an outsider, this may seem odd, as the Gods have not physically manifested to their followers since time immemorial. Rarely, if ever, has a miracle been positively ascribed as an intervention of the Gods as another explanation has always been available. In fact, there is an underground movement of people who believe the Gods, if they ever existed, are dead, gone, or uncaring as to the actions of man or the other sentient beings alive upon Arcanis.

Nevertheless, the Mother Church of Coryan becomes more popular and powerful with each passing generation. The Church of the Dark Triumvirate, despite the fact its oppressive theocracy threatens to crush the Cancori citizenry under its harsh rule, enjoys the devotion of almost the entire population. There is one element that separates the people of Arcanis from those of other fantasy worlds. They don't need to see their deities roam the streets beside them, nor do they need to commune directly with them to know of their existence, for they have faith.

The Mother Church of Coryan

Heir to the Imperium's Pantheistic religion, the Mother Church of Coryan was formed just after the founding of the Coryani Empire. After the fall of the Imperium of Man and the subsequent Theocracy of the Cleansing Flame, the individual cities, towns and villages that made up that great empire lost all connection from each other and become isolated islands of civilization amidst a sea of barbarism and chaos.

As the centuries passed, the patron deity of the settlement became the central focus of the population, and the rituals, beliefs and even existence of some deities passed from memory. After many generations and the rise and fall of empires, the worship of the entire Pantheon as a whole and integrated religion slipped from human memory.

It was not until the city-state of Coryan rallied the other independent settlements, repelled the infernal invasion, and forged the fledgling Coryani Empire did mankind begin to realize that more than just their patron deity existed.

During the crusade to defeat the infernal horde, an Illitrite priest, Vestri val'Assanti, began reconstructing the rites and rituals of the various Gods into a holy text known as the Canticle of the Pantheon. After the founding of the Empire, Emperor Almeric val'Assanti appointed Vestri the first Patriarch of the Mother Church and tasked him with reestablishing the ancient religion as it was during the Imperium.

So many centuries had passed that a truly integrated church, as it was in the Imperium, was impossible to recreate, and so a compromise was reached. Each of the high priests from the twelve recognized Gods would be allowed to continue to worship their deity as always, but they were required to recognize the divinity of the other deities, and the right to see them prosper alongside their own. This ecclesiastic treaty was signed during the Convocation of the Divine, established the Mother Church as the state religion of the Empire, forbade any aggression between temples within the Mother Church.

Overall, the Mother Church appears to desire harmony and absorption over strict orthodoxy. When a new people or faith is found, the priests of the Mother Church quickly equate these foreign gods with one of the Twelve. For example, when the Myrantians of Toranesta were conquered, the Mother Church rationalized the Myrantian god Tzirher as an amalgam of Neroth and Sarish. This then becomes the official position of the Church, and is taught to the newly conquered people.

However, should the people of the Empire begin to fall into heresy, turning away from the Twelve towards false gods, or infernals, the Church calls in the Inquisition. These agents, backed by a legion, are tasked with keeping the God's Children along the true path.

Recently, the Matriarch of the Mother Church, Elandré val'Aouriné, funded an expedition to the labyrinthian caverns below the First City and found a lost scripture she saw in a vision. These explorers, members of the Emerald Society, discovered the lost scrolls, which are now incorporated into the Canticle. These new texts, known collectively as the *Revelations of Illiir*, put forth a more fundamentalist and conservative view on how the pious should comport themselves, including a prohibition on drinking and other mood-enhancing substances. The outcry and shock against the immediate implementation of these new ideals forced the Matriarch to postpone adherence to these new scriptures...for the moment. Many fear this may be a new, more conservative turn for the Mother Church and the Coryani Empire as a whole.

The Church of the Dark Triumvirate

The Church of the Dark Triumvirate, the unquestioned authority of the Dark Apostate, and the righteousness of their teachings form the spine of Cancerese culture. As a theocracy, the edicts from the Church are absolute law. There is no debate, no question, and no argument, as the Church's proclamations define reality for all Cancerí.

The Church of the Dark Triumvirate emerged from the corrupted teachings of the prophet Bocherok, who spoke against the Mother Church's ban and restrictions on worship of the faiths of Nïer, Neroth and Sarish. These gods had fallen out of favor for a number of events, such as an attempted coup against the imperial family, and the spread of a virulent disease by a radical Nerothian group called the Blight Bearers. Bocherok believed the Mother Church to be a flawed vessel if it cannot recognize a quarter of the Pantheon. He called for the restoration of the deities to their former station, and the full veneration of Their followers as members of the Mother Church. Furthermore, he opposed the secular influence of the emperor and the politicization of the Mother Church to support the imperial agenda.

Unfortunately, Bocherok's message was seen as inflammatory, and provoked unscrupulous and ambitious priests to demand positions of power within the Mother Church, calling for a Cancerese patriarch to be installed. Their ultimatums were met by the arrival of the Legion of Radiant Glory, whose leader botched the arrest of the heretical prophet by decapitating and then tossing his head into the crowd, resulting in a mass revolt by the people. After Bocherok's death, the Apostles of Bocherok, who claimed to understand the message of the Prophet, used the execution to press their agenda and formed the Church of the Dark Triumvirate. This Church venerates the darker aspects of the three deities, Neroth, Nïer and Sarish.

The Milandric Orthodox Church

Like the Church of the Dark Triumvirate, the Milandric Orthodox Church, or simply the Milandric Church, is a sect that split off from the Mother Church of Coryan. Following the announcement that newly discovered holy texts, known as the Revelations of Illiir, were to amend or supplant the millennia old interpretation of the Canticle of the Pantheon, the Arch-Prelate of Milandir, the aging but still vibrant Sabinus val'Aouriné, adamantly and eloquently argued for a spiritual separation to match Milandir's political secession from the Coryani Empire.

Sabinus, a close advisor to the King of Milandir, explained there were examples in living memory of the Coryani usurping the careful plans of the Pantheon, which ultimately resulted in the death of tens of thousands of the faithful. He also pointed out that for as long as the Milandician people bowed to the Mother Church in the south, they would forever be at the mercy of the Coryan's endless plotting and political manipulations. *"For the sake of your people's souls,"* he argued to the King, *"you must never ally with these corrupt people and their institutions!"*

Within weeks of the King's agreement, all clerisy that did not convert to the new, or as many called it, original, manner of venerating the Pantheon, were banished to the Coryani Empire. Sabinus, once the leading spiritual representative of the Mother Church in Milandir, recanted and converted in a huge public spectacle, whereby he was anointed by King Osric as the first Primarch of the Milandric Orthodox Church. With this ceremony, Osric gained the power to influence the major ecclesiastical appointments within his own realm.

In the short time that the Milandric Church has been in existence, Sabinus has made certain small, yet significant changes to the Church's views. For example, though the Gods Nïer, Neroth and Sarish are indeed part of the Pantheon, they are obviously subservient to the greater powers of Illiir, Saluvel, Yarris and Huurian. He went further to suggest that They were minor gods, to be

appeased so as not to draw Their baleful eyes upon the pious people of Miladir. *"For we need look no further than our neighbor Cassori,"* he would say as he pointed south, *"to see what happens when these fearsome Gods are openly supplicated."*

Belisarda and the Elemental Lords

The worship of Belisarda and the four Elemental Lords is one of the most ancient religions on Arcanis, preceded only by the hoary cults of the ourhrics. Worshipped as their creators, the four Elemental Lords and Belisarda, the Life Giver, enjoyed a special bond with Their children. Why the ourhrics were permitted to enslave them is a question the elorii have never been able to answer to their satisfaction.

After overthrowing their oppressors' empire, the elorii controlled vast tracts of the Known Lands, and enjoyed millennia of peace and prosperity until the coming of the Pantheon of Man and Their servants. Within a generation, the elorii went from ruling an empire to refugees taking shelter in the vast forests of the land. To make matters worse, the four Elemental Lords, Kalcos, Berõe, Mãrok and Ohalkan, were destroyed; absorbed by four of the Gods of Man.

Since that time, the temples of the four Elemental Lords remain largely empty and silent. All but the most fanatical of elorii pay no more than lip service to them. The vast majority flock to the only one of their deities which remains: Belisarda, the Life Giver. Only Her priests are still able to cast divine miracles and heal the injured and infirm. Thus, even those elorii who stubbornly maintain that the other Elemental Lords will return must pray to Belisarda for power and divine gifts.

The Matriarchy of the Fire Dragon

A relatively new faith in the scheme of things upon Arcanis, the Church of the Fire Dragon, also known as the Matriarchy, had its auspicious beginnings less than four hundred years ago. In those dark times, the dependent Black Talon Egg Clutch of Suethrepore was teetering on the edge of collapse. The Black Talons began to question the morality of their actions, and rebelled against the corrupt and decadent rulers of the Suethreporan Empire. Looking for guidance, they turned to an aged matriarch who proclaimed to having visions of a new god who promised them a better life beyond the realm of the ourhrics. Rallying to her, the Black Talons fled north and established themselves in the Sulfur Marsh. Under the strict but gentle guidance of the priestesses of the Fire Dragon, the society prospered, and the Matriarchy was born.

Formed by the visionary Matriarch Mother Scaphiopus, and continued through her prodigy Si'lessis Tel, the Matriarchy has risen to prominence in the last few centuries, providing an exceptional level of stability to the Black Talon culture. The Matriarchy's word is law; it governs all aspects of si'ressen life, from which their eggs should be placed closer to the hatchery's fire to determine the gender and intelligence of the hatchling, to the roles of warriors, mating rights, and the governing of their society.

Myrantian Pantheon

Unlike most religions upon Arcanis where the Gods create or intervene to protect an anointed people, the Myrantian Pantheon began from the lusts and desires of a group of sorcerers. The tale told is that these dark magi lived in a land far to the south of the continent, and their specialty, some would say obsession, was considered too profane by the rest of society.

Persecuted, demeaned and ridiculed, they performed blasphemous blood sacrifices, which allowed

"THE LORD AND HIGH PRIEST OF MYRANTIA WILL BE LOOKED AT UNDER THE THUMB OF THAT INFIDEL IN CORIAN!"

RAHMAT VAL'ROSANTÉ PRIMARCH OF THE MYRANTIAN ORTHODOX CHURCH

them to contact an otherworldly being from Beyond. This creature, calling itself Tzitzhet, was able to insert itself into the minds of its supplicants through their dreams despite being separated from the Mortal Realms by the immense gulf of the abyss. Spurred into a religious fervor by the mind twisting and corrupting touch of Tzitzhet, these newly anointed priests began recruiting from the lowest rung of their society, partaking in ever-increasing profane acts in exchange for the power that Tzitzhet promised. Before the ultimate ritual to bring their "God" to this Mortal Realm could be enacted, the authorities discovered the corruption influencing their nation and moved against its source.

A few score of the adherents escaped the purge, fled across the ocean, and finally landed on its northern shore, where they built the city of Myrantis and founded the Myrantian Hegemony, as instructed by their terrible deity. Generations passed before the city and its dreadful Black Pyramid was completed. During that time, Tzitzhet introduced its worshippers to others of its ilk, such as the inscrutable Shu, the Dark Archon of the Fifth Direction, and Mesc, the Caller of the Dark, as well as other lesser entities.

For centuries, the high priests of Tzitzhet, known as the Necromancer Lords, taught their subjects that they existed solely to serve their dreadful deities. To do otherwise would invite devastation and destruction upon them and their posterity. Faithful adherence to their tenants, on the other hand, would be rewarded a hundred-fold. Thus, did the Myrantians make war upon their neighbors, not for wealth or territory, but for living beings they could sacrifice to their gods to satiate their unquenchable appetite for terror and blood.

With the destruction of Myrantis at the hands of the Sorcerer King, the central place of worship shifted to the surviving cities of the Myrantian Hegemony. It was not until its conquest by the Coryani that the worship of the Myrantian Pantheon changed. No longer were the gods seen as something to be feared, but rather as paternal allies that could aid their 'children' against their oppressors.

