

SOLASTA

CAMPAIGN RULEBOOK

5E

 TACTICAL
ADVENTURES

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 **TACTICAL
ADVENTURES**

CREDITS

Designers: Antoine Guillaud, Emile Zhang, Graeme Davis, Xavier Penin

Additional Contributors: Andy Law, Esker, Doudoutop, IlliteratePig, JBento, Lathaon, Stunfisk, Wild Stardust, Zarasque

Proofreaders: Andrew Leask, Lindsay Law

Editors: Andy Law, Lindsay Law

Illustrators: Alexandra Ferreira, April Prime, Cynthia Jacquelet, David Brochard, Gameco, Goliat Gash, Karine Vilette, Robin Lhebrard, Thierry Dunter, Tokkun Studio

Cover Artist: Tokkun Studio

Graphic Designers: Figs, Flavie Journet, Michal E. Cross, Thierry Dunter

Layout Artist: Michal E. Cross

Artistic Director: Thierry Dunter

Producer: Andy Law

Production Coordinators: Emile Zhang, Nicolas Aubry, Pierre Worgague

Creative Director: Mathieu Girard

CEO: Mathieu Girard



Solasta Campaign Rulebook

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TACTICAL ADVENTURES

26 rue du Renard
75004 Paris

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Tactical Adventures: Adrien Cambon de Lavalette, Bertrand Le Cabec, Christophe Monnerot, David Brochard, Eddy Neveu, Eléonore Ronneau, Emile Zhang, Goliat Gashi, Grégoire Gendron, Karim Kadar, Lucile Parléani, Mathieu Girard, Olivia Trilleau, Pierre Gaudillere, Pierre Worgague, Solène Tremblay, Stéphane Auer, Thierry Dunter, Thomas Demenat, Xavier Penin, Zharina Sunthbocus

Partners: Alexandra Ferreira, April Prime, Cynthia Jacquelet, Dorian Ribeiro, Gameco, Figs, Flavie Journet, Karine Vilette, Julien Millet, Paul-Etienne Bardot, Robin Lhebrard, Rookery Publications, Tokkun Studio

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Community Designers: ADHDTV, Brad Allison, Cat Scratch Fever, Christine Pine, DestinyNinja, IceJoker, Joshua Talty, Miles Young (Ragnar), MooWun, Nathaniel Wheatly, Randy Ward, Patrick P. Hansen, Scifive, Silvers, Tristan Townend, Vylantze, William Swedin

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ON THE COVER

An adventuring party delves deep into mysterious ruins as orc scouts prepare an ambush. This piece was commissioned from Tokkun Studio to show-case the importance of light and verticality to *Solasta: Crown of the Magister*.



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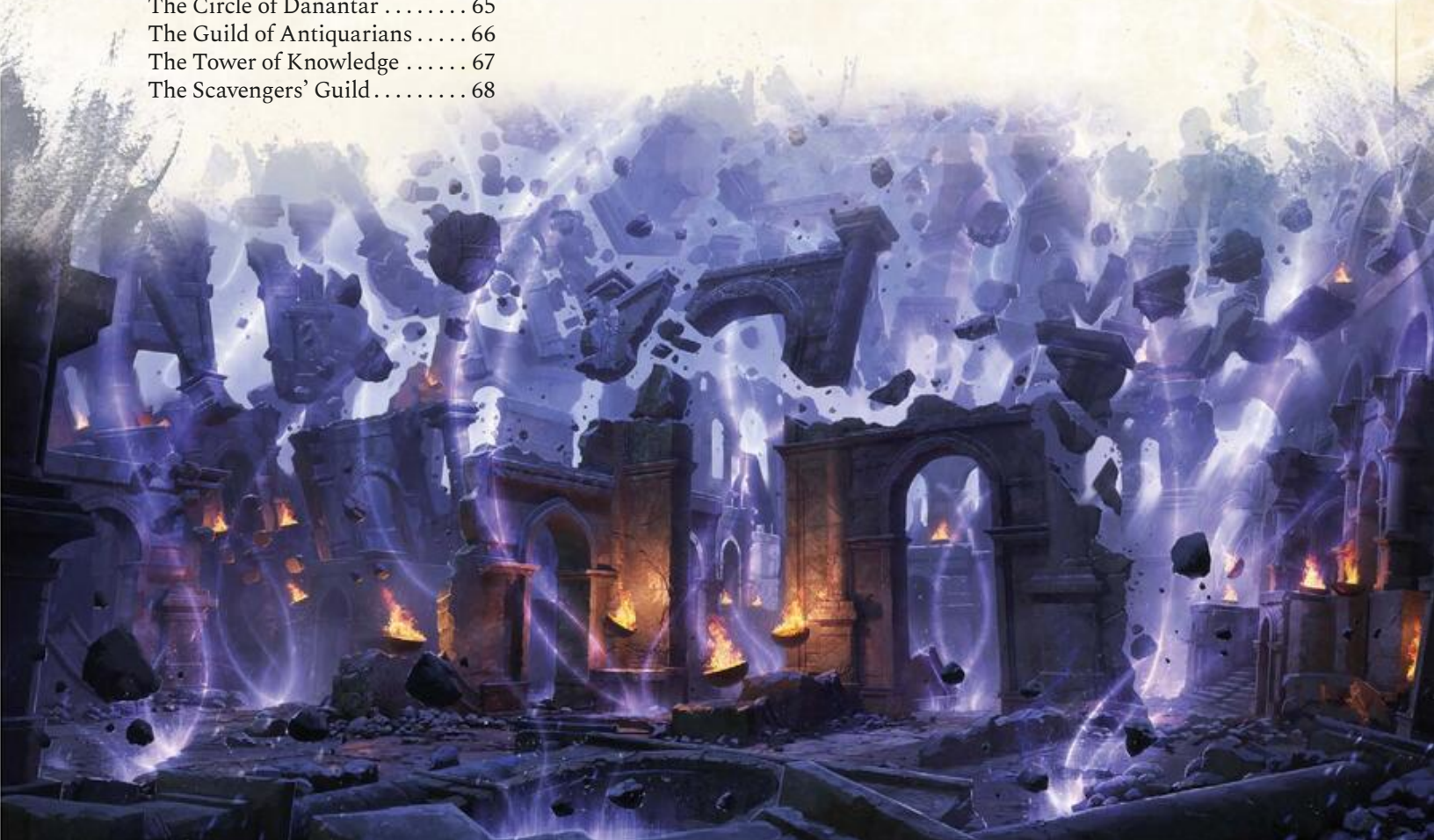
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INTRODUCTION

IN 2018, MATHIEU GIRARD, A VETERAN OF Ubisoft and co-founder of Amplitude Studios, decided to realize a dream he had cherished for many years. A lifelong fan of the world's most popular roleplaying game, he wanted to bring the tabletop experience to the computer screen in ways that other games had not been able to achieve. He founded Tactical Adventures in Paris to make his dream a reality.

Mathieu gathered a small team around him, each member hand-picked from the extensive list of colleagues and contacts he had built up over the course of his career. A successful video game needs many things: lightning-fast code that never fails; jaw-dropping visuals; audio that makes you feel like you're right there in the world; intriguing and challenging level design; a flexible and intuitive interface; gameplay that makes the absolute most of the rules system – and, of course, a compelling story set in a colorful and fascinating world.

To achieve that last goal – which is really two goals – Mathieu hired a three-person writing and world-building team. Antoine Guillaud was new to the games industry but not to games, having discovered roleplaying in 1984 and played in many campaigns with Mathieu. He is the major creative force behind the world of *Solasta*. Xavier Penin, another veteran of Ubisoft whose credits include *Might and Magic Heroes*

VII and *Assassin's Creed Chronicles*, became TA's Gameplay Director. As lead game designer for *Solasta: Crown of the Magister*, he combines creativity with a practical approach, reining in his colleagues when their ideas get too wild to be possible in the game. Graeme Davis, the co-creator of *Warhammer Fantasy Roleplay* and a veteran roleplaying game writer since the early 1980s, had worked with Mathieu as a contractor in the Ubisoft days. His job is to consult on world-building and to cast a native speaker's eye over everything written in English for the game.

One rainy December week in 2018, the team convened in Paris and the foundations of the world of *Solasta* were hammered out. This was to be a high fantasy world where magic was slowly coming back after a great cataclysm. It was to include glittering cities and mysterious ruins. It was to have all the beloved fantasy races but make each one unique. And it was to have a perilous, monster-haunted wasteland at its heart, where the brave and reckless could search for the lost treasures of a fallen empire.

A successful game also needs a strong community behind it. As part of a Kickstarter campaign to announce *Solasta* to the world, it was decided to take all the world lore created by the writing team and create a sourcebook for tabletop roleplaying. After all, the tabletop is where our team started, and one of *Crown of the Magister's* key design pillars was a commitment to bringing the tabletop experience to the screen as accurately as possible. This book is the result of that decision.

Are you ready to explore?

This introduction was written in 2021 before the 1.0 release of *Solasta: Crown of the Magister*. Since then, we are happy to say that Tactical Adventures has grown to 32 employees – all thanks to fans and players like you! This version of the *Solasta* sourcebook has been updated with all the additional subclasses we released since then. We hope you enjoy it!

– Myzzrym, *Tactical Adventures Community Lead*
2024



THE FIRST EXPEDITION

Those two documents, recovered by Council deputies, shed a unique light on the fate of the first expedition to the Badlands. Nothing was heard from the expedition after it left Coparann; these accounts, one from a simple soldier and the other from the expedition's commanding officer, combine to provide a detailed insight into the expedition's progress and eventual destruction.

Let this testimony speak for the bravery of all the Council's troops!
Wherever they came from, they fought for the Council and for Solasta,
and their sacrifice must be acknowledged!

PROTECTOR LEIRA KEAN, CHURCH OF EINAR

Captain's logbook – 25th Tanun, 1023 PC

My first entry in this logbook is to report the death of Captain Semal Kazar, the commander of our expedition. While leading a patrol outside Coparann, he fell from his horse, which bolted due to an earthquake. The patrol had no cleric, and by the time he was brought back to Coparann the only help Captain Kazar could receive was the funeral blessing of Einar. As his deputy I, Lord Alastair of Nyborg, have assumed command.

At last, we are ready to leave Coparann. After a hard march there, we are resupplied and the troops are rested, and Captain Kazar is decently buried. Now the time has come, the troops are reluctant to leave "civilization". By this they mean the last ale-house before the Badlands. Marshal Aedhur Strongshield, our paladin of Einar, makes a brave example which shames the grumblers.

I gave the order to break camp last evening. This left the troops no time to indulge in a last round at the Strong Draft Inn and render themselves unfit for duty. Moving out at dawn, in formation, singing "My Faith is my Shield" was a stirring experience, and a worthy start to our expedition.

I had sent the rangers ahead during the night. Not that we expect serious trouble so close to Coparann, but it is good practice. As the Academy's instructors impressed upon us, a force is most vulnerable on the march and scouts are the only protection against ambushes. It is also refreshing not to listen to the constant gloomy prognostications of our ranger leader, Aelfinn Silver-Arrow. He claims that the land somehow "feels" different in the Marches. How can a tree bleed its essence when the bark is sound and hale? How can the earth scream for blood? This elven sensitivity is beyond me! Thank Einar, not all our scouts are elves. The human and dwarven rangers pay little heed to these superstitions.

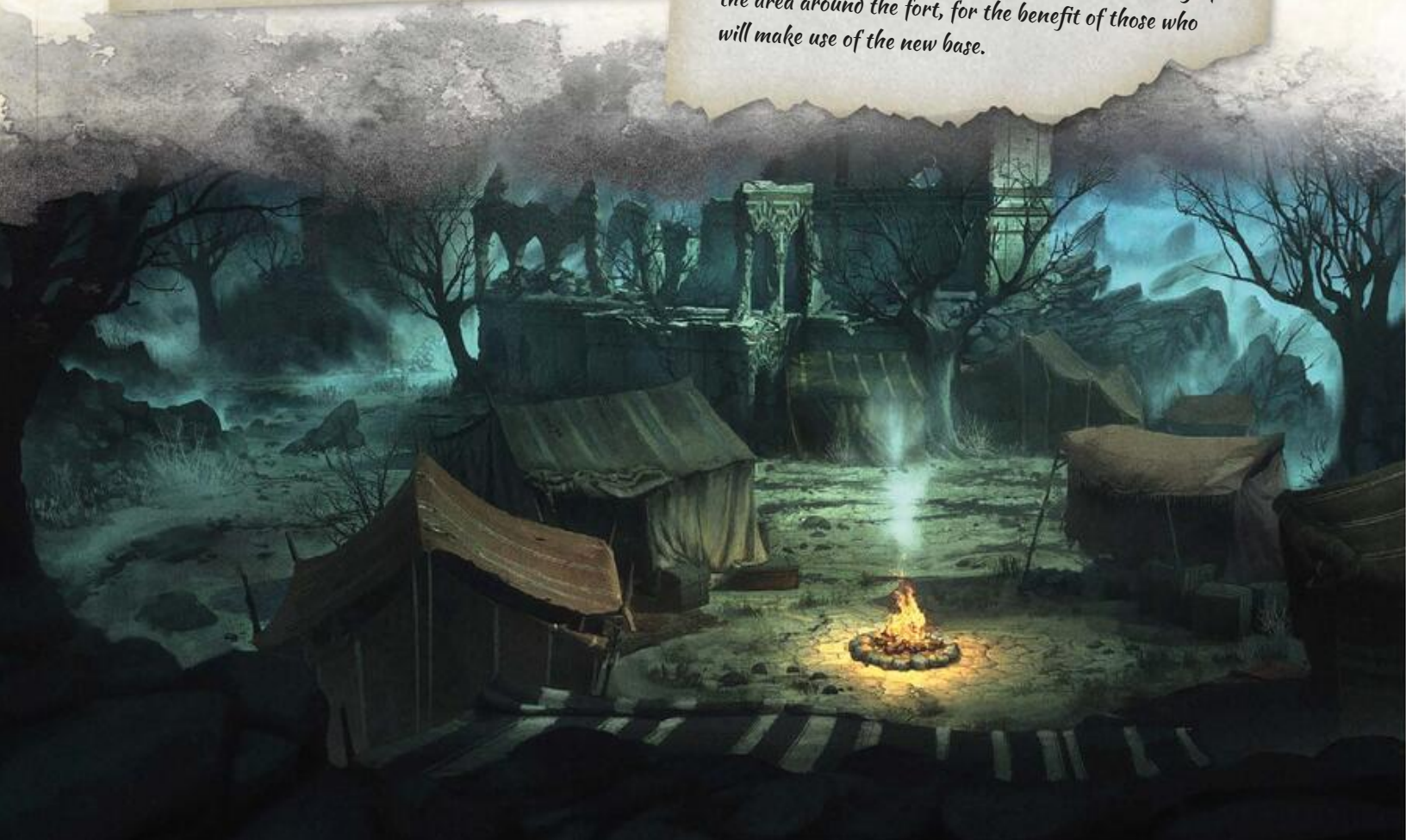
I have decided not to use our cavalry for scouting. I prefer to keep them near the supplies, ready to react to an ambush. It is regrettable that worries about fodder in the Badlands forced Captain Kazar to limit our number of horses. I would feel happier if the whole expedition were mounted. Instead, our scouts travel on foot. They are barely faster than our company of Masgarth heavy infantry and our platoon of dwarven engineers. Our spellcasters, at least, ride horses or carts. In addition to Marshal Strongshield we have two priests of Einar,

the wizard Edheriel Ironstar from the Arcaneum, and two spellblades from the Circle of Danantar, the half-elven twins Argalith and Finariel Swiftblade. Also mounted are our historians: Egil Swift-Tongue from the Antiquarians and Lady Mary Ashwood of Gallivan with her two assistants from the Tower of Knowledge. It is she whom we have to thank, indirectly, for our cavalry force, since her cousin Duke Ashwood has seen fit to provide her with an escort of two knights and their retinues. Wonderful in a charge, but quite useless as scouts.

The journey through the Marches has shaken down the expedition's personnel, smoothing rough edges and teaching them to work together. I am confident we will be able to reach the ruined Imperial fortress of Caer Lem as ordered. My main concern is the weather, which bears out common rumor by growing wilder and less predictable as we come closer to the Badlands. Despite leaving Caer Cyflen in the last days of Isge, we have already faced two snowstorms before reaching Coparann. Our dwarves were fascinated by this, claiming that this type of snow was unfamiliar to them. There was even talk of coining a new word for it in their

dialect, though I suspect they were not serious. Surely the sixty-seven existing words in the vocabulary of the Snow Alliance must cover all possibilities, even those encountered in this strange place!

I regret the necessity of leaving so much of the expedition's strength behind at Caer Lem, but our orders are clear. We are to secure a foothold and establish a base for further operations in the Badlands. Caer Lem's location makes it ideal for that role. The priority upon arrival will be to explore the ruins and deal with any threats. Then our dwarven engineers can assess the fort's condition and plan the necessary repairs and refurbishments. A garrison and the bulk of the supplies will remain behind under the command of Lieutenant Derza while I lead a reconnaissance into the Badlands. I expect to return to Caer Lem with a detailed survey of the area around the fort, for the benefit of those who will make use of the new base.



DEAR MOTHER,

I HOPE THIS LETTER REACHES YOU SAFELY. WE LEAVE COPARANN FOR CAER LEM IN THE MORNING. CAER LEM IS AN OLD IMPERIAL FORT THAT THE COUNCIL WANTS TO TURN INTO AN OUTPOST AND SUPPLY BASE FOR EXPEDITIONS INTO THE BADLANDS. IT'S A FEW DAYS JOURNEY OVER RELATIVELY TAME COUNTRY. I'LL LEAVE THIS LETTER WITH SOMEONE THERE AND THEY'LL SEND IT BACK TO CAER CYFLEN ALONG WITH THIS PACKAGE. IT'S NOTHING MUCH – JUST A DOLL FOR KYREA AND A WOODEN HORSE FOR DATHIN. I CARVED THEM TO PASS THE TIME WHILE WE WERE WAITING FOR THE ORDER TO GO.

I KNOW YOU'LL WORRY ABOUT ME GOING INTO THE BADLANDS, BUT WE'RE A PRETTY STRONG PARTY. THERE'S MY PLATOON, OF COURSE, AND WE CAN HOLD OUR OWN AGAINST MOST ENEMIES. WE'VE GOT SOME DWARF ENGINEERS FROM THE SNOW ALLIANCE, TOO. THEIR JOB WILL BE TO REPAIR THE FORT ONCE WE GET THERE, BUT EVERYONE KNOWS DWARVES ARE HANDY IN A FIGHT. OUR CAVALRY INCLUDES TWO KNIGHTS OF GALLIVAN WITH THEIR FOLLOWERS. THEY ARE MOSTLY INTERESTED IN LOOKING AFTER SOME HIGH-BORN SCHOLAR LADY FROM THE TOWER OF KNOWLEDGE. THEY SERVE HER BROTHER, WHO'S A DUKE OR SOMETHING, BUT THEY LOOK CAPABLE. WE'VE EVEN GOT A PALADIN FROM THE EINAREUM, TWO CLERICS, AND A COUPLE OF SPELLBLADES. THERE'S A GOOD NUMBER OF SCOUTS, TOO, SO NO ONE WILL TAKE US BY SURPRISE. ALL OF WHICH MEANS TO SAY, DEAR MOTHER, DON'T WORRY ABOUT ME. I'M AS SAFE AS A SOLDIER CAN BE OUT HERE, AND OF COURSE I'LL BE CAREFUL.

WE LOST CAPTAIN KAZAR BEFORE WE LEFT. HE WAS SCOUTING OUTSIDE COPARANN WITH A SMALL PARTY. THE OFFICERS LIKE TO RUN EXERCISES WHEN THERE'S NOTHING BETTER TO DO, MAINLY TO KEEP US OUT OF THE TAVERN IF YOU ASK ME. UNFORTUNATELY, AN EARTHQUAKE SPOOKED HIS HORSE. THE POOR MAN FELL OFF AND BROKE HIS NECK, OR SOMETHING. THEY NEVER TOLD US EXACTLY, JUST THAT THERE WASN'T A CLERIC WITH HIM AND BY THE TIME THEY GOT HIM BACK TO COPARANN IT WAS TOO LATE. LORD ALASTAIR OF NYBORG HAS TAKEN OVER COMMAND, AND WE'RE STILL DECIDING WHAT TO MAKE OF HIM. HE'S VERY ENTHUSIASTIC, WHICH ISN'T ALWAYS A GOOD THING IN AN OFFICER, BUT SO FAR HE SEEMS TO HAVE A GOOD HEAD ON HIS SHOULDERS. HE'S EAGER TO GET ON, ANYWAY, AND HE TALKS MORE ABOUT COMPLETING THE MISSION THAN CHASING GLORY, SO WE'LL SEE HOW HE HANDLES THINGS OVER THE NEXT FEW DAYS.

THREE DAYS LATER...

PLEASE EXCUSE THE SMUDGES, BUT WE'VE COME THROUGH A LOT OF BAD WEATHER AND EVERYTHING IS SOAKED THROUGH. THEY SAY THE CLOSER YOU GET TO THE BADLANDS, THE WEIRDER THE WEATHER, AND THAT SEEMS TO BE TRUE. BLIZZARDS AT THIS TIME OF YEAR, CAN YOU BELIEVE IT? YOU WOULDN'T CREDIT THE SNOW. WE COULDN'T SEE THE TRAIL MOST OF THE TIME, AND I COULD BARELY SEE MORFIN IN FRONT OF ME TO FOLLOW HIM. EVEN THE DWARVES SAY THEY'VE SEEN NOTHING LIKE IT IN THE SNOW ALLIANCE, AND THEY KNOW A LOT ABOUT SNOW!

I MAY NOT HAVE TO GO INTO THE BADLANDS AT ALL, YOU'LL BE GLAD TO HEAR. LORD ALASTAIR IS ACTUALLY PRETTY BRIGHT FOR A LORD. AT LEAST SMART ENOUGH TO KNOW THAT REFITTING THE FORT IS THE ACTUAL MISSION. WE'LL HAVE TO CLEAR THE RUINS OF ANYTHING NASTY, OF COURSE, BUT HE'S TALKING ABOUT ESTABLISHING A GARRISON TO SECURE THE PLACE, AND I'LL BE DAMNED IF HE DOESN'T SOUND LIKE HE KNOWS WHAT HE'S DOING! I'M ALMOST STARTING TO LIKE HIM.

THE NEXT DAY...

I WAS WRONG. LORD ALASTAIR'S LIKE THE REST OF THEM AFTER ALL. INSTEAD OF GUARDING THE ENGINEERS WHILE THEY WORK, WHICH WOULD BE SENSIBLE, WE'LL BE WANDERING ABOUT THE BADLANDS LOOKING FOR TROUBLE. RECONNAISSANCE, HE CALLS IT – SCOUTING AROUND THE FORT TO ASSESS LOCAL DANGERS – BUT IT'S OBVIOUS HE WANTS THE HEAD OF SOME MONSTER OVER HIS FIREPLACE BACK IN NYBORG SO HE CAN IMPRESS HIS FRIENDS.

IT SEEMS THAT THE PLAN IS TO LEAVE A LIGHT GARRISON BEHIND UNDER LIEUTENANT DERZA AND GO OFF EXPLORING. SO NOT ONLY ARE WE GOING OFF BLINDLY INTO THE BADLANDS, WE'RE GOING AT HALF STRENGTH OR LESS. THERE'S BEEN A LOT OF GRUMBLING, AND SOME PEOPLE ARE TRYING TO WORK OUT THE BEST ANGLE TO MAKE SURE THEY GET LEFT BEHIND. I'VE EVEN HEARD TALK OF WAYS TO FAKE A FOOT INJURY. I'LL ADMIT I'VE BEEN TEMPTED. NO ONE'S MENTIONED DESERTING YET, BUT IF HIS LORDSHIP STICKS TO THIS MAD PLAN IT CAN ONLY BE A MATTER OF TIME. SEND A PRAYER TO EINAR AND MARAIKE FOR ME.

Captain's Logbook: the 5th of Tandwy 1023 AC

The expedition reached Caer Lem at sunset. The scouts reported some activity inside the fortress, so I decided to camp outside and investigate in daylight. Some of the troops grumbled at the lack of shelter, but the veterans understood the need for caution. I took the opportunity to reassert military discipline. The malcontents have dug three latrine trenches already, which has quieted their complaints considerably. Not so, alas, Lady Ashwood, who fared badly on the road. She had not foreseen the primitive conditions she would face as part of a military expedition and made her disappointment clear at the prospect of another night outdoors.