With the establishment of the Aberonian Dominion, the Myrantian Pantheon is once again the state religion, with the worship of Yig among the suthrites and Anshar among the val'Isaares tolerated. The worship of Tzitzhet and the rest still resembles the manner in which the Coryani allowed these deities to be venerated, more as amalgams of the Pantheon of Man, rather than the blood-thirsty entities of old. Yet a small, marginalized group still persists in performing their profane sacrifices, biding their time for the resurgence of their ancient ways.

Animism

One of the earliest and most ubiquitous religious traditions existing upon Arcanis involves the veneration of the spirits that reside in the world. These spirits helped guide the less civilized peoples to live harmoniously with the world around them, and gather the bounty of the earth.

Some of these ancient tribes existed on the edges of the Yahonnerotan Empire long before the coming of the Pantheon of Man. They stayed hidden from the reptilian masters of the world, and when the suthrites were finally overthrown, made peace with the elorii who supplanted them.

These human tribes and populations were able to avoid persecution by other, more organized religions, that they were worshipping a long forgotten or dimly remembered aspect of one of their equivalent gods.

Within the Known Lands, worship of these ancient and ethereal beings is found primarily among the Yhing hir tribes of the Hinterlands, on the isle of Naori where the tribesmen sacrifice to the volcano god Ghorel, and among the undir peoples of the Western Lands, where the worship of the Ulumai predominates. However, veneration of spirits of various types can be found wherever the authority of civilization ends, and the untamed lands begin.

Infernal Cults

For over a generation, the Infernal Hordes released during the Time of Terror roamed across Ossara spreading horror and death in their passing. Some of the more malevolent of this demonic host found rich hunting grounds where the human population could be cowed into submitting and acknowledging their dominance over them. These human settlements would sacrifice others, performing the most heinous and foul acts to appease their terrible infernal lords.

With the coming of the First Crusade of Light, many of these infernals were uncovered and destroyed by fire and blade, but not all. To this day, some villages and isolated townships continue to offer tribute to these foul beings either out of fear or willingly in exchange for power over their fellows.

These Infernal cults are usually centered on a powerful other-planar being and a cadre of cultists that range in number from a handful of malcontents to an entire settlement's population who have grown corrupted over time, with each generation degenerating further into depravity and wickedness.

The Worship of the Gods

The way the deities of the Pantheon of Man are venerated beneath the umbrella of the Mother Church was initially contradictory and wildly out of sync. After centuries of isolation, the temples followed the fragments of holy scripture they possessed and filled in the gaps with what they believed was in keeping with their God's edicts. After a thousand years under the Mother Church, the teachings and methodology among the twelve temples have aligned but are still not a harmonious Pantheonistic religion as it was in the days of the Imperium.

Below are further details on how the Pantheon of Man, as well as Belisarda and the Five Dragons, as they are today worshipped throughout the Known Lands.

Worship of Althares

Althares is said to be the most enlightened and intellectual of all the gods of the Pantheon of Man. Patron of sages, wisemen, and those who seek lost secrets and knowledge. Althares favors those using their intellect rather than just their brawn. This is not to say that warriors do not pray to Him for wisdom or guidance. Generals and other tacticians regularly sacrifice to Althares for insight and clarity of mind before launching critical military campaigns or battles.

Sphere of Influence

Althares is regarded highly throughout the civilized regions of the Known Lands and His temples can be found in almost every town and city. Having a temple to Althares is considered a status symbol, boasting of the populace's enlightenment and education. Althares' clergy promote this attitude and assist in funding the building of new temples or the refurbishing of older ones. Regardless of Althares' widespread devotion, the Republic of Althéria remains the center of this deity's worship.

Temple

Temples of Althares are grand and stately edifices, veritable monuments to the God of Knowledge, built using the most advanced engineering techniques to erect wonders of architecture. The largest and most grandiose of Althares' holy places is in the city of Althéi, where the temple floats upon a gigantic shallow bowl above the streets. Staircases are replaced by metal plates that defy gravity, spaced at a comfortable distance, that lead up to its massive gilded doors. Worshippers thus get the feeling of walking up to the heavens to commune with their deity rather than rooting about the earth like savages.

Temples throughout the continent sometimes double as libraries and schools. Nobles and rich merchant princes vie for every precious seat in one of these temples, as some of the greatest philosophers and intellects known have been instructed by the Altherian priesthood. The priests smile, enjoying their prestige and steady stream of wealth by saying that tending to the health of the mind is as important as that of the soul.

Not all temples are devoted to Althares' aspect of the Keeper of Knowledge. Other temples exist that are devoted to his aspect as the Artificer of the Gods. Here blacksmiths, inventors and engineers pray for inspiration and assistance in their works.

Role of the Priest

Priests of Althares prize their ability to analyze matters clearly, objectively, and without emotion. Due to this, as well as their introspective natures, the general populace views them as cold and uncaring, with only their lovers, ancient tomes and musty scrolls able to elicit passion and excitement. In truth, the priests of Althares can be very compassionate and charitable. With the exception of the priesthood of Anshar, none are more benevolent and interested in the welfare of humanity as they are.

The priesthood is concerned, some say obsessed, with self-enlightenment as well as the uncovering of lost secrets and the pursuit of the sciences. Where some governments and nobles try to keep the masses enshrouded in ignorance, the Altherian priests wish to spread knowledge and encourage the education of all. They feel that it is when the least among them has attained their highest potential, that humanity can take that next step in their evolution as dictated by the Gods.

The priesthood believes that Althares once codified all the information and wisdom that ever existed in the Book of Knowledge and kept its many volumes in the Celestial Library of Lazuz. This book, along with the library itself was lost during the opening days of the God War with the Other. The priesthood feels it is their sacred duty to piece the Book of Knowledge back together by learning all that there is to learn. When completed, all the secrets of the multiverse will be laid open and the Paradise of the Gods and the realm of Man will become one.

The temple of Althares works closely with the Illirite priesthood to ensure the stability and expansion of civilization into the benighted regions of the world. Living as savages in the wilderness, striving to find sustenance while eluding predators is anathema to their philosophy.

The blessings of civilization are the birthright of all humanity as well as all sentient beings. When the dark curtain of barbarism falls there can be no enlightenment, no furtherance of science, and no chance for the ascension of man.

Worship of Anshar

Anshar's most well-known aspects are that of the Far Traveler, the Suffering Martyr, the Weeping Goddess, and the Guardian of Outcasts. Anshar looks after the destitute, the oppressed and the outcast, regardless of the reason for their situation. Due to this, a large number of dark-kin and gnomes join Her congregations.

Anshar is unique amongst the Pantheon as She was not even known to Illitir until the waning years of the God War, where She was instrumental in convincing Illitir that by devouring the elorii Elemental Lords, They would have the power to defeat the Other. This has led some to speculate that Anshar holds a terrible secret and should not be trusted. These conspiracy theorists are normally ignored as insane rabble rousers by many who point to the good that Anshar and Her priests have done.

Sphere of Influence

Given the loose structure of the priesthood of Anshar, it does not have a specific area of influence. Shrines and temples to the Suffering Goddess can be found in almost every city of every nation as well as the most remote places throughout the Known Lands.

Temple

Temples to Anshar are ugly buildings shaped like beehives. Inside, the temples tend to be claustrophobic and dark, with the smell of sweat and despair from those who find sanctuary here hanging heavy in the hot, moist air. These places of worship regularly act as shelters for the poor and outcast.

Some temples are large enough or centrally located to house a Portal of Anshar. These gates are usually found in a central chamber which is oval in shape. Here the marbled arch of the portal spans two spear lengths high and are wide enough for four people abreast to pass through. Inscribed about the portal are supplications and benediction to Anshar written in ancient Altharin. The secret of operating a gate is known only to the priesthood and the val'Tnarex.

Role of the Priest

No other priesthood of the Pantheon possesses the respect and good will that the Ansharan mendicant priests enjoy from the general populace. The poor and the down trodden turn to them for succor, comfort or even a few kind words of encouragement when they have no one else to turn. The Ansharan priests feel it is their sacred duty to help bear the load of those that society turns a blind eye. Whether it is easing mental anguish or the physical trauma of the crippled or wounded, Ansharans use the gifts of their Goddess to help their fellow man in coping with whatever tragedy they bear.

They teach that every soul has a certain amount of pain and misery that must endured before they are allowed to ascend into the Paradise of the Gods. Anshar speaks of paying this debt of sin as quickly as possible in life so that the times one must reincarnate here upon the Mortal Realm be as few as possible.

The helping of the unwanted also includes those who are mentally addled and insane. This has led to some conflict with the Nenothian priesthood who believe that the deranged are the cursed of the Gods and should be confined to asylums and cared for by them.

Yet it is not only the lower strata of society that venerates the Suffering Goddess. The nobility and others in power also give generously to Anshar, specifically to Her aspect as the Far Traveler. Anshar's gift of portals that allow instantaneous passage across thousands of leagues has proven to be indispensable in maintaining communication to the furthest reaches of the Known Lands. Without these portals, the vast empires and nations of Arcanis would certainly revert back to warring city-states and nomadic savages.

The priests of Anshar are also unique in that a formal clergy does not exist. Most call themselves mendicant priests who teach anyone who feel the call of Anshar. The only official position that exists is that of Prelate as required by the Mother Church of Coryan.

The Anshacans enjoy one other benefit; an age-old superstition holds that harming one of the Weeping Goddess' own will bring down a horrible curse upon the attacker. This superstition has not always saved Her priests from harm, but many an Anshacan has emerged unscathed from riots and battles that claimed the lives of many others.

Worship of Belisarda

Last of the Elemental Lords of the aloriì, Belisarda is known as the Life Mother to Her children. Eloriì do not write their history down on flimsy scrolls or tomes. Instead, the Mürokane crystalmancers created pure orbs of crystal that can retain hours of information. Light and airy like the soap bubbles they resemble, the orbs are able to orally recount tales, and myths, as well as display images within its surface. In the most ancient of these relics, Telas, one of the most revered and elder eloriì, recounts the tale of how each of the four Elemental Lords gave of their own essence to create four of the eloriì bloodlines. It is Belisarda alone, however, who breathed life into all five. It is interesting to note that with the sole exception of Kassipore, the primordial Suthrogoran deity, only Belisarda is ever credited with creating life from nothing.

With the destruction of the other four Lords, only Belisarda remains to shepherd the eloriì race, teaching it the difficult lessons of patience and forgiveness. Priests still maintain the sacred fires in the temples to Kelestes, the cool pools of the temples to Berthe as well as the other two, but those gods remain silent and grant neither gift nor counsel. It is Belisarda who allows these priests to channel divine power to power their rituals. Most of these priests have accepted that the four Lords are gone and instead turned their devotion solely to Belisarda. A few stubbornly refuse to accept that their Lords are gone and still cling to the belief that they will return once more.

Sphere of Influence

Eloriì make up the overwhelming majority of the ancient beings who are devoted to Belisarda, although in the First City are strange humans known as the Hunai that are said to worship Her as well. As such, active temples to Belisarda are found only in the eloriì nations of Elorbei, Enturis and Malfia. Of course, given the vastness of the ancient elocan empire, weary and ruined temples to all five of the eloriì deities can be found strewn about the entire continent of Orlara. It is rumored that one of the most ancient and sacred temples to Belisarda still stands in Forgotten Arkoshia in the forest known as the Golden Boughs of Sahrei.

Temple

Temples to Belisarda resemble monuments rather than the temples the humans build for their deities. As befits the Life Giver, each of the elements of life and nature are integral to Her places of worship. Living stone is shaped to create the spiraling columns that give the temple its unique form. A crystal-clear pool is placed before the altar and a large lit brazier stands upon a large pedestal behind the altar. Finally, a cool breeze is allowed to flow throughout the temple as it is more akin to an airy atrium than a walled temple. Finally, no seats or pews are offered for the comfort of the faithful. Instead, the grassy earth is sufficient for their needs.