Captain's Logbook: the 6th of Tandwy 1023 AC

As we approached the fortress, our scholars were much excited by the sight of a strange tower stuck in the mountain. Both stone and style are foreign to Solasta, but if they can be identified as Tirmarian, they will confirm that some parts of Tirmar were indeed displaced and brought to Solasta during the Cataclysm. The fortress is so well preserved that I was reminded of the training fortifications at the Academy. It uses the classic Imperial L-shape, with

the keep backed against the hillside. Even though it is ruined, the tower's massive construction is impressive and makes one wonder at the size of the Manacalon artillery piece that was once mounted atop it. Sadly, no trace of it remains to supplement the second-hand accounts and fragmentary records in the archives.

The troops are busy clearing the ruins. There are some flying snakes nesting in the ruined towers and goblin raiders somewhere close by, but so far nothing more dangerous.

Our dwarven engineers are happy with the overall condition of the buildings and fortifications, despite centuries of abandonment. The stonemasons are working on the necessary repairs as the carpenters assess the need for lumber to replace roofs, floors, and interior walls. Most busy of all, though, are the troops. I have them on three shifts: one on guard duty, one moving supplies in and debris out, and one resting. My hope is that hard work will leave them little energy for the kind of discontent that was seen at Coparann.

The troops clearing the inner courtyard uncovered a strange structure that has our historians excited. Outwardly it looks like a lavishly carved door made of fine stone. The historians have identified it as an ancient Imperial structure called a Minor Gate, part of a magical

network that allowed instant travel throughout the Manacalon Empire. Master Ironstar of the Arcaneum was unable to activate the gate, reporting that it might be damaged, although he could not be certain. Even the Arcaneum does not understand this network completely, as so much Imperial knowledge was lost in the Cataclysm. The only other significant find was a pair of daggers bearing an Imperial coat of arms with the number 14. This confirms the Imperial records that name the 14th Iron Legion as the fort's garrison.

The carpenters' priority, on my orders, was to replace the main gate to secure the fort for occupation. Some of the buildings still have whole or partial roofs. This is a blessing since the weather continues to be highly unpredictable.

The tower is another priority. It can only be accessed via the second floor, so some scaffolding must be built. While the stonework remains impressively sound, much of the wood inside is rotten. Only the bottom floor is intact and secure, so I have ordered the supplies moved there. Best of all, the tower's limited access makes it a useful strongpoint to fall back to if we should face a heavy attack before the refurbishments are completed.

For a change, the troops were happy to clear the ruins, since a rumor had spread that there were kegs of

Imperial brandy in the ruined stores. It quickly became apparent that this was more than a mere rumor, though, and the brandy was gone before the officers realized what was happening. Added to the woes of restoring order were the complaints of the historians, who were distraught at the loss of a fine liquor dating back before the Cataclysm. Little sense could be had from the drunken troopers, but it seemed that the brandy was excellent when the kegs were first broached and soured rapidly upon exposure to the air. Still, tomorrow's roster for punishment duty was easy to fill, and the latrines of Caer Lem will rival those of the Palace itself if this misbehaviour continues.

I had to remind Lieutenant Derza of his duty this morning. He expressed a fervent desire to lead the foray into the Badlands instead of commanding the garrison and overseeing the work as ordered. I refused him as kindly as I could, stressing his value as a seasoned officer and the need to secure the fort in my absence, but I am sad to say some high words were spoken. He accepted his duty, but I sense some lingering resentment. I plan to leave at first light tomorrow. The men are clearly excited to explore our surroundings as well, and I feel for those who must remain behind.

DEAR MOTHER,

WELL, HERE WE ARE AT CAER LEM. WE ARRIVED ABOUT SUNDOWN YESTERDAY AND IT WAS NEAR MIDNIGHT BEFORE WE'D FINISHED SETTING UP THE CAMP. UP AT DAWN THIS MORNING, AND THE SUN'S GOING DOWN AGAIN. BUSY DAY!

THERE'S A WEIRD-LOOKING TOWER STICKING OUT OF THE MOUNTAIN BY THE FORT. JUST STICKING OUT, LIKE A FORK STUCK IN A POTATO. I HEARD THE SCHOLARS MUTTERING ABOUT THE CATACLYSM, BUT WE WERE TOO BUSY CLEARING THE RUINS OUT.

THE FORT IS LIKE SOMETHING OUT OF A STORYBOOK. THE WALLS ARE STILL STANDING, MOSTLY, AND THE DWARVES SEEM HAPPY WITH THE STATE OF THEM, THOUGH THERE'S ONE BIG TOWER WE STILL NEED TO GET INTO. UNLIKE HIS LORDSHIP, I'VE HAD NO TIME FOR SIGHTSEEING.

HE WASN'T TOO HAPPY WITH US TO BEGIN WITH. IT SEEMS HE'D HEARD OF THE DISCONTENT. BUT THINGS GOT WORSE WHEN SOMEONE FOUND SOME KEGS OF BRANDY IN THE BIG TOWER. A THOUSAND YEARS IT HAD BEEN SITTING THERE, AND IT WAS ALL GONE IN FIFTEEN MINUTES. HIS LORDSHIP GOT IN A RIGHT LATHER OVER THE DRUNKENNESS, AND THE SCHOLARS WERE IN FITS OVER THE LOSS OF SUCH

ANCIENT LIQUOR. THEY NEEDN'T HAVE WORRIED. IT TASTED LIKE DUSTY VINEGAR. GOT THE JOB DONE, THOUGH. THERE WERE A LOT OF SORE HEADS THIS MORNING.

WHAT THAT ALL BOILED DOWN TO WAS MORE PUNISHMENT DETAIL. THAT'S WHAT HE CALLS IT, THOUGH IT'S ALL WORK THAT NEEDED DOING ANYWAY. DIGGING LATRINES, HUMPING SUPPLIES IN, AND HUMPING TRASH OUT.

THE STONEMASONRY IS PRETTY SOUND, AS I SAID, BUT ALL THE WOOD NEEDS REPLACING, SO THE CARPENTERS HAVE STARTED ON IT. THERE ARE SOME TREES NEARBY, BUT I DON'T KNOW WHAT THE PLAN IS WHEN THEY RUN OUT. FLOORS AND CEILINGS ARE GOING IN, AND THE GATES ARE ALMOST DONE. THEN WE'LL STRIKE THE CAMP AND MOVE IN. BE NICE TO HAVE A ROOF. RIGHT NOW, IT'S ALL SAWING AND HAMMERING AND RUNNING ABOUT. REMEMBER WHEN THEY GUTTED THE OLD FISHMONGERS' HALL AND BUILT APARTMENTS INSIDE? LIKE THAT, ONLY MORE CASTLE-ISH.

THEY'VE RIGGED A WAY INTO THE MAIN TOWER WITH ROPE AND PLANKS. HIS LORDSHIP LOVES THAT TOWER. I GRANT YOU IT'S BIG, BUT HE'S ALL WIDE EYES AND POETRY. HELD SOME KIND OF SIEGE ENGINE, HE SAYS, THOUGH THERE'S NO TRACE OF IT NOW. ANYWAY, IT'S THE MOST SECURE PART OF THE FORT AND THAT'S WHERE THE SUPPLIES WILL GO EVENTUALLY.

NOTHING TOO NASTY INSIDE SO FAR – JUST A FEW GOBLINS AND SOME WINGED SNAKES. THAT'S A LOT BETTER THAN ORCS OR WHATEVER ELSE WE MIGHT HAVE FOUND. TELL COUSIN ELGUN THAT THE 14TH IRON LEGION WAS HERE. I DON'T KNOW WHEN, EXACTLY, BUT I'M SURE HE CAN FIND OUT FROM THAT ANTIQUARIAN FELLOW HE DOES HANDYMAN WORK FOR. SOMEONE FOUND THEIR MARK ON AN OLD DAGGER OR SOMETHING, AND THE HISTORIANS ARE ALL A-TWITTER.

LADY ASHWOOD – THAT GALLIVAN LADY I TOLD YOU ABOUT – WELL, SHE'S LESS ENTHUSIASTIC. I DON'T KNOW WHAT SHE WAS EXPECTING FROM THE JOURNEY, BUT SHE SEEMS PERSONALLY OFFENDED THAT IT WAS CROSS COUNTRY, WITH DUST AND WEATHER, AND NOT A PLEASANT SUMMER RIDE THROUGH HER FATHER'S ARBORETUM. AND I THOUGHT NO ONE COULD OUT-MOAN GRANDMA WILLA! MAINLY SHE'S BEEN BENDING HIS LORDSHIP'S EAR, AND THEY'RE WELCOME TO EACH OTHER, SAY I!

THAT'S NOT BEEN HIS LORDSHIP'S ONLY PROBLEM. IT WAS ALWAYS THE PLAN THAT LIEUTENANT DERZA WOULD HOLD THE FORT AND OVERSEE THE REFIT WHILE OUR NOBLE CAPTAIN LED US OFF TO TRY AND GET KILLED IN THE BADLANDS. WELL, THE TWO OF THEM GOT INTO IT LAST NIGHT. IT SEEMS THE LIEUTENANT WANTS A TASTE OF THE BADLANDS HIMSELF RATHER THAN BABYSITTING CARPENTERS. LORD ALASTAIR PUT HIM IN HIS PLACE RIGHT QUICK AND REMINDED HIM WHO'S GOT FIRST DIBS ON TROPHIES AND STORIES. WELL, HE DIDN'T USE THOSE WORDS, EXACTLY, BUT IT WAS OBVIOUS THAT'S WHAT IT'S ABOUT. THEY'VE BEEN SULKING AND SNARLING AT EACH OTHER ALL DAY. EINAR LOVE US, WHAT I'D GIVE FOR AN OFFICER WHO JUST WANTS TO GET THE JOB DONE!

IT JUST GOT BETTER. I'D PUT THIS LETTER AWAY AND WAS SETTLING DOWN FOR THE NIGHT WHEN IN STRIDES HIS LORDSHIP. STRIDES, MIND YOU, LIKE HE'S PLAYING VALORUS THE PALADIN AT THE THEATER ROYAL. HE'S GOT A SMILE SO BIG YOU'D SWEAR HE HAS THREE ROWS OF TEETH, AND HE ANNOUNCES THAT HIS FIRST EXPEDITION TO THE BADLANDS WILL SET OUT IN THE MORNING. HE KNOWS WE'RE ALL THIRSTING FOR ADVENTURE, HE SAYS, AND HE DOESN'T WANT TO PLAY FAVORITES, SO IT'S VOLUNTEERS, FIRST COME FIRST SERVED. AS THOUGH WE'RE ORPHANS HE'S TAKING TO THE FAIR!

WE'LL SEE TOMORROW HOW MANY VOLUNTEERS HE'S GOT, AND HOW BIG HIS SMILE IS. TROUBLE IS, IF HE DOESN'T GET ENOUGH, HE'LL TAKE IT OUT ON THE REST OF US, AND A DISGRUNTLED OFFICER IS A DANGEROUS THING.

Captain's Logbook: the 7th of Tandwy 1023 AC

Our expedition is preparing to leave *Caer Lem*! We were told never to call for volunteers at the academy, but this morning my officers reported enough volunteers that I had sad duty of turning some away. I felt sorry on those left behind, but a leader must often make difficult decisions.

Captain's Logbook: later, the same day

The *Badlands* certainly live up to their name! As we traveled the few hundred yards through the pass the air became palpably different. The sky darkened and the weather changed. A feeling of nameless dread overtook the whole expedition, and I am ashamed to admit that I felt it as well. When we make camp, I shall order a double guard.

Captain's Logbook: the 8th of Tandwy 1023 AC

Disquieting news. At first light it was discovered that two of our sentries had vanished and one of our scouts had not returned. The other scouts found some tracks, but they vanished after a short distance. I gave orders to hold our position for another day and send out search parties in a circular pattern. After some hours, the missing soldiers were found. The elven scout and the dwarven sentry are both dead. Contemplating their remains, they did not die quickly or cleanly. This has shaken the troops somewhat. Happily, the second sentry, one *Hemmon Karn*, was found barely alive. He seems to be in shock. He cannot speak and seems hardly to recognize his comrades in arms. I feel for him, for who knows what horrors he witnessed, yet we must have answers. I have ordered *Marshal Strongshield* and his clerics to find out what they can from the poor wretch while we press on.

Captain's Logbook: the 10th of Tandwy 1023 AC

Late in the afternoon, we reached an ancient *Manacalon* settlement. With ruins everywhere, the scholars are excited. A moderately intact building will serve as a base from which to explore the ruins, but the troops are still fearful.

Captain's logbook: the same night

We suffered a night attack. Our magical sentries warned us just in time, and we were able to fight off our attackers at some cost. Several of the infantry were lost, but most puzzling was the death of *Edheriel Ironstar* of the *Arcaneum*, whose magical wards alerted us to the attack. He was deep inside the building, away from the fighting, and yet he was found dead after the battle, his throat cut. There is talk of a traitor in our ranks. The only person who had an opportunity to murder *Ironstar* was the unfortunate *Hemmon Karn*. He claims to remember nothing, but have I placed him under arrest pending an investigation.

Captain's Logbook: the 11th of Tandwy 1023 AC

This building is a trap! We can take refuge behind its sturdy walls, but we are the prisoners. We can send patrols outside, but only in overwhelming strength if we want them to return. I have convinced the historians that we must set off for *Caer Lem* while we still can. *Aedhur Strongshield* asked my permission to use what he called "old Inquisition techniques" in questioning *Hemmon Karn*. His screams rent the night and I wondered whether I had made the right decision. Then, as he died, his body transformed into a reptilian monstrosity. *Marshal Strongshield* was deeply moved by the sight and urged me to take the expedition back to *Caer Lem* with all haste. His usual calm deserted him, and I see fear and faith struggling for control. He claims to have recognized an ancient threat in the warped body and is obsessed with taking a warning back to the *Principality*. It is the stuff of folktales, though, surely – these things were never real, or if they were, they are surely long extinct.

Captain's Logbook: the 13th of Tandwy 1023 AC

On the road to Caer Lem. We fought our way out of the ruins but suffered heavy losses. The enemy showed great tactical intelligence, targeting our spellcasters. The two spellblades fell leading a rear-guard action, as did one of the clerics. The last two days have been a constant running battle and the troops are shaken but holding. Their discipline in the face of heavy losses has been exemplary, and if we survive I intend to submit the entire expedition for a unit citation. I begin to suspect that the Marshal's fears are justified and the Sorr-Akkath are more than a mere tale to frighten children. We must raise the alarm, but the loss of our magical arm has weakened us severely.

Captain's Logbook: the 14th of Tandwy 1023 AC

This will be my last entry in this log. The scout leader Aelfinn Silver-Arrow has informed me – rather belatedly, in my opinion – that two of his surviving rangers are greenmages, spellcasters well versed in wilderness survival. They had been careful to ensure that only their fellow scouts knew their secret. I am entrusting this log to their care and charging them with taking it back to Caer Lem. The rest of us are doomed and we know it, but we will sell our lives as dearly as we can and cover their escape.

To my superiors, I say beware. The Sorr-Akkath are real. To my family, I hope you will remember me fondly. And to the families of my troops, I regret that I could not keep them safe. Pour your grief and anger into preparing for the coming threat. Long live Masgarth and may Einar guard us all!

– Lord Alastair of Nyborg, Captain commanding.

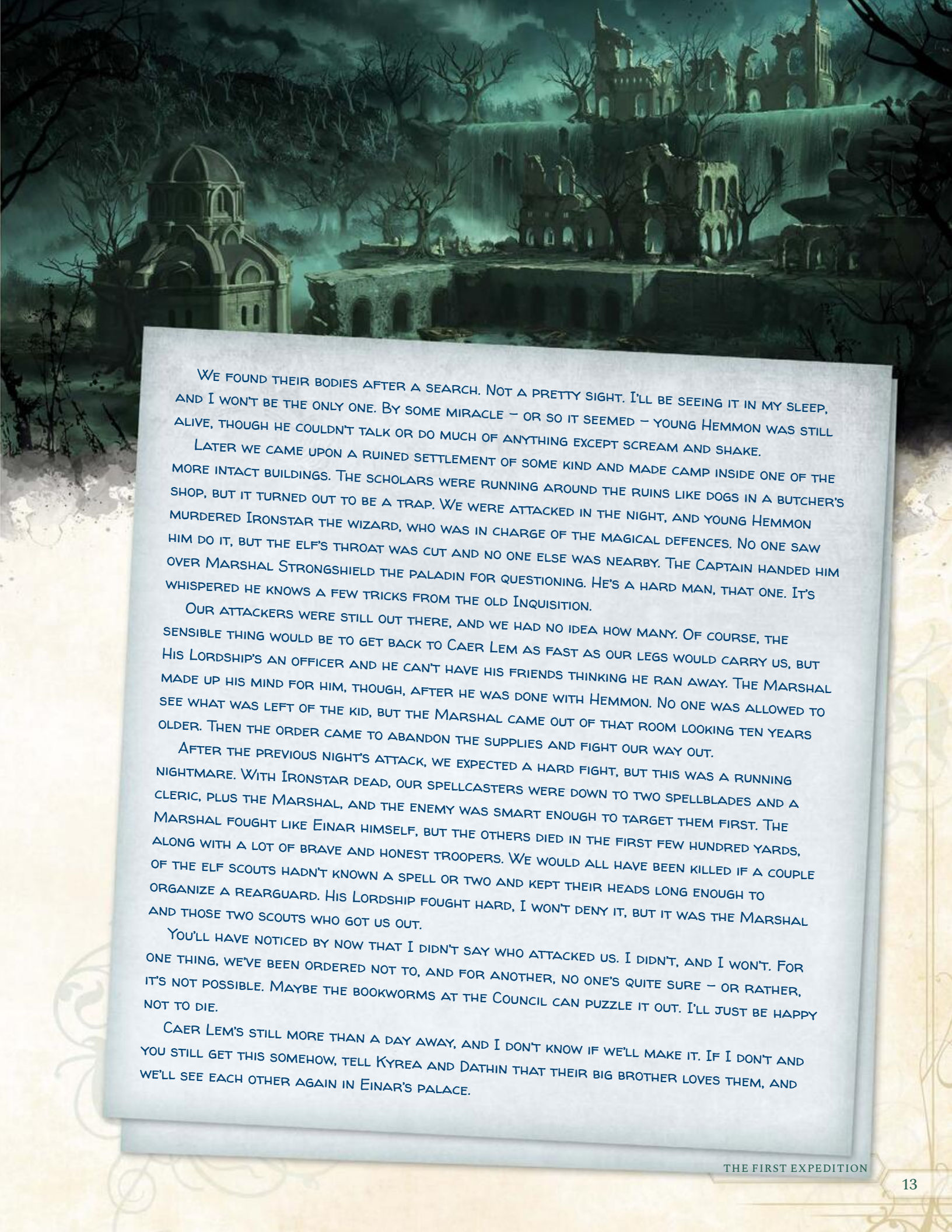
DEAR MOTHER,

THE CAPTAIN GOT HIS VOLUNTEERS ALL RIGHT. THE SERGEANTS MADE SURE OF THAT. EVERYONE THEY DIDN'T LIKE – AND PALLAN REMEMBERED HOW MUCH I'D WON OFF HIM AT CARDS ON THE WAY HERE. HIS LORDSHIP WAS PLEASED, THOUGH. PRAISED EVERYONE'S COURAGE AND "SPIRIT OF ENTERPRISE" – WHATEVER THAT IS – AND OFF WE MARCHED WITH BANNERS FLYING. LIEUTENANT DERZA SALUTED FROM THE GATE, ALL SHARP AND CORRECT ON THE OUTSIDE BUT WITH A FACE LIKE A TODDLER WATCHING SOMEONE ELSE EAT HIS CANDY.

I EXPECTED THE BADLANDS TO COME ON US GRADUALLY, BUT IT WAS LIKE GOING FROM INDOORS TO OUTDOORS. THE PASS WASN'T MORE THAN A FEW HUNDRED YARDS, BUT EVERYTHING CHANGED: THE TEMPERATURE, THE AIR – EVEN THE PLANTS AND THE ROCKS. I SWEAR I SAW A ROCK THAT HAD A FACE IN IT, LIKE AN UNFINISHED STATUE. THERE WERE OTHER THINGS, TOO – NOTHING I COULD PUT MY FINGER ON, JUST A FEELING THAT THINGS WERE WRONG SOMEHOW.

THE CAPTAIN FELT IT, TOO. HE KEPT A BRAVE FACE IN FRONT OF THE TROOPS, BUT THE GUARD WAS DOUBLED WHEN WE MADE CAMP FOR THE NIGHT.

THAT DIDN'T STOP TWO SENTRIES AND A SCOUT FROM GOING MISSING. AT FIRST THE CAPTAIN THOUGHT THEY'D DESERTED. BUT WE ALL KNEW JODRI AND HE WAS ONE OF THOSE DWARVES EVERYONE THINKS OF WHEN THEY THINK OF DWARVES. HE'D NEVER EVEN BREAK HIS WORD, MUCH LESS DESERT. HEMMON, THE OTHER SENTRY, WAS JUST A KID, WIDE-EYED AND IN LOVE WITH ADVENTURE. HE'D ACTUALLY VOLUNTEERED FOR REAL. THE SCOUT WAS AN ELF. I DIDN'T KNOW HIM PERSONALLY, BUT THEY ALL SEEMED SOLID.



WE FOUND THEIR BODIES AFTER A SEARCH. NOT A PRETTY SIGHT. I'LL BE SEEING IT IN MY SLEEP, AND I WON'T BE THE ONLY ONE. BY SOME MIRACLE – OR SO IT SEEMED – YOUNG HEMMON WAS STILL ALIVE, THOUGH HE COULDN'T TALK OR DO MUCH OF ANYTHING EXCEPT SCREAM AND SHAKE.

LATER WE CAME UPON A RUINED SETTLEMENT OF SOME KIND AND MADE CAMP INSIDE ONE OF THE MORE INTACT BUILDINGS. THE SCHOLARS WERE RUNNING AROUND THE RUINS LIKE DOGS IN A BUTCHER'S SHOP, BUT IT TURNED OUT TO BE A TRAP. WE WERE ATTACKED IN THE NIGHT, AND YOUNG HEMMON MURDERED IRONSTAR THE WIZARD, WHO WAS IN CHARGE OF THE MAGICAL DEFENCES. NO ONE SAW HIM DO IT, BUT THE ELF'S THROAT WAS CUT AND NO ONE ELSE WAS NEARBY. THE CAPTAIN HANDED HIM OVER MARSHAL STRONGSHIELD THE PALADIN FOR QUESTIONING. HE'S A HARD MAN, THAT ONE. IT'S WHISPERED HE KNOWS A FEW TRICKS FROM THE OLD INQUISITION.

OUR ATTACKERS WERE STILL OUT THERE, AND WE HAD NO IDEA HOW MANY. OF COURSE, THE SENSIBLE THING WOULD BE TO GET BACK TO CAER LEM AS FAST AS OUR LEGS WOULD CARRY US, BUT HIS LORDSHIP'S AN OFFICER AND HE CAN'T HAVE HIS FRIENDS THINKING HE RAN AWAY. THE MARSHAL MADE UP HIS MIND FOR HIM, THOUGH, AFTER HE WAS DONE WITH HEMMON. NO ONE WAS ALLOWED TO SEE WHAT WAS LEFT OF THE KID, BUT THE MARSHAL CAME OUT OF THAT ROOM LOOKING TEN YEARS OLDER. THEN THE ORDER CAME TO ABANDON THE SUPPLIES AND FIGHT OUR WAY OUT.

AFTER THE PREVIOUS NIGHT'S ATTACK, WE EXPECTED A HARD FIGHT, BUT THIS WAS A RUNNING NIGHTMARE. WITH IRONSTAR DEAD, OUR SPELLCASTERS WERE DOWN TO TWO SPELLBLADES AND A CLERIC, PLUS THE MARSHAL, AND THE ENEMY WAS SMART ENOUGH TO TARGET THEM FIRST. THE MARSHAL FOUGHT LIKE EINAR HIMSELF, BUT THE OTHERS DIED IN THE FIRST FEW HUNDRED YARDS, ALONG WITH A LOT OF BRAVE AND HONEST TROOPERS. WE WOULD ALL HAVE BEEN KILLED IF A COUPLE OF THE ELF SCOUTS HADN'T KNOWN A SPELL OR TWO AND KEPT THEIR HEADS LONG ENOUGH TO ORGANIZE A REARGUARD. HIS LORDSHIP FOUGHT HARD, I WON'T DENY IT, BUT IT WAS THE MARSHAL AND THOSE TWO SCOUTS WHO GOT US OUT.