Role of the Priest

The priesthood of the Life Mother is said to be the very voice of Belisarda Herself. It is through their actions, deeds and words that the will of their deity is known and enforced. Originally, only the Andakene were able to assume this mantle, but with the subsequent destruction of the other four Elemental Lords, the clergy has allowed the induction of eloriì from the other bloodlines. While the Andakene strive to make the others feel welcome in their midst, some eloriì feel as if they are given only limited knowledge as to the higher rituals and ceremonies to the Goddess. They point to the fact that all of the Life Wardens, the highest rank in the priesthood, are Andakene. The Life Wardens try and point out the illogic in this reasoning and point to others who have attained this lofty level and are not Andakene.

Regardless of any internal strife within the priesthood, one thing they all agree upon is that their most sacred duty is the preservation of the eloriì race. They strive for the day when the eloriì nations can eventually reemerge from seclusion and take its place among the other races and nations of Arcanis. The clerics were instrumental in creating the Laeveeri, eloriì who travel beyond the borders

and explore the human nations of the continent. Here these brave and adventurous souls, many of them members of the priesthood, learn the ways of humanity and weigh their threat as well as their worth to the elorii people.

Worship of Beltine

Warden of the Afterlife, Keeper of the Gates to Paradise, Mistress of the Cauldron of the Underworld, Nurturer of the Spirit, and Forger of Souls; the Goddess Beltine holds all these titles and distinctions with pride. The Shrouded Goddess' realm is that of the Underworld, a place where the spirits of the dead travel to await their final judgment. While this Goddess is generally viewed as one of the more gentle and benevolent of the Pantheon due to Her domains of caring for the souls in the Afterlife and the healing of the wounded and infirm, She also has certain aspects that are neither wholesome nor kind. Some of these darker aspects depict Beltine as the Gray Crone, who stalks the night to rip out the souls of the unworthy for Her ever-hungry Cauldron. A bizarre cult known as the Gray Crones were once a sect of Beltinian priestesses corrupted by unholy texts detailing the worship of this aspect and transformed them into these horrific harbingers of death.

Sphere of Influence

Beltine is venerated throughout all of the Known Lands, but the bastion of Her religion remains the Coryani province of Valentia and its capital Enpelyn, the City of Weeping Souls. Other temples and shrines can be seen elsewhere even in Cancori, where Beltine is given obeisance as Naroth's wife. Funerary rites there are attended to solely by the Narothian clergy as worship of that aspect of Beltine is proscribed.

Temple

Temples to Beltine are multi-structured complexes, usually surrounded by a meticulously tended garden. These gardens are used by the clergy to console the bereaved family and friends of the deceased, allowing them a peaceful place to meditate upon their loss and to accept it as the natural order of things.

The central building is a many tiered tower topped by a large belfry with four to six large bronze bells. One bell is rung when a soul departs this world and moves on to the next, while up to two or three others are rung when a person of great importance passes on. Only upon the death of the Patriarch of the Mother Church are all the bells sounded for an entire hour.

While the upper levels of the temple of open to the public, the higher rituals are performed in underground chambers carved deep below the surface. This labyrinthine maze sometimes extends down for hundreds of feet with multiple rooms carved out of the living rock. Few people, other than higher ranking members of the clergy, are allowed to travel to these sacred areas where some of the most sacred ceremonies to the Shrouded Goddess take place.

Role of the Priest

The Beltinian clergy's duty is to attend to funerary rites so that the spirit may pass on to the Afterlife. With the exception of Cancori, Beltinian priests are first given the body for a period of two days, during which time it is washed with holy oils, and prayed over while cloying yellow incense is burned in a bowl placed upon the deceased's chest. The clergy says that the prayers are to ensure that the soul of the dead finds its way down to the Underworld and stands before the Judgment of Nhet.

When souls do go astray and remain upon the Mortal Realm as shades, ghosts, spectres, wraiths, and other non-corporeal entities, it is the Beltinian priests that are called to lay the unquiet spirits to rest. Given the amount of war, disease, and dangers that exist upon Arcanis, many bodies are not given final rites and a proper burial. This causes many ethereal undead to haunt the land and making Beltinian exorcists a common sight.

Beltinian priests are also tasked with easing the suffering of the injured as Beltine does not desire a being to visit Her realm before their time. Beltinian priests are some of the most skillful and effective healers upon Arcanis, equaled only by Her husband's clergy, who share this duty, and surpassed only by the Andakaru elorii.

Though they share the ministrations of the body, Beltine abhors Her husband's penchant for granting His favored the gift of 'Life Beyond Life'. Intelligent undead are created by using the soul of the person as the catalyst that powers the transformation. This obliteration of the spirit is blasphemous to Beltine and thus Her clergy delight in the destruction of undead and those foul necromancers who would animate the husks of the deceased as their playthings.

Worship of Cadic

Cadic bears the title of the Dark Hand of Illir, performing those tasks that are necessary but distasteful to the King of the Gods. He also acts as the patron to thieves, spies and assassins as well as to musicians, bards and artisans. Many outsiders view this as incongruous, for these domains have little to do with one another, yet Cadic's adherents see them as merely two sides of the same coin. In a world of darkness and brutal, cold efficiency, the soul must be nurtured and given

respite or else madness will surely take them over the edge of the abyss.

During the Mythic Age when the Gods were young, Cadic fell in love with the beautiful maiden, Larissa. He tried to woo Her, but His dark demeanor frightened Her. Finding the Goddess alone by a stream, He fashioned a lyre and hidden, sang songs and created such beautiful music that bared His soul, that She fell in love with the Lord of Shadows. And that is how Cadic became the God of Song and Music.

Sphere of Influence

Though the worship of Cadic is widespread throughout the Known Lands, it is concentrated in the val'Borda lands in the south of the Coryani Empire, primarily within the province of Annonica. The province's capital, Plexus, is the site of one of the oldest and most influential temples to Cadic, the Temple of Shadows.

Contrary to popular belief, the temples of Cadic have very little influence in the Theocracy of Cancri. Small temples and shrines exist to the Lord of Shadows, but nothing rivaling that of the primary deities venerated within the theocracy. Milandir, on the other hand, has the large Temple of the Divine Choir in Naeraanth. This temple honors Cadic as the Lord of Epics and Song.

Temple

Temples to Cadic come in two basic forms, those that venerate His aspect of the Lord of Shadows or as the patron of assassins and thieves. Temples to these aspects tend to be small structures above ground with an extensive labyrinthine area below. The structures above ground tend to be unimposing affairs with a central tower that extends high above the temple. In this tower is a bell that is used to summon the faithful to services. It is also rung at dusk, that moment of twilight when it is neither day or night.

Temples focusing on Cadic's aspect as patron of bards and performers are large entertainment buildings with a large central chamber acting as much as a concert hall as a place of worship. Besides being a place of devotion, the temple also trains some of the world's most talented musicians and singers. The very greatest of these songsters are chosen to attend the Coryani Emperor in the Valinoric Choir. This group serenades him, striving to soothe his troubled brow with their melodies.

Role of the Priest

Feared and looked upon with trepidation, the priesthood of Cadic is spoken of infrequently and in hushed tones if at all. All priests are rumored to be equal parts thief and assassin, mercenary in their ways and with the heart of a cold-blooded killer. Interestingly, it is most often those in positions of power that having tasted their particular brand of justice, most often bless these aspersions.

The commoners have a very different opinion of these clerics. They see the priests as the great equalizers and sometimes their only avenue to pursue justice against those who have wronged them. A shopkeeper whose competitor damaged his business, the wife brutalized by her husband, or the freeman who feels he has been wronged by a noble all turn to the priests of Cadic for justice. The supplicants enter a small booth within the temple and whisper their complaint, afterwards making an offering or tithe to the temple. If the cleric listening feels there is merit in the supplicant's grievance, they will investigate the charges. If found to be true, the offender may find himself beaten brutally, see his own shop burned down or in the most extreme cases, disappear.

Care must be practiced when bringing such matters to the attention of the temple for if the priest discovers that the supplicant is complicit or has himself committed wanton acts of injustice or cruelty, his punishment will be even more severe.

Nobles, the wealthy and those in positions of power are loathe to call upon the services of the priesthood as most have as many skeletons in their closets as their opponents. Such people must also maintain the appearance of power and control. Calling upon assistance on what is considered to be the province of the lower class would ruin their reputation beyond repair. Nevertheless, nobles and others in positions of power frequently use the priests of Cadic as facilitators and middlemen, calling upon them to either gather information or to hire those needed to accomplish the patron's needs.

Worship of the Fire Dragon

The Fire Dragon, The Blazing Wyrm, The Fiery One, Lord of the Inferno, in all these aspects and more does the Fire Dragon exist, a guardian to his chosen people; a deadly adversary to his foes. To his chosen, the Fire Dragon is considered a noble, yet unwavering god. He watches over his people, but rarely intervenes, preferring that his children learn their lessons the hard way and thereby grow stronger because of it. Followers of the Fire Dragon consider life a series of trials, where success in your endeavors leads to betterment of self and prosperity for the entire church. The Fire Dragon is revered by the Black Talons, who consider him everything Kassogtov is not. To them, the Fire Dragon represents loyalty, honor, bravery, and compassion, sentiments absent from the majority of Southerngotan society. Through the teachings of their Lord, the Black Talons seek to better themselves, both physically and spiritually, determined to never again sink into the mire of

hate and destruction that was their way under their xenthric overlords. Those who follow the Fire Dragon hold their community above all else and consider protection of the hatching fires a sacred duty borne by all.

Sphere of Influence

Presently the sphere of influence of the Fire Dragon is rather small, being limited to the thousands of Black Talon si'ressan inhabiting the Sulphur Marsh and a few hundred Ashen Hide si'ressan found within Nier's spine, who believe the deity to be an aspect of Nier. Both of these groups are budding cultures, set to expand their own realms and therefore the worship of their god beyond their own current borders. Interestingly the ruined city of Lanpeltis, which the Black Talons rebuilt and now call their capital, was originally dedicated to the Fire Dragon, hinting that older races may have once worshipped the Fiery One.

Temple

Temples to the Fire Dragon are ornate affairs, constructed as stepped pyramids with interior levels that descend deep into the earth. Even the smallest temple has one subterranean chamber where an idol of the Blazing Wyrm sits basking in the warm glow of the ceremonial braziers. The main Temple of Cinders located in Lanpeltis is an immense imposing structure of black basalt that predates the Black Talon colonization of the area. From its uppermost tier smoke can always be seen rising both day and night, for to let the sacred fires die would signify ill omens for the reptilian worshippers. Fire is sacred to the si'ressan, it being the element they feel most akin to, as it grants them life through the hatching fires, and warms their bodies in cooler northern climes. Deep below the ziggurat, in a natural cavern cut from the bedrock, there exists a vast grotto of colossal proportions. The cavern is constantly warmed by steam rising from the active geothermal rifts, and condensation drips from the myriad of stalactites high overhead. Every free surface has been carved with ceremonial runes sacred to the Fire Dragon, and has relief images of the entire history of the Black Talons. Centermost is the awe-inspiring idol to the Fire Dragon. Fully thirty feet tall, this draconic monolith of solid silver rears its head high over the assembled worshippers, its eyes constantly glowing with the immortal fires of the deity. The statue's lower tail wraps around a spectacular altar of red veined basalt, and the entire cyclopean effigy is encircled by an ever-burning ring of molten fire that flows from the very earth itself. It is in this great chamber that daily services to the Fire Dragon are held.

Role of the Priestess

The priesthood of the Fire Dragon is the ruling political body of the entire Black Talon clutch. The exclusively female clergy tend to all governmental functions, as well as watch over each budding generation, guiding it with a firm, yet gentle, claw. Adventuring priestesses are rare among the older si'ressan, but the younger ranks often leave the confines of the Sulphur Marsh for more exotic locales. Many of these wandering clerics leave to seek out ancient ruins of the past in an attempt to unravel the lost histories of the Fire Dragon. In particular they search for the legendary twelve teeth of Dargas, holy relics inscribed with the lost scriptures of the Fiery One, said to predate the fall of Yahsurrenore. Others leave on less esoteric missions, seeking to reconcile the differences between the Ashen Hide and Black Talons, or to draw other xenthrics into the Fire Dragon's flock. The recently discovered Ghost Scale si'ressan have drawn much attention from these zealous priestesses.