YOU'LL HAVE NOTICED BY NOW THAT I DIDN'T SAY WHO ATTACKED US. I DIDN'T, AND I WON'T. FOR ONE THING, WE'VE BEEN ORDERED NOT TO, AND FOR ANOTHER, NO ONE'S QUITE SURE – OR RATHER, IT'S NOT POSSIBLE. MAYBE THE BOOKWORMS AT THE COUNCIL CAN PUZZLE IT OUT. I'LL JUST BE HAPPY NOT TO DIE.

CAER LEM'S STILL MORE THAN A DAY AWAY, AND I DON'T KNOW IF WE'LL MAKE IT. IF I DON'T AND YOU STILL GET THIS SOMEHOW, TELL KYREA AND DATHIN THAT THEIR BIG BROTHER LOVES THEM, AND WE'LL SEE EACH OTHER AGAIN IN EINAR'S PALACE.

CHAPTER 1

WHAT IS SOLASTA?

SOLASTA IS AN OLD WORLD.

In the age before history, three intelligent humanoid species arose on Solasta: halflings, dwarves, and elves. Over time, different lineages arose: proud high elves and wild sylvan elves; stout hill dwarves and rugged snow dwarves; reclusive marsh halflings and adventurous island halflings.

War followed, and from these dark times was born the high elven Manacalon Empire, which sought dominion over the world. Territories were conquered in the south, east, and west, swelling the population with non-elven slaves. Between the brute force of the Empire's Iron Legions, the magical might of the Arcaneum, and the cunning of the intelligence and secret police service known as the Silent Whisper, resistance was futile. At last, the Empire spanned a continent, supreme and unchallenged – almost.

In the north, the harsh lands of the snow dwarves were buttressed by cold and high mountains. Strengthened by the neighboring sylvan elves, the Snow Alliance fought the Imperial armies to a standstill. Campaigns were planned to subdue the remaining free lands. Spies and assassins were in place, and the vast Iron Legions stood ready. Then, the Rift opened.

The sky broke open over the Imperial heartland of the Aer-Elai, and countless thousands of humans poured through from a world they called Tirmar. The Empire responded to this unexpected threat, but the humans of Tirmar commanded two powers that were completely new to Solasta: divine magic and cavalry. Gods and horses were as novel to Solasta as the humans themselves were, and previously invincible Iron Legions suffered some early defeats before the humans turned north towards the free lands of the Snow Alliance.

The Empire did not realize at first that the invading humans were refugees fleeing an ancient threat, nor that the threat had also come through the Rift.

A NOTE FOR THE DM

This chapter presents the history of Solasta as it happened. No one living knows everything – except, perhaps, for the most ancient dragons. There are few surviving documents from before the Manacalon Empire. Any document will be more or less inaccurate depending on who wrote it, when, and why. To Solastan scholars, history is awash with inconsistencies and contradictions. This is one reason why documents recovered from the Badlands command such high prices.

When the truth became known, the Empire's most powerful wizards, the Masters of the Arcaneum, gathered to close the Rift and save Solasta. They were supported by every strong arm Solasta could muster: the Iron Legions of the Manacalon Empire, the Golden Cavalry of the human newcomers, the greenmages of the Sylvan Realm, and many more beside. Never before or since have all the peoples of Solasta come together in common cause. As the titanic battle raged, the Masters approached the Rift and began their ritual. It succeeded, but at a terrible price.

The resulting magical disaster is known to history as the Cataclysm. Mana drained from the land, and bereft of the magic that sustained it, the Manacalon Empire fell. The land was warped and twisted. Volcanoes erupted, mountains collapsed, earthquakes shattered the land, and civilization teetered on the brink of extinction.

More than a thousand years have passed since the Cataclysm, and somehow the peoples of Solasta survived. New nations have arisen. Humans have become a part of this new world, learning to live in harmony – mostly – with the elves, dwarves, and halflings. Their gods thrive on Solasta, having gained new followers from all species. The land has healed enough for some magic to return. Wizards can now work their wonders once again, with almost as much power as they used to enjoy in the days of the old Empire.

The relics of the Empire are everywhere. Cities and castles are founded on the ruins of ancient forts. Scholars covet fragmentary texts while they dream of recovering the lost magics of the Empire. Adventurers have begun to venture into the chaotic and monster-haunted Badlands in search of priceless treasures.

This summary, though, is quite insufficient to truly understand Solasta's history. A lifetime of study would be needed for that. For now, the following pages must suffice.

HISTORY

THE ELVEN-DRACONIC WARS: -5000 – -3000

The elves and the dragons struggled for control in a series of devastating wars. At first, the more numerous elves seemed stronger, but the dragons were first to attain true mastery of magic. They forged the Crown of the Magister, a powerful magical artifact. From that point on, their victory was inevitable.

The magics unleashed in the final battle triggered a series of earthquakes that flooded the dwarven tunnels beneath the western mountains and created the Inner Sea. This separated the ancestors of the hill dwarves and the snow dwarves.

THE EARLY EMPIRE: -3000 – -2000

The dragons gave the defeated elves a choice: submit or face extinction. To prevent rebellions, the dragons promoted the lie that the elves had prevailed, and the dragons had been forced into exile. Only the dragons' most favored servants knew the truth. The dragons groomed the high elves as a race of servants and administrators: proxies through whom they bargained, conquered, and ruled in the name of the Manacalon Empire. The dragons polymorphed into high elven form to walk among their subjects.

The Arcaneum was founded to formalize and control the teaching of magic. Many of its teachers were secret dragons who looked for wild-card talents and potential troublemakers.

From the earliest days, the Empire's rule was harsh. The high elves regarded others as fit only for slavery. Crimes were punished with a violence and imagination that even other elves found disturbing. Some of these rebels fled into the great forests of the east, becoming the ancestors of the sylvan elves. Others went to live in the unconquered territories but retained the high elven culture.

TIMELINE

The major ages of Solastan history are as follows:

| Period | Age |
|---------------|----------------------|
| -5000 – -3000 | Elven-Draconic Wars |
| -3000 – -2000 | Early Empire |
| -2000 – -500 | First Expansion |
| -500 – 0 | Second Expansion |
| 0 | The Cataclysm |
| 0 – 100 | The Century of Chaos |
| 100 – 300 | Civilization Reborn |
| 300 – 900 | New Realms |
| 900 – 1024 | The Modern Age |

THE FIRST EXPANSION: -2000 – -500

The dragons followed an aggressive policy of expansion. In addition to spreading their rule across Solasta, this also kept elven pride fed and elven minds focused outward. This ensured that no one was inclined to look too closely at the Empire's rulers and wonder about their true nature.

The Imperial inner provinces added by this expansion are known today only from pre-Cataclysm maps. They were conquered by guile as well as military might and magical power. The clandestine Imperial intelligence



SOLASTAN CALENDARS

The main calendar on today's Solasta uses the Cataclysm as year zero. The current year is 1024 AC (After Cataclysm). There are other calendars, both ancient and contemporary. These are the most common.

The Manacalon Calendar

This was the most commonly used calendar before the Cataclysm. Its year 0 was the founding of the Empire, 3045 years PC (prior to the Cataclysm). The high elves of the New Empire still use the Manacalon calendar for official purposes.

The Dwarven and Sylvan Elf Calendars

The dwarves and the sylvan elves use the same dating system, but for different reasons. To the sylvan elves, Manacalon year 0 is the point at which their ancestors split from the imperialistic high elves. To the hill dwarves, the same year marks the end of the destructive elf-dragon wars. This was the date of the violent creation of the Inner sea and the division of the hill dwarf and snow dwarf realms.

The Draconic Calendar

This calendar begins some 6000 years before the Cataclysm. It is seldom used nowadays since the few remaining dragons rely upon memory singers rather than written documents. However, some ancient documents from the Manacalon Empire refer to the draconic calendar. They are usually accounts of elven dealings with dragons.

The Human Calendar

The human calendar began on Solasta in the year of the Cataclysm. It is the most used today. Human histories from Tirmar are seldom found outside human enclaves like the Einareum in the Principality of Masgarth or the temple city of Heart of Light in Borealis.

and secret police service known as The Silent Whisper undermined free realms. They sowed dissent, murdered potential resistance leaders, and helped ambitious schemers become Imperial puppet rulers.

The strongholds of the snow dwarves were well fortified. The sylvan elves of the Coedymwarth resistance used them as bases to harass Imperial forces. When it became clear that northward expansion into the barren and unrewarding mountains would be too costly, the Empire turned instead to the richer regions of the east, south, and west. Meanwhile, the dwarves and elves of the north organized themselves into the Snow Alliance.

Expansion was slow and measured. The long-lived elves and dragons could afford to play a long game. They aimed to ensure that all resistance was broken

and that new subjects were thoroughly indoctrinated in the Empire's philosophy and culture. This meant accepting their place as slaves of the high elves and in return for the security and prosperity that came with Imperial rule. There was also the need to build the magical infrastructure necessary for movement and communication. Teleportation circles were one of the keys to Imperial success, moving soldiers, merchandise, and provisions across the Empire in the blink of an eye. Magic was also used for construction, for strengthening fortifications, and for many mundane tasks.

THE SECOND EXPANSION: 500 – 0

Once the inner provinces were deemed safe, a second expansion was launched. Most of the elite Iron Legions were moved to the outer provinces. This left the pacified inner provinces lightly garrisoned. Retired veterans, settled among their conquered vassals to provide an example of civilized Imperial living, were ready to reinforce the garrisons.

At the time of the Cataclysm, the Empire was still in the process of pacifying the new outer provinces. Organized resistance was fading. Only the coastal areas were still troublesome, mostly due to island halflings running blockades and smuggling supplies to resistance movements.

THE CATACLYSM: YEAR 0

Tirmar was a similar world on another plane. Unlike Solasta, there were no elves, dwarves, or halflings. Arcane magic was unknown. Instead, Tirmar was a world of humans and gods – and a deadly enemy, the evil god Sorr-Tarr. After centuries of war, Sorr-Tarr and his followers, the foul Sorr-Akkath, had been defeated – or so the humans thought. They realized too late in fighting one evil, that the spear and shield of humanity, Arivad, God of Battle, had become another evil. Sorr-Tarr merged with Arivad and war resumed, bringing humanity to its knees. Praying to the rest of their gods, the humans set out for a promised land, a land for new beginnings. They came to Solasta.

By a mystical accident, their portal ruptured and became an unpredictable Rift that opened onto the very heart of the Imperial capital. As human refugees poured through the rift, the Empire responded with its full magical and military power. With the aid of their gods, the refugees moved north, towards the unruly northern inner province.

Sylvan elf scouts were sent by the Coedymwarth. They helped the leaders of the refugees understand Solasta and its people. The Empire also sent emissaries, but they were nothing more than spies and saboteurs, tasked with buying time until the Iron Legions could arrive and crush the invaders.



THE FIRST BATTLES

The first battles proved frustrating for the Empire. The magic of the Arcaneum was countered by Tirmarian divine magic. This was a strange, new force that the elves did not understand. Another novelty was Tirmarian cavalry, for Solasta had no horses, or mounts of any kind. Worst of all, the opening of the Rift had somehow disturbed the flow of magic across Solasta, rendering the Imperial teleportation network unsafe. The situation was dire. Kaseinax, Eternal Soul of the Eight Traditions, the Magister of the Arcaneum, and the Empire's most powerful wizard, left the capital to join the Imperial forces in the field.

THE BATTLE AT THE RIFT

Imperial scouts watching the Rift saw it open for a second time, days after the influx of refugees. The refugees also knew of the opening, and they called for a parley. The human leaders spoke of evil creatures that they called *Sorr-Akkath*, the beloved of Sorr-Tarr. They proposed a temporary alliance and a rapid strike on the Rift to stop the seemingly endless stream of the creatures.

The Golden Cavalry of Tirmar and the Iron Legions of Solasta led the attack. Their goal was to ensure that the Magister could touch the Rift in order to close it with his magic. The gods of Tirmar were trying to close the Rift from their side, but their efforts alone were proving insufficient.



THE CLOSING

The cost was heavy, but the Magister finally reached the Rift. The eight Masters stood by his side within a protective ring of lesser arcanists. As the battle raged, the leaders of the Arcaneum began the rituals to close the Rift. Parts of Tirmar, from buildings to whole mountains, collided with Solasta as the Rift threatened to rupture completely.

The Magister had to draw upon every ounce of his power. When at last the Rift began closing the Magister was nearly exhausted. However, he had now touched the mind of Arivad where Sorr-Tarr now dwelled and knew that Solasta faced annihilation if the enemy prevailed. With no other way to prevent the unthinkable, he used the most dangerous power of his magical crown and tapped the mana of Solasta itself.