Worship of Hurrian

Considered the most honorable and caring of the Human Pantheon deities, Hurrian is the Defender of Man, the Champion of Honor, the General of the Gods and, after the Gods War, became known as the grim Storm Lord.

Hurrian is called the Reluctant Warrior, for though He is a god of combat and the patron of warriors everywhere, He and His followers do not revel in battle as the adherents of Nier do. Hurrian lifts His sword only when there is no other choice and then, only for the most honorable and just of reasons. His warriors do not shed blood for the glory of battle, nor do they find joy in the misery of the conquered. Yet when marauding bands of villainy appear on the horizon, seeking to burn, rape and pillage one's home and family, ever will the Blades of Hurrian rise up and defend all that they hold dear.

It seems contradictory that a deity known for his calm and reason would also be the god of the turbulent power of lightning and storms. This power was assumed during the God War when His father, Illiir, commanded Him to do battle with the Air Elemental Lord of the skies and absorb its power. Though still portrayed as a caring deity, some in the higher echelons of the priesthood feel that this power corrupted Hurrian, as well as the other three deities that did take unto themselves the power of the Elemental Lords.

Sphere of Influence

There are few areas in the Known Lands that do not have at least a small shrine to Hurrian. Cancort is one of these places where the teachings of Hurrian are seen as weak and repugnant. The former Coryani province of Ulfila and the Milasdician duchy of Moratavia, now the Free City-States of Almeric, are almost entirely made up of followers of Hurrian.

Another area of strong Hurranic worship is in the arid region of the Hinterlands. Here the aspect of Hurrian as the Storm Lord is venerated for His life bringing rain and cool winds. Some of the Yhing hir tribes, especially the Skohir, worship a little known, but recognized aspect of Hurrian as the Warrior in Battle Rage. Myth has it that once Hurrian was as blood thirsty as His older brother Nier and would fly into terrible rages that could only be sated with blood. After one battle, the devastation was so horrific, that Hurrian was shocked and sickened by it. He tore these furies from His being and cast them to the winds. The Skohir and others are able to call upon these raging furies and take on a tiny bit of their power in times of need.

Temple

Temples dedicated to Hurrian are built with a central open atrium. It is considered a good omen or blessing if a rainstorm or a lightning flash strikes during a ceremony. Many of these temples are built in areas of higher ground, with the more grandiose ones built high on the mountain tops.

Role of the Priest

Much like their deity, Hurranic priests believe that their most sacred duty lies in defending mankind from all the myriad terrors and dangers that exist in the world. When conflict erupts between their charges, they urge for a diplomatic solution and encourage compromise in the hopes of preventing bloodshed. However, when this fails, or when one side seeks the utter destruction of the other, the priests will weigh the merits of both factions before choosing which they will favor. Pity the side that must now face the noble Hurranic priests, for none are deadlier when their ire is raised.

Worship of Illiir

Illiir is the head of the Pantheon of Man and serves as patron of emperors, kings, lords and others that enjoy positions of power. Due to His station, most worshippers of the Pantheon give Him praise and offer sacrifices on His holy days. According to dogma, Illiir led the rest of the Pantheon against the Other and his befouled progeny and corrupted minions during the God War. Though He did not participate in the destruction of the eleven Elemental Lords, it was He that ordered it done. At the war's conclusion, it was Illiir that declared that all the lands of the eleven were now the domain of humanity and proclaimed the creation of the Imperium of Man.

Illiir is also credited with saving all of humanity by raising the Wall of the Gods, ending a generation of brutal combat against the infernal invasion during the Time of Terror. This act also marks the founding of the Coryani Empire and the subsequent rise of the Mother Church of Coryan.

The Mother Church recognizes many aspects of Illiir. The most well-known shows Illiir as the Defender of Honor, the Bringer of Glory, the Light Everlasting, the Champion of Civilization, the Patron of Rulers, the Perfect Form, and the very sun itself as the Radiant Orb. Illiir also has darker aspects such as the Curse Bringer, the Unforgiving, and the Wrath of Heaven. These aspects, while verified by the VIth Ecclesiastical Court of the Mother Church, are not as well-known or actively venerated.

Sphere of Influence

As befits the head of the Pantheon, Illiir's worship is widespread and prevalent throughout the Known Lands. Illiir is revered as the patron god of the entire Coryani Empire and that His worship is centered in the province of Ilonia. Even in the Theocracy of Cancri there is a small group of Illiiric itinerant priests, known as the Confraternity of the Just Death, that urge those about to die, usually prisoners awaiting execution, to renounce the black teachings of the Dark Triumvirate and embrace Illiir as their patron lord.

Temple

Temples of Illiir are normally round in shape or at least its central structure is built in that form. The temples usually have a large glass or crystalline dome where the rays of the sun are diffracted in a cascade of brilliant color throughout the central chamber. Temples are never created underground with the exception of the beautiful Cathedral of Penance in Solanos Mor and the Temple of Illiir Supine in Enpolyn. The latter is a morose temple that enshrines Illiir's aspect of the sun at rest and commemorates His death and the time spent in the Tombs of Nenoth before His rebirth.

Role of the Priest

Priests of Illiir understand that while the Gods are perfect, humanity is imperfect in form and mind. Nevertheless, the clergy of Illiir teaches that perfection exists within all and one should strive to nurture it. The temptations of the flesh and the mind can damage the perfect soul within and should be resisted through strength of will. Illiiric priests are expected to be islands of stability and order amidst the chaos of the world outside. No matter how unpredictable or frenzied the situation, Illiiricos are unflappable and unfazed. They lead by example showing that chaos can only triumph if the mind and body are weak.

The continuance and stability of civilization is paramount to the teachings of this priesthood. Elevating mankind above the savage beasts and lesser, inhuman races of Arcanis is ever on their minds. Only by ensuring the stability of society can mankind be free of the daily struggle to survive and turn his energies to more enlightened endeavors such as philosophy, sciences, and the arts. Those that would bring down all that the countless generations before struggled to build must be destroyed.

Illiiricos are often viewed as being self-righteous and arrogant, an impression attributed to their smug belief in their superiority over others. Even so, these priests are sought after as judges and adjudicators due to their reputation as fair and impartial individuals.

As it was Illiir's curse over the entire race of dwarves that caused their present form and condition, many Illiiric priests see it as their duty to watch over them and assist them in their quest for redemption. Many believe that the dwarves of Solanos Mor are truly repentant and worthy of eventual salvation, regardless of their previous transgressions.

Worship of Larissa

The Oracle of the Gods, Lady of Fortune, Mistress of Forbidden Pleasures, Temptress of the Pure, Divine Harlot of the Sixty-Seven Acts of Debauchery. Larissa has been called all these things and more. Originally depicted as a demure, young virgin, Larissa used Her ability to see into the future during the God War with deadly accuracy. Her powers were crucial in the defeat of the Other and in foretelling the eventual triumph of humanity over the aberr.

Afterwards, She became obsessed with the protection of Her children and searched further and further into the future, cataloguing every pitfall or catastrophe that could or would befall humanity. At one point however, She parted the furthest veil and saw what was not meant to be seen, even by a God. Driven mad by the vision, Larissa dove headlong into an orgy of hedonistic pleasures, each indulgence greater than the last; anything to burn the image of what was to come from Her mind.

Philosophers wonder if the decadence that eventually spelled the doom of the Imperium was caused by the Divine Seer's fall into madness or whether the events on the mortal plane was mirrored above in the heavens. Regardless, this chaotic divergence in Her personality and powers caused a rift in Her followers, one that is slowly reaching a boiling point, which will one day explode into a bloody schism.

As with the other gods of the Pantheon, Larissa is known to have darker aspects than the Maiden of Joyous Indulgence. She is also known as the Lady of Thorns, the Delightful Torture and the Giver of Exquisite Agony.

Sphere of Influence

The priesthood of Larissa is widespread and welcomed, in one form or another, in just about every corner of the Known Lands. Savona, the capital of the Coryani province

of Cañela, remains the seat of power for worshippers of the Mistress of Forbidden Pleasures. Thousands flock to its festooned streets during holy celebrations that are marked with endless hours of pleasure and merriment.

Temple

Temples to Larissa are built in the shape of huge ziggurats topped with a large sacrificial brazier in which holy incense is burned eternally. At the bottom level of these immense structures, private rooms exist so that those who wish to commune with the Goddess may do so privately, personally guided by a cleric of the Divine Harlot.

Shrines to Larissa's aspect as the Lady of Fortune are also a common sight, especially in gambling halls. They can be found in the shape of fountains in most major cities where those wishing for their bad luck to turn offer a few coins in supplication.

Role of the Priest

To outsiders, the priesthood of Larissa is a unified entity made up of hedonists and sensates that can peer through the veil of time and glimpse future events. In reality, the Larissan priesthood is but a hair away from total schism leading to a religious holy war the likes of which has not seen in ages.

The original duties ascribed to Larissa dealt with peering into the future, thus aiding leaders in making decisions or averting disaster with the foreknowledge of what was to come. The Oracular sect still believes that this should be their one and only duty, all else being an unwanted distraction. They point to the fact that it was towards the end of the Imperium that Larissa sank into Her madness. Before that time, She was depicted as a shy and demure young woman; selflessly coming to the aide of Her family and letting nothing come before Her sacred obligation. The Oracles maintain that by indulging in such hedonistic practices, the sensate priests are merely perpetuating Larissa's downward spiral into utter insanity.

The Sensates argue that their sect is the one truly following the edicts of their Goddess by indulging in every experience and living life to its fullest as She commands. They point to the fact that they are equally able to see future events as the Oracles do. If they had strayed from the divine path, Larissa would have stripped them of that power.

While the hedonists do not think their duty of advising those in power of coming events, they believe it is their sacred trust to the common man to make their lives a bit brighter and happier. Throw off the shackles of polite society, dare to speak ones' mind without fear of recrimination, indulge in every desire, they teach. One need not wait until death to pass into the Paradise of the Gods, when it can be enjoyed now.

Worship of Neroth

Most feared of all the Gods due to His duties, which touch all eventually, Neroth, rules below the loamy earth, in the worm infested recesses of catacombs and barrows riddling the Known Lands. Neroth Deathbringer also has dominion over disease, as well as the body and mind of the dead.

The Nerothian priests use the *Librium Sacrum Mortis*, written during the dawn of the Imperium, which relates a conversation between a holy man and Neroth. In it, the Death Lord explains that the state of being humanity calls life is just one phase of existence, much like the stage when one is in a mother's womb. The fetus is born into this state called life through blood and pain. Death is merely a second rebirth, also usually heralded by blood and pain, where one may transcend this life and become immortal. It is His gift to those who are faithful to Him and His teachings.

Those faithful that do not transcend are seen as unworthy of Neroth's gift; their bodies empty husks, suitable only as tools for necromancers or food for worms. Those that receive the Death Lord's Kiss continue onto their next level of existence with their knowledge and memories intact. The price for this gift however, is the soul, which acts as the catalyst for the transformation and is consumed.

Sphere of Influence

The worship of Neroth is concentrated heavily in the southern portion of the Theocracy of Cancuri as well as throughout the Coryani Empire.

Just off the banks of the Corvus River lies the Vale of the Immortals, a huge necropolis built during the time of the Nerothian dynasty of imperators of the Imperium. Since the founding of the Coryani Empire, emperors, powerful nobles, and other notable citizens have been interred within this sacred place. A small town has sprung up through necessity to serve the needs of the Nerothian priests who preside over the body's final disposition and the guards whose duty it is to protect the crypts and mausoleums from tomb robbers or those who would desecrate the dead.

The veneration of Neroth exists throughout the Known Lands, at minimum to oversee funerary rites and burials. Even the dwarven enclaves have a small number of priests to attend to the needs of their dead. Outside of Cancuri, shrines to Neroth exist in small cul-de-sacs throughout cities or within homes where people can burn offerings in the hopes of staving off disease or to ask for His blessings for the dead or dying.

Temple

Temples to Nereth are unadorned buildings built of black basalt with massive bronze doors, the metal most closely associated with the Lord of the Dead. High, thick walls surround a courtyard and several other buildings. These buildings serve many different purposes such as housing the priests, serving as places to view bodies of the deceased, and embalming chambers where corpses are prepared for burial.

Below the main temple structure is a catacomb where the bodies of the deceased not influential or wealthy enough to craft their own monument in the Vale of the Immortals are laid to rest. These catacombs also have ceremonial chambers where secret rituals to the Master of the Tombs are enacted.

It is a great misconception to believe that the bodies of the dead are used as playthings by the Nerothian priests. Nothing could be further from the truth. The priesthood believes strongly that it is their sacred duty to protect those interred. Only the faithful to Nereth, those who followed His teachings are eligible for reanimation when the need arises. This is a covenant between the supplicant and Nereth, where the follower understands that his body is but an empty shell after death and that its continued service to Him is an honor. Others are not expected to be so selfless and thus their body's sanctity is respected.

Role of the Priest

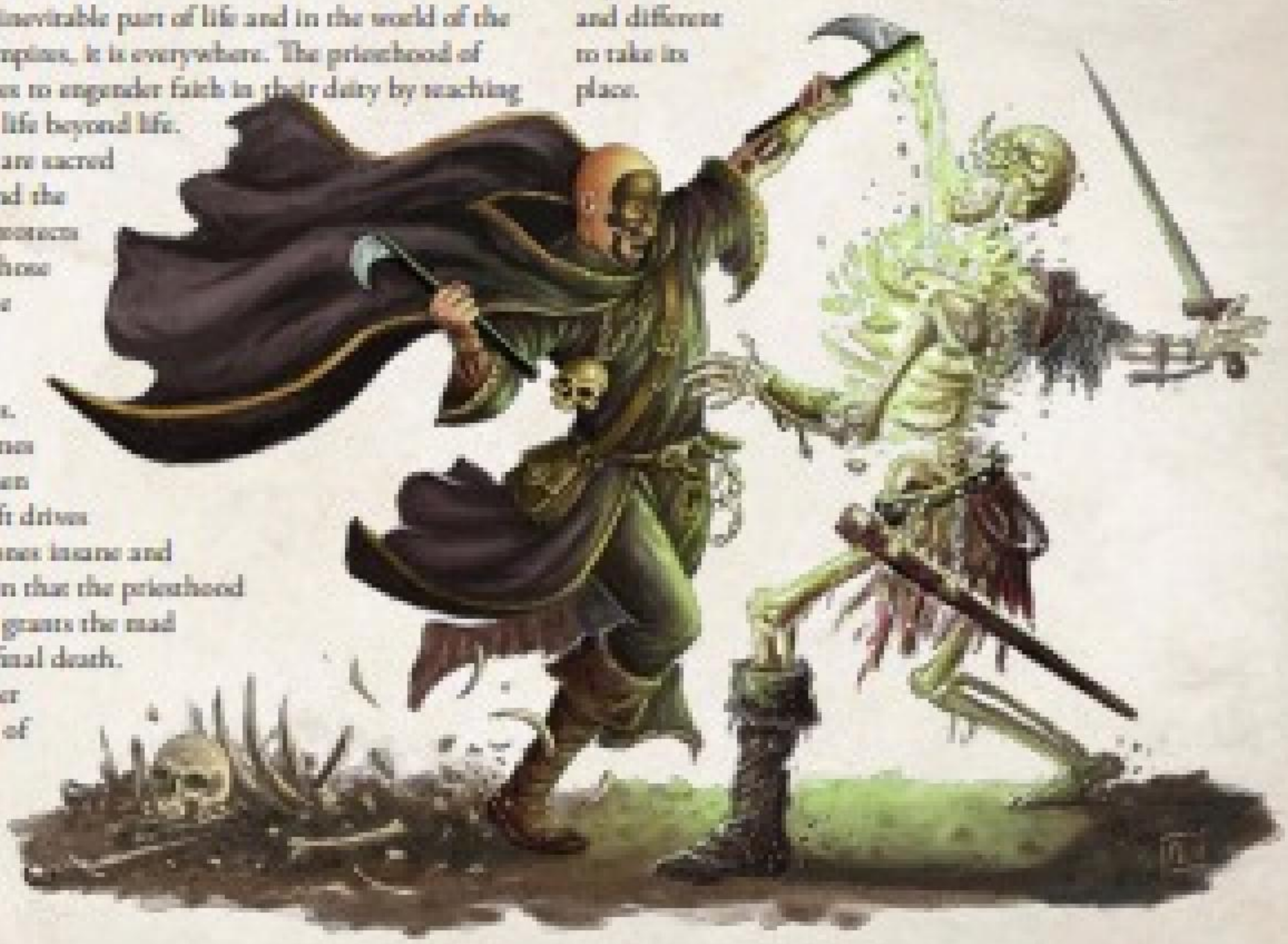
Death is an inevitable part of life and in the world of the Shattered Empires, it is everywhere. The priesthood of Nereth strives to engender faith in their deity by teaching that there is life beyond life. The undead are sacred to Nereth and the priesthood protects them from those that see these transcended beings as monstrosities. There are times however, when Nereth's Gift drives the blessed ones insane and it is only then that the priesthood steps in and grants the mad creature its final death.

The Mother Church sect of Nereth act as protectors against necromancers and those of their faith that blatantly use the undead to further their own selfish ends. These Nerothian clerics will only call upon the dead in the direst of need and never just for menial labor.

Aside from tending to the proper burial of the dead, Nerothians are also tasked with collecting the great evils of the world released when Nereth murdered Illiir. The reinterment of those primal evils within the Crucible of Sins, one of the holiest of artifacts of the Nerothian religion, is paramount.

Worship of Nier

Offerings of blood, death and the wailings of the defeated are what pleases mighty Nier, the Lord of Flaming Devastation, the Master of Burning Ruin, the Reveler in Violence, the Ultimate Warrior and the Judgment of the Gods. Portrayed as a raving warrior, blood drenched and covered in gore, with the bodies of His enemies piled high before Him; Nier is the embodiment of war. He is the relentless storm of chaos that wipes what was before clean, allowing for something new and different to take its place.



Paradoxically, Nier is also the implacable defender of the Pantheon and stands at the left hand of Illtir, ready to destroy anything that would threaten the Ruler of the Gods' plans. His Valinor stands in judgment of the souls of mortals who stand before Him and learn their fate: entry into the Paradise of the Gods or wait until they are remade in the boiling Cauldron of Beltine.

The worship of Nier has ever been a two-edged sword in the history of the human nations. While Nierites have been instrumental in preserving many of them, they have been just as quick to turn and topple the greatest of empires. It was the legions of Leonydes val'Virdan, arguably the most devoted servant of Nier, that destroyed the vast Imperium of Man and precipitated the millennia spanning Shadowed Age.

Sphere of Influence

Once widely revered and holding a high place of honor within the structure of the Mother Church, an attempted coup to overthrow the emperor by the High General of the Nierite Honor Guard resulted in a prohibition of the organized worship of the Flame Lord and caused the majority of His followers to be banished to the furthest corner of the Coryani Empire. This area is now part of the Theocracy of Cancori and it is there that the greatest concentration of worshippers exists.

A smaller congregation founded the City State of Erduk in the Hinterlands. These people are the descendants of the followers of Leonydes val'Virdan, who fled there after his reign ended. The Erdukoans found a kindred spirit in the dwarves from the nearby enclave of Nol Dappa.

Recently, the prohibition against the organized worship of Nier was lifted within the Empire and many of His adherents came out of hiding. For their service during the Coryani Civil War, they were granted governance over the newly reclaimed province of Nova Cormara, in the far western portion of the Empire.

Beyond these population centers, small shrines to Nier exist in homes and amulets or holy symbols are carried by many legionnaires and soldiers who pray to Him for courage, strength and skill before going into battle.

Temple

Nierite temples are easily mistaken for small fortresses rather than places of worship. High defensible walls surround a solid stone interior building with numerous murder holes strategically placed throughout. An immense beacon is kept lit atop the temple and, if needed, sorcery is used to ensure that it does not go out, even in the most torrential of downpours.

Role of the Priest

Priests of Nier do not stand in the back ranks and support the warriors with spells. They are in the front lines, fighting, advancing, bleeding and dying alongside their brothers-in-arms. Spell casting is usually done before the enemy is engaged or during battle to inflict the greatest number of casualties. Nierite priests feel it is their sacred duty to inspire the warriors at their side by sharing in the danger as well as the glory. They advocate that a commander who leads from behind the protective wall of his soldier's bodies is a coward and not deserving of their loyalty.

It is not uncommon for a priest to have some skill at singing. Many a battle has been won by a well-timed, stirring battle song that lifts the morale of the troops, encouraging them to raise their swords and charge into the breach once more.

After a large battle, the priests of Nier usually officiate the burnt offerings to Nier. Contrary to popular belief, human sacrifice is a rare thing; usually a powerful animal such as a bull or shadow lion, is placed upon the sacrificial altar. In the rare times human sacrifices are made, it is when a courageous and honorable enemy is captured alive. Rather than see this respected opponent humiliated by being sold into slavery, he is given the option of having his heart offered to Nier in the hopes that He will take the enemy commander to the paradise of the Gods directly.

The clergy of Nier are also highly sought after as judges in areas where Imperial or Royal magistrates are not available or few and far between. The priests take their responsibilities as judges very seriously and strive to remain impartial regardless of personal biases or political expediency.

Worship of Saluwé

Saluwé is venerated as the patron of women, in all their phases of life, as well as that of the Green Mother, the Goddess of all things that grow upon or below the earth. As the wife of Illtir, Saluwé receives accolades as the Empress of the Heavens and libations to Illtir are also offered to Her.

As the patron of females, women in all the Known Lands pray to Her for everything from happiness, finding a mate, and fertility to protection from brutality at the hands of others. During the War of the Gods, Saluwé was instructed by Her husband to devour the earth Elemental Lord of the sloth. This act added new aspects to the Earth Goddess, giving Her dominion over those things below the earth as well as that which grows upon it.

Like the other Gods, Saluwé has many aspects officially recognized by the Mother Church of Coryan. The most

popular among these aspects are the Innocent Maiden, the Goddess of Tranquility and Peace, the Nurturing Mother, the Green Goddess, as well as the Womb of the World. There are darker, more primal aspects to the Earth Mother which, though recognized, are not widely embraced.

Sphere of Influence

Saluwé's worship is strongest in rural and agricultural areas. The Coryani province of Balnetica and the Milandician duchy of Sylvania are major bastions of the Earth Mother's worship. Panari, the provincial capital of Balnetica holds the seat of power for the priesthood. Saluwé is also venerated in many areas as the wife of Illúr and the patron of women and homes across the Known Lands.

Temple

Temples dedicated to Saluwé in an urban setting are often adjacent to a temple of Illúr with connected access between the two for worshippers to easily go from one to the other. The grounds surrounding the temples are immaculate and breathtaking gardens, filled with exotic flowering plants, manicured lawns and immense trees with wide, spreading limbs offering cool shade.

Those who travel to a temple erected in a rural environment will be shocked by the marked contrast between those found in cities. Rural temples initially seem little more than shrines with a central altar and little else. No walls or roof shelters the worshippers from the environment. Instead, the priests teach that the entirety of nature is Saluwé's and that the small altar merely acts as a convenient meeting place.

Lastly, there exist temples that are dedicated to Saluwé's aspect as ruler of the world below the surface. These temples are built in expansive underground caverns that rival the majesties of the dwarven cathedrals. Altars appear to have been grown from the very stone and stalactites are embedded with the ubiquitous phosphorescent lichen found everywhere in the Endless Dark.