This disruption to the natural flow of magic wrought worldwide havoc. Most significantly for the dragons, it lowered the ancient magical shield that kept the world's volcanoes stable so dragon eggs could be incubated in safety. A generation of unhatched dragons perished as the volcanoes erupted. Pent-up geological forces unleashed earthquakes, tsunamis, and storms across the world.

The Magister lived just long enough to see the Rift close. A series of magical contingencies teleported the Magister's body and Crown away. In the confusion of battle, no one saw, and only the Magister himself knew where his safe haven was located.

THE CENTURY OF CHAOS: O – IOO

Magic failed across Solasta, and the Manacalon Empire fell. The capital and the Aer-Elai were destroyed. Most Imperial provinces fell into chaos. Survival became a struggle, but help came from an unexpected quarter.

The humans of Tirmar had never used magic, so they taught their new neighbors how to build, farm, and work without it. They spread across Solasta, their expertise welcome everywhere – along with their

divine magic, which still functioned – at least partially – where the ancient arcane magic had failed. The feared invaders became respected leaders and teachers.

CIVILIZATION REBORN: 100 – 300

Over time, the earthquakes and eruptions abated, and the weather stabilized. There were even small signs that mana was trickling back into the land.

Explorers set out for the capital, but in place of the rich and fertile Aer-Elai they found a blasted and chaotic waste that they named the Badlands. Only a handful of small settlements clung on among the ruins, threatened by monsters and devastating, unnatural weather.

The former provinces began to rebuild. Groups of villages grew into small towns, feudal baronies, and fledgling nations. The ruins of the Old Empire, as it was beginning to be called, provided building materials. Different peoples mixed and old hatreds were forgotten, at least for a time.

NEW REALMS: 300 – 900

New nations started to emerge from the ruins of the Empire, and new relationships were forged. As mana continued to heal the land, the edges of the wild Badlands became a little less dangerous. Still chaotic and unpredictable, they could only support a patchwork of scattered settlements. A few enterprising souls joined the hardy survivors who already lived there, and the region became known as the Marches.

THE MODERN AGE: 900 – 1024

Mana continues to return to Solasta, although the Empire's greatest sorceries are still beyond reach. The New Empire claims the right to rule all former Manacalon territories but lacks the military power to do so. A dozen small states jockey for position in endless political intrigues.

THE COPPERHEAD ROAD

This newly discovered route into the Badlands has thrown the political balance of the last three centuries into disarray. Tensions have also been lowered by the formation of the Legacy Council, which promises to ensure that recovered Imperial knowledge is shared by all.

CAMPAIGN THEMES

Certain themes run throughout the Solasta setting and are encountered again and again as the player characters learn more about the world.

THE CATACLYSM

Even after a thousand years, the scars of the Cataclysm are everywhere. Fragments of Tirmar jut out of the landscape at improbable angles, crushing or warping the Solastan land they struck. Magic has yet to recover fully, meaning that high-level spells cannot be cast by normal means.

Scholars still do not understand the Cataclysm fully. Certainly, there was damage as the worlds collided. Certainly, the Magister's choice to deplete the world's mana had devastating effects at the time, some of which last to the present day. However, there must have been other forces in play: forces that originated in Tirmar, or those from between the worlds, have leaked through the Rift to react catastrophically with Solasta. One who could harness those forces could attain godlike power or destroy multiple worlds in the attempt.

A FALLEN EMPIRE

Before the Cataclysm, the Manacalon Empire of the high elves came close to conquering the whole of Solasta. The high elves were the most powerful magicians the world has ever seen, and much of their arcane knowledge has been lost. Some lies amid the ruins of the Badlands, fragmented and forgotten, along with knowledge of many other kinds and artifacts beyond price.

THE RIFT

How did a ritual on another world, however powerful, accidentally cause a rift to open to this one? The Rift may be closed, but what magical energies might be leaking out of it? Is Tirmar still on the other side?

The Rift is the sort of spatial-temporal anomaly loved by science fiction, but such things are uncommon in a fantasy setting. Anyone who can understand the Rift fully, from the traces to be found at its former site in the Badlands, might found a whole new field of magical and cosmological studies.

THE BADLANDS

The Badlands are a vast and dangerous area. They are capable of supporting dungeon bashes and treasure hunts quite easily. But they are more than just a big outdoor dungeon scattered with smaller indoor and underground dungeons. By exploring the Badlands, player characters peer into the very heart of chaos, experiencing things that should not be. No one can

avoid being changed by this. Some may redouble the faith that drives them to seek order in the world. Others may fall into despair, convinced that law and order are impossible dreams in this random, senseless universe. Others still may revel in the chaos, and even seek to spread it to the rest of the world.

THE MARCHES

While not as twisted and insane as the Badlands, the Marches are still dangerous. The bulk of the land is barren and dry, dotted with isolated settlements struggling to survive. Some are hardy farmers, some are marauding warlords, and the rest fall somewhere between. Life is cheap, and strength is the only protection. Law is optional at best. Honor is a liability. Civilization is a luxury. There are endless opportunities here to explore different kinds of small settlements and the many ways mortals approach a struggle to survive.

POLITICAL INTRIGUE

The Legacy Council is a hotbed of intrigue and skulduggery. Many of its member delegations are from rival institutions, which adds to the international tensions that already exist. Different groups try to steal objects and information from their rivals while hiding their own discoveries. Others try to expose the wrongdoings of others while keeping their own secret. Some fabricate evidence against their enemies while thwarting attempts to do the same to them. Theft, deception,

forgery, gossip, plot, counter-plot, character assassination – and on occasion, literal assassination – are all in a day's work behind the scenes. Meanwhile the Council struggles to seem to the public as though it is as separate from the politics of the Eastern Realms as its charter says it is.

More details on the Legacy Council and its members can be found in **Chapter 3: *Caer Cyflen***.

A HIDDEN ENEMY

The Sorr-Akkath are a deadly and intelligent enemy. They forced the inquisition to take extreme measures, yet still conquered Tirmar in the end, forcing the humans to flee to Solasta. When their god followed the refugees through the rift, so did the Sorr-Akkath.

Most Sorr-Akkath are foot soldiers. They are dangerous in a fight, but easy to identify. Far more threatening are those who have mastered their power of shapeshifting. Hiding with others of their kind, supported by cultists, they scheme to kidnap and replace powerful people. Then they use their usurped positions to destabilize and even destroy entire nations. While it is easy to suspect an NPC of being a Sorak replacement, these things are far harder to prove, and a false accusation could see the accuser executed for treason. The great cities offer an ideal setting for tense, noir-inflected investigations. It is also possible that the player characters may find themselves accused of being Soraks or Sorak agents.





LIGHT AND DARKNESS

Those so accused may become uncomfortably well-acquainted with the Tirmarian Inquisition. While it is not the power it was in its home world, elements of the Inquisition still exist within the Church of Einar. They hunt the followers of Arivad/Sorr-Tarr through the shadows. While most believe the Sorr-Akkath are extinct or never existed, there are Inquisitors who think otherwise.

Einar was originally a part of Arivad and split off when Sorr-Tarr devoured Arivad's essence. This makes him vulnerable, for Sorr-Tarr/Arivad understands him completely. It would take only a little push to drive Einar and his followers into the same downward spiral of brutality that led to Arivad's fall. A player character who is a devout follower of Einar must be constantly on guard against this. They may even witness signs of corruption higher up within the Church as desperate circumstances tempt their superiors to set aside some of Einar's higher teachings and revisit the methods of the Inquisition.

CULTS IN THE SHADOWS

The threat posed by Sorr-Akkath imposters has already been mentioned, but cultists of other species are another kind of enemy within. Mortals – especially humans – are easily corrupted by the forces of evil. All it takes, in most cases, is the offer of a quicker and easier way to get something they want. Preying on greed, ambition, fear, hunger, or loneliness, cult agents

can recruit unsuspecting dupes. They are used for minor tasks until they are in so deep that they cannot leave. Then their cult superiors begin to reveal deeper knowledge. Cults of Sorr-Tarr may preach that Sorak masters will treat the poor better than their current rulers do. Cults of Arivad may encourage violent acts of vigilantism that seem to be ridding the world of Soraks but are in fact sowing fear and distrust to destabilize society ahead of a Sorak conquest.



CHAPTER 2 FERENDRAGH

THE CONTINENT OF FERENDRAGH IS THE site of the Draconic Wars and the birthplace of the Manacalon Empire. Its name has been interpreted as meaning “land of dragons” in an archaic form of high elvish. Once almost entirely under Manacalon rule, the continent fragmented following the Empire’s collapse and a dozen new nations arose from the chaos of the Cataclysm.

GEOGRAPHY

At the center of the continent was the Aer-Elai, the Manacalon heartland. It was here that the Rift opened and the effects of the Cataclysm were most devastating. The dazzling cities and lavish pleasure-gardens became the dark and twisted Badlands. These are described in **Chapter 5: The Badlands**. The Badlands are ringed by near-impassable mountains, as though the world were trying to protect itself from the things that live there.

Despite these perils, adventurers scour the Badlands for relics of Imperial culture and magic. Manacalon relics fetch high prices as the new nations study the fallen Empire and try to reconstruct its powerful magics.

Outside the mountains are the Marches. Once, they were the Empire’s inner provinces. Now, they are a wild and dangerous wasteland where only the strong survive.

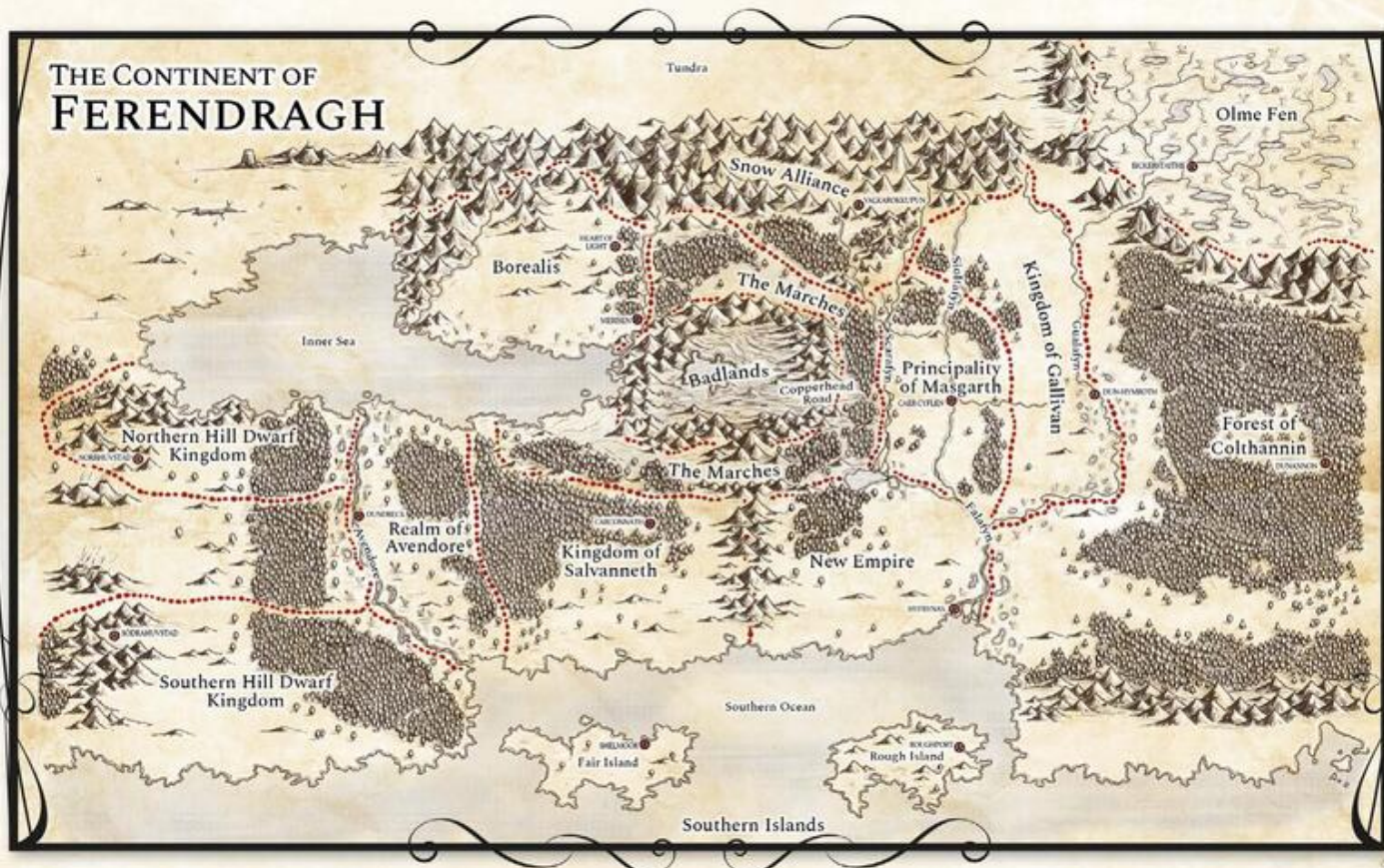
The rest of the continent is divided into eastern and western halves by a mountain range that runs from the Badlands to the Southern Ocean. East and west are important distinctions. The eastern realms have access to the Badlands through the newly discovered Copperhead Road. The western nations are still searching for a route through the mountains.