Role of the Priest

The priesthood of Saluwé is exclusively reserved for females, with a separate, lesser sect reserved for males. Priestesses act as midwives, protectors of women within society, and the home, bless the harvest with fertility and advocate equality, or in some cases, superiority of females. Priestesses are expected to call upon the Earth Mother to ease the people's misery in times of drought or famine as well as blessing the grain fields and orchards to ensure a bountiful harvest.

In frontier settlements or towns deep in the wild, Saluwean priestesses protect the populace from the wild beasts, and especially from foul creatures that are the creation of black sorceries and madness. Aberrations are not tolerated, and their very existence is seen as an affront to Saluwé.

The lesser male sect of Saluwé is tasked with tending and protecting the sacred groves, forests, and pristine environment that exist across Arcanis. While shamans that have their traditions grounded in animism see mankind as a blight upon nature, Saluwean druids believe that humanity is as much a part of nature as the plants and animals. Saluwean druids feel it their duty to defend humans and their kin from the predations of the wilds as any good host will offer safety to those who dwell in their home.

The Golden Boughs of Saluwé are especially sacred and it is within these woods, the eaves of its mammoth trees creating a cathedral like ceiling, that the holiest of groves exists. At its very center lies a pool so pure and crystalline in clearness that it is said to be divinely wrought. Saluwean dogma ascribes this glade as being where the Earth Goddess slaked Her parched lips after defeating Mârok, the earth Elemental Lord of the clotti.

Worship of Sarish

Binder of demons and devils, the Oath Maker, Master of the Arcane, He Who Strides the Planes, the Blood God - these titles and more have been ascribed to Sarish, one of the more complex and intriguing deities of the Pantheon. Most look at Him with trepidation, for tales abound of His priests summoning infernals to do their dark biddings, but, when these same fiends appear, Sarishan priests are the first to be called upon to deal with the matter.

Hated and loved in equal parts, some say the true nature of Sarish is unknowable, even by the other Gods. Yet despite the deep misgivings most of the populace have towards Him, those learned scholars who believe the End Times are drawing near console themselves with the hope that sly and cunning Sarish has some sort of plan to save all of existence from the Silent Dark which is coming.

Sphere of Influence

Sarish is invoked daily by peoples of all nations and every walk of life. The phrase, *"I swear by Sarish"* is a common idiom heard daily. It is irrelevant whether one is an ardent worshipper of the Lord of Oaths. All know His role in the Pantheon and call upon Him to validate what one says or to bind two or more people in a contract. While only those oaths spoken before a priest of Sarish can invoke curses upon the breaking of such a contract, the common folk believe that Sarish hears each and every vow made in His name and will punish those who would break their word.

The greatest concentration of followers to Sarish, besides in Cancori, can be found in the small nation of Eppion in the League of Princes and to a lesser extent in the city of Plenus, located in the south of the Coryani Empire.

Temple

Sarishan temples tend to all follow a similar architectural style - a multi-storied building with four spires on each corner. These towers, as well as the ledges surrounding the upper floor of the main building are adorned with imposing stone gargoyles. These gargoyles are rumored to animate and defend the temple in times of crisis.

To the normal eye the temple, while formidable, looks to have mundane defenses. Appearances can be deceiving. Any novice mage casting a simple spell of magic detection will likely be blinded by the sheer amount of power enwrapping the temple. Wards of incredible power are layered one atop another. Sigils and mighty offensive spells are laid upon strategic openings and points throughout the outer walls that await only a specific trigger to unleash a torrent of death and utter destruction. Few, if any temples of Sarish have fallen to an outer assault, and quite a few have utterly destroyed an army rash enough to try.

Role of the Priest

The most well-known and, some say, glamorous duty known of the priesthood of Sarish is the defense of humanity from the clawing hordes of infernals lying in wait for the right moment to corrupt or devour the innocent. While the Sarishan clergy promotes this concept and even displays the odd rampaging demon as proof of their duty, an infernal horde the size that they claim hides in the shadows has not been seen in over a thousand years. It is a testament to the total horror perpetrated by these foul beings over a millennium ago that the mere thought that such an event could occur again keeps the coffers of the Sarishan temples overflowing.

A more practical application of Sarish's gifts is that of the Keeper of Oaths. While certainly not as glamorous as demon hunting, oaths witnessed and sanctified by Sarishan clerics are in great demand by merchants and moneylenders, as well as nobles wishing to ensure the fealty of their lesser or dangerous mercenaries.

Besides adding to their overflowing coffers, this duty has a secondary benefit that some patrons do not realize – the sharing of secret pacts and deals with the Sarishans themselves. Sarish is the deity of secrets and forbidden lore. Their wealth of knowledge has increased exponentially by his priests witnessing such pacts. Some, while hardly valuable in important data are rife with embarrassing nuggets of scandalous gossip, which can be used by the Sarishans as leverage to secure more lucrative information.

A less commonly known duty is that of safeguarding those that are accurately gifted from danger and especially from the predations of the self-styled Sorcerer King of Ymandragore. As patron of mages and sorcerers, Sarish holds these people dear and as His chosen. This attitude runs in direct conflict with that of the Lord of Ymandragore, who believes that all who can bend magic to their whim are his subjects. This conflict of interests has led to Sarishans forming an unspoken alliance with the Sanctorum of the Arcane, an underground organization which helps train and shield mages from the Harvesters of Ymandragore.

Worship of Yarris

Ancient is the Sea God Yarris, some say older than the other deities of the Pantheon, though this is the talk of heretics and madmen. Some say that Yarris rules the oceans, while others site Holy Scripture that alludes to Yarris being the ocean itself, with every drop, every fish, every frothing white cap but an extension of His being. Yarris is normally seen as a deity one prays to in the hopes of averting disaster rather than for the granting of desires. Sailors say that Yarris only grants one of two things: safe passage through His realm or a one-way trip down to the bottom of the ocean where the unlucky sailor is conscripted to man one of the many doomed ships that sail under the dead full moon of Aperio.

Like the other gods, Yarris has His benevolent aspects such as the Calmer of Storms, the Master of the Flood Plains, specifically to the farmers who till near the Corvus River, and the Lord of the Placid Oceans. His darker aspects include that of the Uncaring Ruler of the Ocean, the Black Hand of the Tempest, oddly enough represented as a female aspect, Admiral of the Damned Fleet and lastly a heretical aspect not recognized by the Mother Church that led to the Yarric Heresy, the Lord of the Ancient Deep.

Sphere of Influence

Anywhere that the land meets the ocean, one will find temples and shrines to the Sea Lord. Given Yarris' connection to the val'Ouan family, a stronghold of one will invariably find the other in great numbers. As such, the Royal Milandirian duchy of Nasraneth and the Caryani province of Salantis have the greatest number of worshippers of the Master of the Oceans. Other major mainstays of worship include the coastal cities of Plexus and Savona and numerous shrines to Yarris can be found in the archipelagoes that form the Pirate Isles.

While humanity claims to be the chosen of the Gods, and thus by extension, Yarris, the Master of the Waves is unique in that an aquatic non-human species also pay Him homage. While talk of this is idle gossip at best and heresy at worst, many do believe that the val'Ouan family knows of these creatures and even join in their ceremonies.

Temple

Temples to Yarris are normally situated on the very coast or upon riverbanks or the shoreline of the larger lakes that dot the Known Lands. These temples, usually built in granite and punctuated with precious multi-colored coral and pearls, are horseshoe in shape, with the mouth of the structure facing the ocean or body of water wherever possible. The tides play an important role in the ceremonies performed, with the congregation entering the water and even submerging themselves briefly.

It is rumored that magnificent temples to Yarris exist below the waves. Tales from drunken sailors and shipwreck survivors plucked from the middle of the oceans all claim to have seen brilliant lights and numerous beings hundreds of feet below the surface. One sailor brought back evidence in the form of a coral statuette snatched from around the neck of a Sea Devil that sought to drag him under for sacrifice.

Role of the Priest

Mankind believes itself to be the dominant species upon the planet and the top of the food chain. The priests of Yarris know that this is not so upon the ocean. To humanity, the seas are truly a dangerous and alien place where only the bravest or the most foolhardy tread without worry. When they set off on a voyage upon Yarris' Belly, they do so at His whim.

It is here that the priests of Yarris intercede upon humanity's behalf. The priesthood feels it is their sacred duty to safeguard mankind in this foreign environment from its predators and the seas capricious nature itself. The clergy is aware of the existence of sentient undersea creatures, which are inimical to man and would just as soon devour him than to converse with him. The priests try and shelter their charges from these beings and act as man's protectors when all else fails.

Along with their brothers in the Order of the Sea Lords, the priesthood of Yarris is also in search for the lost Pearls of Yarris, given to mankind at the dawn of the Imperium and subsequently lost in the intervening centuries. This quest takes them to places one would normally not expect to see priests of a Sea God, such as mountain peaks, deserts, underground and in the great cities that dot the continent.

Appendix 1: Bestiary

Arcanis is a world where mankind is not assured a place at the top of the food chain. Besides the various natural beasts and mindless creatures that would make a meal of him, there are other sentient races, many with their own unique and vibrant societies, competing with Man, with mastery of the planet as the prize and extinction as the loser's only reward.

Astoundingly, even with the endless monstrosities and supernatural creatures vying for a chance to destroy the Heroes, it is Man himself, those from opposing nations or with adverse philosophies, that remains the deadliest foe.

Type

A monster's type speaks to its fundamental nature. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a type. For example, an *arrow of drake slaying* deals extra damage not only to drakes but also other creatures of the drake type, such as dragon turtles and wyverns.

The Arcanis campaign setting includes the following monster types. Note that the fey type does not exist in Arcanis.

Aberrations

These creatures are utterly alien beings. Many of them have innate magical abilities drawn from the creature's alien mind rather than the mystical forces of the world.

Beasts

These are nonhumanoid creatures that are a natural part of the world's ecology. Some of them have magical powers, but most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals, dinosaurs, and giant versions of animals.

Celestials

Many of this type of creature serve as servants of deities, employed as messengers or agents in the mortal realm and throughout the planes. Celestials are neither good or evil by nature, but are instead amoral beings, acting only as the deity they serve demands. Celestials include celestial shield maidens, and Valitroc.

Constructs

These creatures are made, not born. Some are programmed by their creators to follow a simple set of instructions, while others are imbued with sentience and capable of independent thought. Golems are the iconic constructs.

Drake

These creatures are large reptilian creatures similar in form to the True Dragons of Arcanis, but lack their intelligence. This category includes creatures such as wyverns, as well.

Dragons in Arcanis
If you want to use dragons from other sources as drakes in Arcanis, make the following changes: remove alignment, reduce the creature's intelligence to 3, and remove any spellcasting features.

Dragons (aka True Dragons)

Dragons are incredibly powerful reptilian entities, each with the power to topple cities and devastate entire regions. Suethric myths explain that these creatures are the children of their deities Kassepore and Yig, but none have ever manifested divine-like abilities. The intelligence, size, strength, and mastery of sorcery of dragons are vast beyond human reckoning. The lesser drakes found in the world today pale in comparison to these veritable forces of nature. Most dragons were killed by the Valiaor during the Dragon War that followed the fall of the great Imperium of Man, but some were too powerful and were instead bound, or in the case of one Dragon, escaped to the Suethregoran Empire. A few decades ago, one was released by a group of Heroes. This Dragon went on to devastate the dwarven enclave of Tuhlpet and pushed the population of Tuhlpetans to the brink of extinction.

Elementals

These are creatures native to the elemental planes. Some are little more than animate masses of their respective elements, including the creatures simply called elementals, while others have humanoid forms infused with elemental energy, such as azers and invisible stalkers. There are a number of civilizations known to exist on certain elemental realms, but thus far their interactions with Arcanis has been fleeting.

Giants

These creatures tower over humans and other similar races. They are humanlike in shape, though some have multiple heads or deformities. The seven varieties of giant-kin are the hill giants, stone giants, ice giants, fire giants, mountain giants, storm giants, and celestial giants. Other creatures, such as ogres and trolls are considered giants for game purposes.

Infernals

Fiends are refered to as infernals on Arcanis. These are creatures of wickedness that are native to the Hells and the Abyss. Some are bound servants to the God Sarith and His servants, but many more labor under the leadership of archdevils and demon princes. Priests and mages sometimes summon infernals to the mortal realm to do their bidding. Infernals include demons, devils, fiends, and various other creatures from the Hells and Abyss.

Humanoids

These are the people of Arcanis, both civilized and savage, including humans and a tremendous variety of other species. Many have language and culture, some possess innate magical abilities (though a rare few can learn spellcasting), and are bipedal form. The most common humanoid races are the ones most suitable as Heroes: humans, dwarves, elorii, val, etc.

Almost as numerous but far more savage and brutal, are the various races of gaz. Some gaz tribes can barely be considered sentient, being more beast than man-like, while others show a high degree of sophistication and advancement, though turned towards conquest, murder, and mayhem.

Some suethric creatures are humanoid in shape, such as the various sa'reoon egg clutches, the hatrachian hylis, and others that were either bred or are part of the ancient Suethregoran Empire.

Monstrosities

These are monsters in the strictest sense—frightening creatures that are not ordinary, not truly natural, and almost never benign. Some are the results of magical experimentation gone awry, and others are the product of terrible curses. They defy categorization, and in some sense, this category serves as a catch-all for creatures that don't fit into any other type.

Oozes

These are amorphous creatures that are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or creatures unlucky enough to get in their way. While most are either unintelligent or possessing animal-level intelligence, like black puddings and gelatinous cubes, there are rumored to be some that are fully sentient.

Plants

In this context, these are vegetable creatures, not ordinary flora. Most of them are ambulatory, and some are carnivorous. The quintessential plant is the shambling mound. Fungal creatures such as the gaz spore and the myconid also fall into this category.

Spirits

These are sometimes powerful and usually sentient essences of natural objects such as rivers, hills, trees, and animals. Spirits usually reside in the Spirit Realm, but can be drawn out by curiosity, or a powerful shaman. Other than the ability to slip in and out of the Spirit Realm, spirits are as diverse as the creatures of the natural world. A spirit of a river may appear as a being made of water or a rippling shape in a stream, while an animal spirit usually manifests as an ideal version of the beast it represents.

Using Other Creatures as Spirits

You can make almost any creature a spirit by giving it the ability to slip and in out of Dreamtime. A water elemental can be the spirit of a lake, a dryad the spirit of a forest, or a night hag the spirit of a haunted, rotting wood. Change the creature's type to spirit and give them the following action:

Slip Past the Vale: The creature may enter Dreamtime as from the Mortal Realm, or vice versa. When on one plane, most spirits cannot perceive, affect, or be affected by anything on the other plane. But they may feel the presence of something on the other plane that is closely tied to their nature and cross over to investigate.

Particularly powerful spirits (CR 5 +) should also possess the following trait:

Dream Sight: The creature can see 60 feet into Dreamtime when it is on the Mortal Realm, and vice versa. It can't affect or be affect by anything on the other plane.

Undead

These are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic, some unholy curse, or the blessing of Nerath, the God of Death. Undead include walking corpses, such as vampires and zombies, as well as bodiless souls, such as ghosts and spectres who are commonly referred to as Shades. Shades are restless souls who refuse or are unable to return to Bektroc's Cauldron until some business or deed remains unfinished.

Tags
(Subtypes)

A monster might have one or more tags appended to its type in parentheses. The parenthetical tags provide additional categorization for certain creatures. The tags have no rules of their own, but something in the game, such as a magic item, might interact with them. For instance, a spear that is especially effective at fighting infernals would work against any monster that has the infernal tag.

Entropic

A creature with the entropic tag is in some way touched by the Silence; the vast, alien, otherworldly presence that seeks to extinguish all life on Arcanis.

Ssethric

Ssethric creatures are the varied intelligent cold-blooded reptilian or batrachian races, typically from or associated with the Ssethregoran Empire. This is a diverse group that includes naaru, scrivven of various egg clutches, hylix, plesiosaurs, and many more species.

Monsters of Arcanis

Celestial Falcon

Small beast (celestial)

Armor Class: 12
Hit Points: 3 (1d8)
Speed: 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	2 (-4)	14 (+2)	7 (-2)

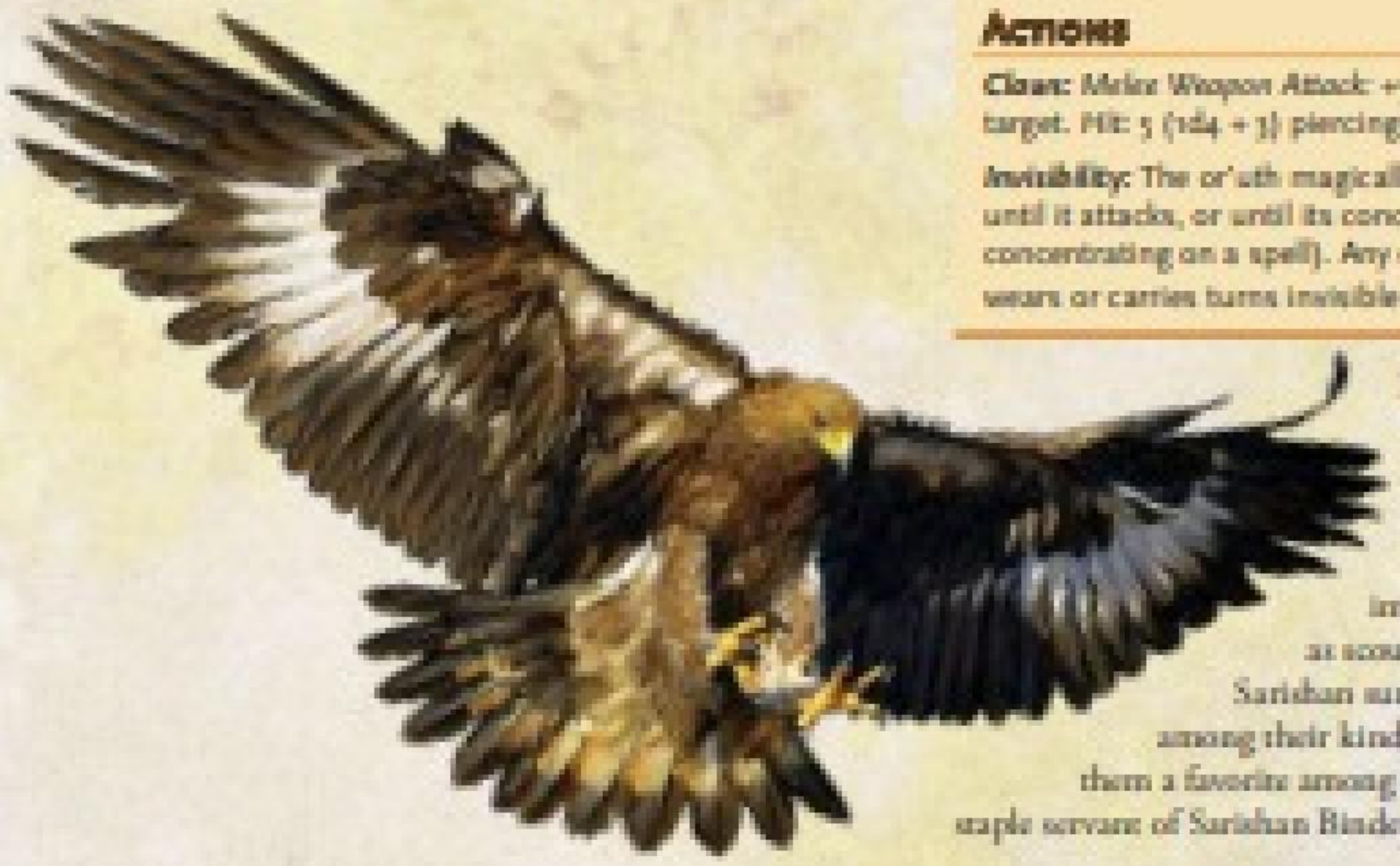
Skills: Perception +4
Damage Resistance: radiant
Senses: darkvision 30 ft., passive Perception 14
Languages: —
Challenge: 0 (10 XP)

Keen Sight: The celestial falcon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Talons: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

These small golden birds are granted by Illiir to further the His will and aid those that serve Him.



Devil, Or'uth (Infernal Scout)

Tiny infernal (devil)

Armor Class: 13
Hit Points: 9 (3d6)
Speed: 20 ft., fly 40 ft. ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (0)	14 (+2)	13 (+1)	14 (+2)

Skills: Insight +3, Investigation +4, Perception +3, Stealth +5
Damage Resistances: cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities: fire, poison
Condition Immunities: poisoned
Senses: darkvision 120 ft., passive Perception 11
Languages: Infernal, Low Coryani (or whatever language the summoner is fluent in)
Challenge: 1 (200 XP)

Devil's Sight: Magical darkness doesn't impede the or'uth's darkvision.

Devil's Insight: The or'uth's gains advantage on all Investigation skill checks.

Magic Resistance: The or'uth has advantage on saving throws against spells and other magical effects.

Actions

Claw: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage

Invisibility: The or'uth magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the or'uth wears or carries turns invisible with it.

Listed as an or'uth in the Book of Crimson Bindings, a Sarishan treatise on known infernals, these small, imp-like creatures that act as scouts and infiltrators for their Sarishan summoner. A unique skill set among their kind, these talents have made them a favorite among the val'Mahan and the staple servant of Sarishan Binders.

Devil, Infernal Warhorse

Large infernal (devil)

Armor Class: 13
Hit Points: 22 (3d10 + 6)
Speed: 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	4 (−3)	8 (−1)	5 (−3)

Damage Vulnerabilities: cold
Damage Resistances: fire
Damage Immunities: poison
Condition Immunities: exhaustion, poisoned
Senses: darkvision 60 ft., passive Perception 9
Languages: understands the Infernal language but cannot speak
Challenge: 1/2 (100 XP)

Illumination. The horse sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Fiery Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) bludgeoning damage plus 3 (1d6) fire damage.

Listed in the Book of Crimson Bindings as a horath, these equine-like creatures are excellent mounts for crossing vast distances as they are inexhaustible. They are also malicious and will take advantage of any loop holes it can find in the commands it's given to kill, and subsequently feed upon, its rider.

Elemental Servants

The following are the commonly summoned elementals from spells like *conjure minor elementals* or *find familiar*.

Hydroling

Small elemental (water)

Armor Class: 11
Hit Points: 21 (6d6)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+1)	12 (+1)

Skills: Perception +2, Stealth +3
Damage Vulnerabilities: fire
Damage Immunities: cold, poison
Condition Immunities: Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses: darkvision 60 ft., passive Perception 10
Languages: None, but will innately understand the commands of its summoner.
Challenge: 1/2 (100 XP)

Death Burst: When the hydroling dies, it explodes in a powerful burst of water. Every creature within 5 feet of it must make a DC 11 Strength saving throw or suffer 4 (2d4) points of bludgeoning damage and fall prone. Those who make their saving throw are not knocked prone but still suffer damage.

False Appearance: While the hydroling remains motionless, it is indistinguishable from an ordinary puddle of water.

Innate Spellcasting (1/Day): The hydroling can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) bludgeoning damage.

Geyser (Recharge 6): *Ranged Weapon Attack:* +3 to hit, range 30 ft., one creature. *Hit:* 8 (2d8) bludgeoning damage and target must make a DC 11 Strength saving throw to resist being shoved.

Gustling

Small elemental (air)

Armor Class: 12
Hit Points: 17 (5d6)
Speed: 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills: Perception +2, Stealth +4
Damage Immunities: poison
Condition Immunities: Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses: darkvision 60 ft., passive Perception 10
Languages: None, but will innately understand the commands of its summoner.
Challenge: 1/2 (100 XP)

Death Burst: When the gustling dies, it explodes in a thunderous burst. Every creature within 5 feet of it must make a DC 11 Constitution saving throw, taking 6 (2d6) thunder damage on a failed save, or half as much damage on a successful one.