Each half of the continent relies on a great river for trade and communication. In the east it is the Falafyn, rising in the marsh halfling homeland of Olme Fen. In the west it is the mighty Avendore, a link between the Inner Sea and the Southern Ocean. Trade is the lifeblood of the new nations. Wars have been fought for control of the rivers.

The rest of this chapter describes the nations of post-Cataclysm Ferendragh, and the gods that were brought to Solasta by the human refugees.

THE EASTERN NATIONS

The Eastern Nations are racing to take advantage of the Copperhead Road and the easier access it offers to the Badlands and their treasures. The Principality of Masgarth has the best access. It has agreed to host the Legacy Council to ensure that all the eastern nations have access to Badlands antiquities. Scholarly organizations from the Principality and its three immediate



neighbors – the New Empire, the Kingdom of Gallivan, and the Snow Alliance – attend the Council. They all pay lip service to equal access while plotting to get the best objects for themselves.

THE WESTERN NATIONS

The western half of the continent is united by the Avendore River. The Realm of Avendore would like to control the whole area. However, the Hill Dwarf Kingdoms and the Kingdom of Salvanneth have pledged mutual support against any aggression. The far northern republic of Borealis is protected from Avendore's aggression by the Inner Sea and its powerful navy.

THE PRINCIPALITY OF MASGARTH

Stubborn independence maintained through skilled diplomacy.

The Principality's emblem is a unicorn's head in silver or white on a pale blue field. Flags and banners have a broad silver or white stripe down either side. Blue, white, and black are used on uniforms and elsewhere.

SUMMARY

Capital: Caer Cyflen.

Society: Hereditary monarchy ruled by a princess.

Values: National independence and personal self-reliance.

Ruler: Princess Ceiwad Silverflower.

Racial Mix: Humans 30%, elves 30% (even split between high and sylvan elves), dwarves 30% (mostly snow dwarves), halflings 10% (mostly island halflings).

Common Languages: Common, Elvish.

Noted for: The Legacy Council, the Circle of Danantar, a working Imperial gate.

HISTORY

Before the Cataclysm, Masgarth was one of the Manacalon Empire's outer provinces. The fertile soils of its southern plains made Masgarth the breadbasket of the Empire. Its forests and swamps were good training grounds for the Empire's troops as they prepared for further expansion. The province served as a buffer between the Empire and the rebellious sylvan elves while successive Emperors planned campaigns to bring them to heel.

THE CATACLYSM

As the confrontation at the Rift loomed, Governor Aeraliel Wise-Shield declared martial law, securing Caer Cyflen as the city rode out the effects of the

Cataclysm. When Mana drained from the land, great disruption was inflicted on the magic-dependent high elven city. Several buildings collapsed as the enchantments that held them up faded. So did the strategic river bridge, which had been woven through with defensive enchantments. The loss of mana was followed by earthquakes, storms, floods, and blizzards. Stripped of the magic on which they had always depended, the population suffered terribly.

AFTER THE CATACLYSM

The first years after the Cataclysm saw increased reports of bandits and monsters moving into the blasted Marches. The bridge over the Northern Melt was repaired. Refugees were allowed to settle on the eastern bank. The inner city on the western bank was closed to outsiders to avoid riots and ensure that food was sufficient.

The human refugees sent a delegation to the governor. They offered their help rebuild in return for permission to settle. The humans could provide numerous trained craftsmen of many kinds who could work without relying on magic.

In addition to their labor, the humans brought two fresh wonders. Their delegation was led by Adalbert Sunblaze, a high-ranking priest of Einar who demonstrated his god's divine magic. Equally novel were the horses that the humans brought with them. They enabled faster communications – vital since the Empire's magical communications networks had collapsed in the mana drain – and a whole new way of fighting. The humans' Golden Cavalry demonstrated this before an enthralled crowd.

The first century post-Cataclysm was a time of bare survival. When the governor died, she passed her authority on to a young relative. The former Imperial province became the Principality of Masgarth. Esgalviel Silverflower was named the first Princess.

In the next few centuries, Masgarth rebuilt. Earthquakes, volcanic eruptions, and storms slowly became less severe over time, but monstrous threats abounded. Lizardfolk from the south terrified the humans at first, reminding them of their ancient foes the Sorr-Akkath. Gnolls burst out from the forests of the east. Fell creatures swept down from the northern mountains. Undead marched out of the cursed lands to the west. The Principality did not fall, but it lost three of its nine original duchies. Galoreth Silverflower, the third Princess, oversaw a decades-long effort to strengthen the Principality's defenses and forge the duchies into a true state. During her reign, the old Imperial road network was repaired and expanded. She ordered outposts and small fortresses to be strategically placed to mount border patrols and mobilize forces rapidly against any external threat.

Diplomatic overtures were made to the Principality's immediate neighbors – the Snow Alliance to the North,

THE THREE-CENTURY-PACT

Her Highness the Princess of Masgarth, His Majesty the King of Colthannin, His Grace the Councillor of diplomacy for the Snow Alliance and His Majesty the King of Gallivan;

Anxious to satisfy the desire for security and protection, which animates the peoples upon whom fell the scourge of the Cataclysm and the horrors of civil war; and conscious of the necessity of ensuring peace in the area which has so frequently been the scene of conflicts;

Animated also with the sincere desire of giving to all the signatory Powers concerned guarantees;

Have determined to conclude a treaty with these objects, and have agreed as follows:

Article I

The High Contracting Parties collectively and severally guarantee, in the manner provided in the following Articles, the maintenance of the territorial status quo resulting from the frontiers between Gallivan and the Snow Alliance, between Gallivan and Colthannin, and between Gallivan and the Principality of Masgarth, and the inviolability of the said frontiers as fixed in the first annex of this treaty.

Article II

Gallivan, the Snow Alliance, Colthannin and the Principality of Masgarth, mutually undertake that they will in no case attack or invade each other or resort to war against each other.

This stipulation shall not, however, apply in the case of the exercise of the right of legitimate defense, that is to say, resistance to a violation of the undertaking contained in the previous paragraph or to a flagrant unprovoked act of aggression.

Article III

In view of the undertakings entered into in Article II of the present treaty, Gallivan, the Snow Alliance, Colthannin, and the Principality of Masgarth undertake to settle by peaceful means and in the manner laid down herein all questions of every kind which may arise between them and which it may not be possible to settle by the normal methods of diplomacy.

Article IV

The provisions of the preceding articles are declared valid for a period of 300 years, as witnessed in front of the High Altar of Einar, God of Justice. Each signatory party has given sacred Oath to Einar to abide by the terms of the treaty.

Article V

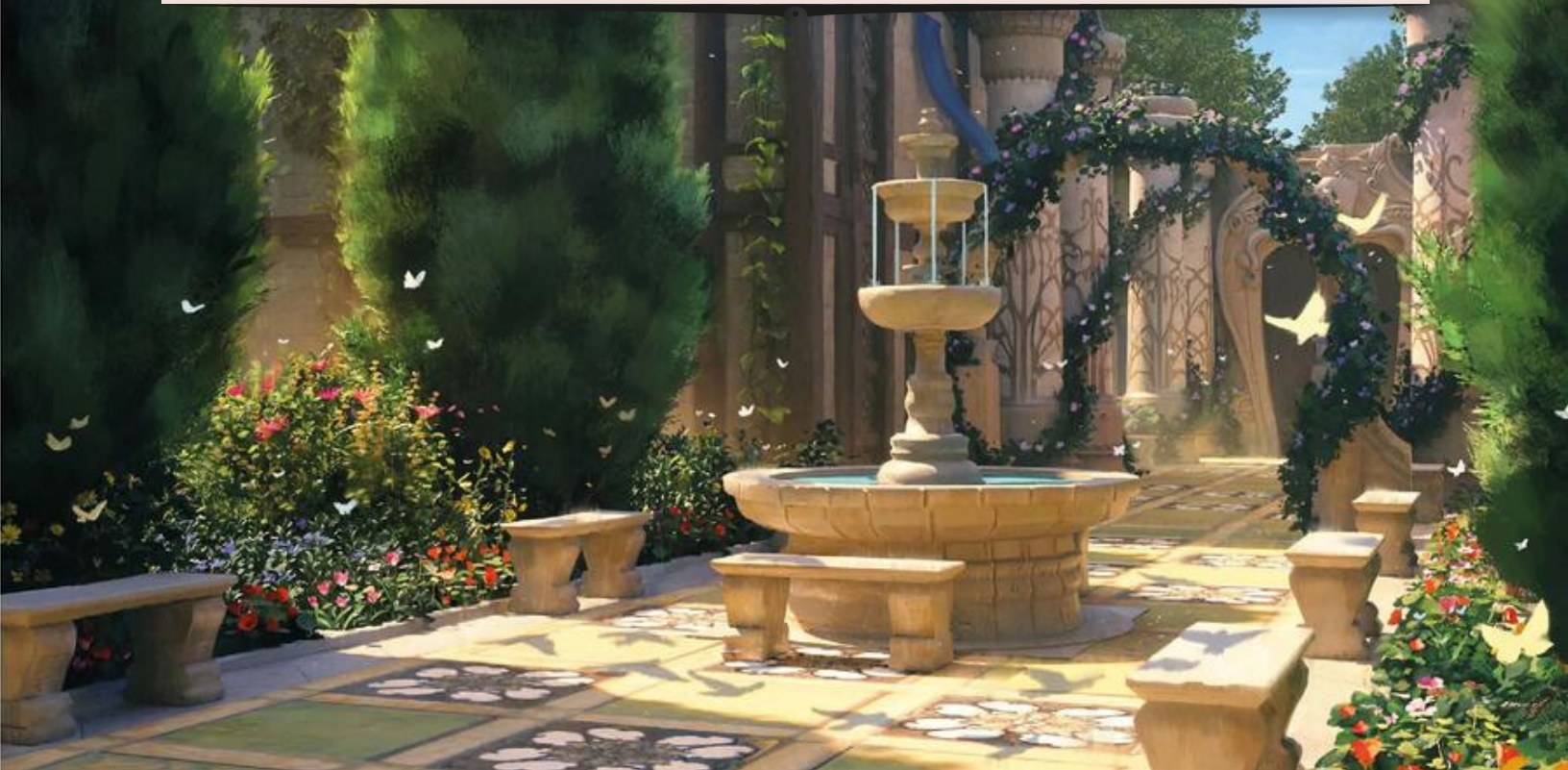
As a pledge of good relations to its neighbors, the kingdom of Gallivan and the other treaty signatories shall found three border towns on the main road leading to its cosignatories.

Those towns shall be neutral ground for meetings of the signatory powers of the pact as well as free towns for the purpose of trade, co-administered by the neighboring kingdoms.

In the case of the Kingdom of Colthannin, the island of Rivermeet shall be deeded as neutral ground under joint administration of the Crown of Gallivan and the Crown of Colthannin.

To all of these articles the undersigned parties give their full agreement and bind their respective nations for the term of Three Hundred Years.

Made in Caer Cyflen on the 10th of Tanun, Year 680 Post Cataclysm.





the Kingdom of Gallivan to the East, and the New Empire to the south – and the Three-Century Pact had the effect of fixing the borders in place. Trade began to flow, and at last the mana in the land recovered sufficiently for the Imperial teleportation circle in Caer Cyflen to be put back into operation.

A few expeditions set out to explore the Badlands, but the former Aer-Elai was still too dangerous. A few battered survivors straggled back to Caer Cyflen. Most expeditions were never heard from again.