False Appearance: While the gustling remains motionless it is considered to be invisible, unless it is within a clouded/foggy area or under water in which case they appear like a perfect bubble of clean air.

Innate Spellcasting (1/Day): The gustling can innately cast *gust of wind*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) thunder damage.

Lightning Breath (Recharge 6): The gustling exhales a 15-foot cone of electrified air. Each creature in that area must make a DC 10 Dexterity saving throw, taking 6 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

Shardling

Small elemental (earth)

Armor Class: 11
Hit Points: 22 (5d6 + 5)
Speed: 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	12 (+1)	12 (+1)	7 (–2)	10 (+0)	10 (+0)

Skills: Perception +2, Stealth +3
Damage Vulnerabilities: thunder
Damage Immunities: acid, poison
Condition Immunities: Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious
Senses: darkvision 60 ft., passive Perception 10
Languages: None, but will innately understand the commands of its summoner.
Challenge: 1/2 (100 XP)

Death Burst: When the shardling dies, it explodes in a burst of crystal shards. Every creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) piercing damage on a failed save, or half as much damage on a successful one.

False Appearance: While the shardling remains motionless, it is indistinguishable from an ordinary large rock.

Innate Spellcasting (1/Day): The shardling can innately cast *spike growth*[a] (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) acid damage.

Blinding Breath (Recharge 5): The shardling exhales a 15-foot cone of stone shards. Each creature in that area must make a DC 10 Dexterity saving throw, taking 6 (2d6) slashing damage on a failed save, or half as much damage on a successful one.

Torchling

Small elemental (fire)

Armor Class: 11
Hit Points: 22 (5d6 + 5)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	12 (+1)	12 (+1)	7 (–2)	10 (+0)	10 (+0)

Skills: Stealth +3
Damage Vulnerabilities: cold
Damage Immunities: fire, poison
Condition Immunities: Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious
Senses: darkvision 60 ft., passive Perception 10
Languages: None, but will innately understand the commands of its summoner.
Challenge: 1/2 (100 XP)

Death Burst: When the torchling dies, it explodes in a burst of fire. Every creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance: While the torchling remains motionless, it is indistinguishable from some form of ordinary ignited material.

Innate Spellcasting (1/Day): The torchling can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6): The torchling exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 6 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Great Boar

Medium beast

Armor Class: 11 (natural armor)
Hit Points: 34 (4d10 + 12)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	2 (−4)	12 (+1)	5 (−3)

Skills: Perception +3
Senses: passive Perception 13
Languages: —
Challenge: 1 (200 XP)

Charge: If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest): If the boar takes 16 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Mor'let

Large beast

Armor Class: 12
Hit Points: 21 (3d10 + 6)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (−4)	12 (+1)	8 (−1)

Skills: Perception +3, Stealth +5
Senses: darkvision 60 ft., passive Perception 13
Languages: —
Challenge: 1/2 (200 XP)

Keen Smell: The mor'let has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics: The mor'let has advantage on an attack roll against a creature if at least one of the mor'let's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Mor'let are the preferred cavalry mount of ss'renn. They are fast and agile; yet possess a stunning array of natural weaponry with which to send their foes into a bloody smear.

Swift and powerful, mor'lets carry their riders across the battlefield on two heavily muscled legs and can attack with a powerful bite or terrifying claws.

Revenant

Medium undead

Armor Class: 15 (natural)
Hit Points: 82 (11d8+33)
Speed: 30 feet

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	16(+3)	11(+0)	10(+0)	12(+1)

Saving Throws: Dex +6, Wis +3
Skills: Perception +3, Stealth +6
Damage Resistances: necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses: darkvision 60 feet, passive Perception 13
Languages: languages the creature knew in life
Challenge: 5 (1,800 xp)

Innate Spellcasting: A revenant can cast *locate creature* at will using Charisma as its spellcasting ability score. This ability can only be used to track the revenant's murderer.

Regeneration: A revenant regains 10 hit points at the start of its turn. If it takes radiant damage this trait doesn't function at the start of the revenant's next turn.

Spider Climb: Revenants can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack: The revenant makes two attacks with its claws.

Claws: *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 8 (2d4 +3) slashing damage.

Shadow Lion

Large beast

Armor Class: 12
Hit Points: 22 (3d10+ 6)
Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills: Athletics +6, Perception +3, Stealth +6
Senses: darkvision 30ft., passive Perception 13
Languages: —
Challenge: 1/2 (100 XP)

Apex Hunter: The shadow lion has advantage on all Dexterity (Stealth) checks.

Keen Smell: The shadow lion has advantage on Wisdom (Perception) checks that rely on smell.

Pounce: If the shadow lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the shadow lion can make one bite attack against it as a bonus action.

Running Leap: With a 10-foot running start, the shadow lion can long jump up to 25 ft.

Actions

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

These large, predatory cats are nocturnal hunters, relying on their jet-black fur to make them nearly invisible after the sun sets. They can be found in great numbers in the lowlands of Milandir.

Appendix 2:
New Magic Items

Magic Scrolls

The art of runesmithing is most often applied to weapons, armor, and other durable items. Given the time and effort that crafting a rune takes, asking a runesmith to scribe a rune on something fragile would be a grave insult. Runesmiths do need to find ways to train their apprentices, however, and not everyone can afford having a rune inscribed on their equipment. Scrolls were developed to address these issues, and they have become an essential part of the runesmith's art.

There are two kinds of scrolls, *knowledge* scrolls and *spell scrolls*. Both kinds use the same basic structure: a special form of the *spell rune* inscribed on a sturdy scroll of parchment or vellum. The difference is that a *knowledge scroll* imparts knowledge of a spell, while a *spell scroll* stores a spell's effect, which can be released and directed as if it had been cast by the reader.

Knowledge scrolls

Knowledge scrolls are commonly produced by spellcasters to record what they have learned and teach the reader the proper mental state, body position, hand motions, and any material components necessary to cast a spell. To learn a spell from a *knowledge scroll*, the spell must be of a level that you have spell slots. The spell must also be one that could normally be on your spell list. For example, you cannot learn an arcane spell from the Elder Tradition if you are a human cleric, nor can you learn a val'Borda secret spell if you are a val'Inaree.

After 1 hour spent studying the scroll, make an ability check. The ability you use depends on the Arcanum of the spell. If the spell is divine, you must make a Intelligence (Religion) skill check; if it is an arcane spell you must make an Intelligence (Arcana) skill check. In either case, the DC is equal to 15 + the spell's level.

If you succeed, the spell is added to your spell list. If you prepare spells, you can now select the spell you learned as one of your prepared spells. If you have a separate list of spells known, you can choose one of the spells you know and replace it with the spell you learned. You can also replace one of the spells you know with the spell you just learned when you gain a level in your spellcasting class, like normal.

If you fail, you do not learn the spell. Regardless of whether the check succeeds or fails, the scroll is destroyed in the process.

Spell Scrolls

Spell scrolls allows anyone, even someone without the ability to wield the Arcanum, to cast the spell inscribed upon it without providing any material components. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the scroll crumbles to dust. If the casting is interrupted, the scroll is not lost.

If your proficiency bonus does not equal or exceed the minimum proficiency bonus show in the **Spell Scroll** table, you must succeed on an ability check to determine whether you can successfully channel the magic of the scroll.

If the spell is divine, you must make an Intelligence (Religion) ability check. If it is an arcane spell you must make an Intelligence (Arcana) ability check. In either case, the DC is equal to 10 + the spell's level. If you succeed, you successfully cast the spell. If you fail, you speak meaningless words of power and nothing happens. Regardless of whether the check succeeds or fails, the scroll is destroyed in the process.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus as well as the spell's rarity, as shown in the Spell Scroll table.

Spell Scroll Table

Minimum Proficiency Bonus	Spell Level	Rarity	Save DC	Attack Bonus
+2	Cantrip	Common	11	+3
+2	1st	Common	13	+5
+2	2nd	Uncommon	13	+5
+3	3rd	Uncommon	15	+7
+3	4th	Rare	15	+7
+4	5th	Rare	17	+9
+4	6th	Very Rare	17	+9
+5	7th	Very Rare	18	+10
+5	8th	Very Rare	18	+10
+6	9th	Legendary	18	+11

Codex of Binding

Wondrous item, common

Description: Popular among adventurers, collectors, and the record keepers of the Coryani legions, this thick tome of parchment is bound with a sturdy spine. Its leather cover is held closed with a pair of sturdy iron clasps.

Abilities/Effects: As an action, you may place any page of parchment, or similar material, within the book and close it. The book then pulls the page into its binding, making it part of the book. This can be used to create collections of scrolls or to store pages of information. A codex of binding has 50 blank pages when created and can hold up to 200 pages in total.

Fetishes

Whether called a talisman, charm or juju, fetishes act as either wards against evil spirits and other supernatural dangers, or to channel the power of benevolent spirits to grant some effect. Trained sorcerers and priests scoff at such items as foolish superstition or the work of charlatans, but those that believe know better and pay trusted shamans, witchdoctors and undir dacoi for these gifts.

For additional fetishes see *Forged in Magic: Reforged*.

Animal Fetishes

The most common fetish created by shamans across Arcanis, animal fetishes are made by infusing the power of primal animal spirits into an item. These fetishes must be worn openly on your person, not concealed in a pouch or pocket, in order to gain their benefits.

Boar Fetish

Wondrous item (fetish), common

Description: This fetish is made from a pair of boar tusks held together by rawhide straps and decorated with fur strands holding colored beads.

Abilities/Effects: Wearing this fetish grants you advantage on death saving throws. If you ever roll a 1 on a death saving throw, you can call on the power of this fetish to succeed on that saving throw. The fetish then crumbles into dust.

Dolphin Fetish

Wondrous item (fetish), uncommon

Description: This colorful bracelet consists of shells and beads, tethered to a strap of rawhide stained with the dried blood of a dolphin. Regardless of its age or conditions, the bracelet always smells of brine.

Abilities/Effects: Wearing this fetish grants you a +2 bonus on Strength (Athletics) checks to swim. You can call on the power of this fetish to cast *water breathing* once, without expending a spell slot or requiring components. The fetish then crumbles into dust.

Serpent Fetish

Wondrous item (fetish), rare

Description: This fetish consists of thin strips of snake skin wrapped around the crowns of snake fangs, binding them to a strip of rawhide. It is commonly made in the form of a bracelet, anklet, or necklace.

Abilities/Effects: Wearing this fetish grants you advantage on all saves to resist the poisoned condition. When you take poison damage or gain the poisoned condition you may, as a reaction, call on the power of this fetish to end the condition and gain resistance to poison damage for 1 hour. The fetish then crumbles to dust.

Monster Fetishes

These fetishes are rarer than animal fetishes as the talisman requires some portion of the creature to drawn forth it's power. These fetishes must be worn openly on your person, not concealed in a pouch or pocket, to gain their benefits. You must wear a monster fetish for a full day before you receive its benefit.

Ssanu Fetish

Wondrous item (fetish), very rare

Description: This headdress consists of the upper half of an adult ssanu skull, bleached white and inscribed with runes. Due to the components required, these fetishes are incredibly rare.

Abilities/Effects: Wearing this fetish grants you the ability to cast *detect magic* as a ritual. You can also cast *arcane sight** (DC 15) once, without expending a spell slot or providing components. Once you do so, you cannot use the fetish in this way until you complete a long rest. Additionally, while wearing this fetish you can speak the Saethric and Sa'ressen languages as if you were a saethric creature.

Bloodbeak Hummingbird Fetish

Wondrous item (fetish), uncommon

Description: This fetish consists of several bloodbeak hummingbird feathers set into a bone clasp. It is commonly worn as a hair clasp.

Abilities/Effects: If you fall while wearing this fetish, you may, as a reaction, call upon the power of this fetish to slow your descent. Your rate of descent slows to 60 feet per round. When you land, you take no damage from falling and you land on your feet. The fetish then crumbles into dust.

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