THE PRESENT DAY

The Three-Century Pact held for its agreed term, creating peace and prosperity in the eastern realms. As it neared the end of its term, Princess Ceiwad Silverflower's privy council relied upon skillful diplomacy to maintain the safety of her realm. The Princess herself has a girlish and whimsical character quite different from that of her stern and efficient mother and shows little interest in the matters of state. Each of the Principality's three neighbors is strong enough to pose a significant military threat, but none is strong enough to prevail against the other two if they should ally against it. By playing each neighboring state off against the others, the Principality's diplomats have been able to maintain the status quo even in the absence of a new treaty.

The functioning teleporter in Caer Cyflen gives the Principality an excuse for not putting too much effort into maintaining the roads that serve the borders. They are good enough for travelers and small caravans but not big enough to enable invasion forces to march through.

Throughout Ceiwad's reign, regular expeditions have explored the Marches. While less dangerous than they once were, these lands remain wild and lawless. Even so, the mines of Copparan have been put back into production, and contact has been made with several small towns and baronies which have managed to survive. Beyond lies the Badlands, surrounded by near-impassable mountains. Within them is all that remains of the Imperial heartland of the Aer-Elai.

One of these expeditions discovered the Copperhead Road, a hidden pass that gives the Principality easier access through the rugged mountains that surround the Badlands than any of its neighbors enjoys. This has led to the fear that the Principality will use this access to hoard recovered Imperial treasures and grow too strong. A political and military crisis threatened, until the Princess and her privy council suggested the formation of the Legacy Council.

THE LEGACY COUNCIL

On the surface, the Legacy Council is an independent organization drawn from the academic and magical societies of all four eastern nations. The Principality of Masgarth is represented by the Circle of Danantar, the New Empire by the Arcaneum, the Kingdom of Gallivan by the Tower of Knowledge, and the Snow Alliance by the Guild of Antiquarians. Each group provides three delegates, as does the Church of Einar. The Scavengers' Guild is also represented, but the members of its delegation are non-voting observers only. Details of each of these groups can be found elsewhere in this book.

The presence of the priests of Einar, god of justice, is intended to guarantee fair dealing and equal access to recovered Imperial knowledge and treasures. Behind the scenes, the Council is a political snake-pit. Its member organizations plot against each other in a proxy war for their governments.

SOCIETY AND CULTURE

“The Principality” is what the nation is called by its citizens. “The Principality of Masgarth” is used only in formal contexts, usually diplomatic. Only outsiders speak of “Masgarth”. The folk of the Principality love to smirk at their ignorance.

Independence and self-reliance are the primary social values. Perhaps because of the large number of adventurers who make their home there, the areas outside Caer Cyflen have a rough-and-ready, frontier feel that is unique among the eastern realms.

While the Principality has as many laws as anywhere else (except the New Empire, which has far more), society expects people to have the courage and initiative to solve their problems for themselves. Most private quarrels are settled through mutually agreed compensation, although duels may occur if an accord cannot be reached. Duels are quite acceptable. The results of these duels are legally binding. It is rare for the state to intervene in private affairs unless its interests are directly threatened.

Society is egalitarian. The difference between nobles and commoners is a matter of wealth and achievement rather than birth. The inhabitants of the Principality will proudly boast that anyone can achieve a high social status through their own efforts.

ARCHITECTURE AND THE ARTS

The Principality’s architecture is a mix of surviving stone-built Imperial buildings, and rough but sturdy stone and timber constructions. Some of these newer buildings are free-standing, while some are based on old Imperial foundations.

The Principality is renowned for its finely-crafted weapons and armor. This trade has grown up to serve its large population of adventurers and retired adventurers. Because of its relative proximity to the Marches and the Badlands, it has also become known for its historical scholars and its collectors of antiquities.

POLITICS

The Principality is a monarchy ruled by a high elven princess of the House of Silverflower. The current princess is the fifth of her line. Legally, it is made up of six duchies (Duchess of Caer Cyflen is one of the Princess’s titles), plus three lost duchies that fell during the monstrous invasions of the second and third centuries. The Princess rules with the assistance of a privy council and a small assembly.

THE DUCHIES

The six duchies of the principality, and their current rulers, are as follows:

- ▶ The Duchy of Caer Cyflen: Princess Ceiwad Silverflower
- ▶ The Duchy of Haen-Cors, also known as the South Marsh: Loric Danantar
- ▶ The Duchy of the Eastern Forests: Lotharion Redthorn
- ▶ The Duchy of Malla-Dails, also known as the Western Fields: Saonir Wisetrail
- ▶ The Duchy of the Northern Hills, also known as Falbrin: Elvar Ice-Fox
- ▶ The Duchy of the Northern Plains: The High Priest of the Einareum, currently Magnus Einarsson

The three lost duchies are:

- ▶ Haen-Coil, the Central Eastern Forest
- ▶ Tes-Lar-Afyn, the South-Western Run
- ▶ Fael-Cors, the South-Eastern Marsh

All are claimed by the Principality but have not been reconquered.

THE PRIVY COUNCIL

The privy council is effectively the government of the Principality. It is headed by the Chancellor, with Councillors for Trade, Diplomacy, the Army, Knowledge, and the Law. By law and custom, the dukes of the five duchies also sit on the privy council. In addition to the five dukes, the current members of the privy council are:

- ▶ Chancellor Calidrel Keenmind
- ▶ Treasurer Edmund Martel, Councillor for Trade
- ▶ Secretary of State Seth Sweetview, Councillor for Diplomacy
- ▶ High Constable Deira Redoak, Councillor for the Army
- ▶ High Erudite Keavith Keeneye, Councillor for Knowledge
- ▶ High Justiciar Tidri Snowcat, Councillor for the Law

THE ASSEMBLY

The assembly is made up of representatives from each of the Principalities major towns and cities, along with the heads of major guilds. It is a consultative body that debates changes to law and policy. Its sessions are lively, chaotic, and creative. Some of the Assembly’s ideas have been implemented as policy, but only on rare occasions when its members can agree on them.

RELIGION

The main religion in the Principality is the worship of Einar, although temples of all religions may be found in Caer Cyflen and the other large cities. People of all species venerate the gods, mostly according to their

THE CIRCLE OF DANANTAR

This school of magic represents the Principality's interests on the Legacy Council.

Summary: The Circle is a school for adventurers. It has a reputation for toughness and practicality that contrasts with the more scholarly outlook of some other Council factions.

Emblem: A hand with a fireball hovering above it.

Headquarters: Nyth-tref, a partially-ruined, fortified town in the Duchy of Haen-Cors, at the border between the Principality and the Marches. It has arrangements with some settlements in the Marches. They will offer accommodation and supplies to anyone presenting Circle credentials. In return it offers these paid allies various benefits that have been known to include money, magical training, and low-power magic items.

History: In the days of the Manacalon Empire, this was a minor magic school in the marshes of Haen-Cors, which taught battle magic and trained spellblades. When the Cataclysm struck, the school's rector, Alviel Danantar, turned it into a bastion for the defense of the surrounding area. When it became clear that the Empire had fallen, he became a local warlord, keeping order until the Principality was established. Then, he pledged allegiance to the Princess and returned to teaching magic. In payment for the Circle's pledge to keep the region secure he received the title Duke of Haen-Cors.

Interests and Goals: Teach magic and protect Haen-Cors.

Council Delegates: Master Edvan Danantar, Princess Ceiwad Silverflower, and Joriel Fox-Eye. The Princess is enrolled in the Circle as a student. Officially, her presence on the Circle's delegation at the Council is a courtesy. Many find it a little ridiculous, as she seems to be anything but a serious-minded and studious wizard.

Relations

The Church of Einar. The Circle trusts the Church to be impartial, and the two delegations get on well.

The Scavengers. The Circle maintains good relations with the Scavengers and respects them more than most other factions do. It considers them a useful and practical organization.

The Arcaneum. Mutual distrust, covered with a veneer of courtesy.

The Guild of Antiquarians. There is an undercurrent of rivalry between the two organizations, but the personal friendship between Danantar and Chancellor Hertha Gormsdottir has kept relations cordial.

The Tower of Knowledge. As with the Antiquarians, the Circle maintains good relations and works to ensure a free exchange of information while remaining vigilant for any signs of theft or espionage.

needs and interests. There is a large temple of Einar in Caer Cyflen, whose senior priest sits on the Legacy Council with two juniors.

ECONOMY

The functioning Imperial teleportation circle in Caer Cyflen is a major asset, helping with trade as well as diplomacy. The western plains of Malla-Dails are fertile agricultural land, feeding the Principality and allowing a trade in meat and vegetables. In addition, the large adventuring population brings in cash from the Marches and occasionally from the Badlands.

DIPLOMACY

Snow Alliance, River Kingdom, New Empire. They all covet the Principality's teleportation circle and its access to the Copperhead Road, but the Principality's diplomats take care to ensure that its three neighbors distrust each other. If any one of them should move to invade the Principality, the other two would surely attack them.

Borealis, Olme Fen, Colthannin. The Principality's diplomats are active in all these areas, both openly and covertly. In addition to making trade

deals for Badlands artifacts, they recruit high-level assets and influence them to put pressure on their neighbors whenever the Principality feels threatened. This is mostly done by manipulation, with some blackmail and bribery as required. Typical actions include arranging troop movements to draw attention away from the Principality, setting up embarrassing revelations to sabotage potential alliances, and selling the secrets of one state to another to promote distrust.

Salvanneth, Avendore, the Dwarven Kingdoms. The Principality has little contact with these western nations, although there is some trade through island halfling intermediaries.

MILITARY

Organization. Based on local militias with a decentralized command in each of the duchies. Forces are often supplemented by adventuring groups hired for commando missions. All units are highly mobile and tactically versatile, whether they are infantry, cavalry, or ranged troops. Each duchy has its own forces and the authority to act independently to a local threat. The capital and the Princess take command by decree

in the event of a major threat, with the forces of Caer Cyflen moving where needed.

Typical Equipment. Varies from area to area, according to the terrain. Armor is light for the most part. Weapons are of good quality and magic weapons are more common than in other states, especially among the capital's forces.

Noteworthy Troops. Spellblades trained by the Circle of Danantar are respected across Solasta. The Principality's scouts and skirmishers are renowned for their stealth and outdoor skills. They are primarily used to harass enemy troops and disrupt movement. Adventurers make excellent commandos.

Tactics. The Principality's forces tend to avoid open battle unless victory is certain. They rely on speed, striking power, and local knowledge to raid, disrupt, and demoralize attackers until they retreat.

MAGIC

Circle of Danantar. This organization studies magic and is the first to receive items recovered from the Badlands. Its members know more about the ancient magic of the old Empire than anyone else – even the self-styled “successors” of the New Empire.

The Court. The Princess keeps a cadre of court magicians as part of the capital's forces. There are rumors that there is another powerful source of magic at the court. Depending on who is telling the story, this unknown magician either serves the princess or secretly rules through her.

Adventurers. Because of its access to the Badlands, the Principality attracts more adventurers than anywhere else on the continent. Some are powerful spellcasters, a few of whom have retired and set up magic schools. Some are licensed by the court and the Legacy Council, while others are small, independent, unofficial, and hard to find. While no magic is specifically outlawed in the Principality, these smaller schools often teach less acceptable forms of magic, such as necromancy.



THE KINGDOM OF GALLIVAN

A feudal monarchy where the nobility rules.

Gallivan's flag consists of a green field bisected by a curving line that represents the Falafyn River. At the center is a black circle representing the island of Dun-Hymroth.

SUMMARY

Capital: Dun-Hymroth.

Society: Feudal kingdom.

Values: Everyone has their place.

Ruler: King Jornalas IV “Strongheart” of House Bluemount.

Population: High elves 50%, humans 25%, dwarves 20%, halflings 5%.

Common Languages: Common, Elvish (high elven dialect).

Noted for: Trade, ambition, Tower of Knowledge.

HISTORY

Before the Cataclysm, the territory of Gual-afyn (“ash river”) was a frontier territory at the limit of Imperial expansion. Beyond this final outpost lay the rebel sylvan elves and wild, uncivilized nature. When the western bank of the river was fortified, five garrison towns were founded to service the frontier. Each had a teleportation circle for rapid deployment of forces in an emergency.

THE CATACLYSM

Huge numbers of troops were diverted to the battle at the Rift. This worried the local Imperial commanders but turned out to be a blessing in disguise. The supplies left behind proved enough to sustain the reduced garrisons through the harsh first years. Imperial commanders concentrated on holding their forts and nearby farming communities, but the fortified frontier was left to decay.

As elsewhere, the human refugees from Tirmar proved useful. Most commanders overcame their instinctive disdain of other species and let them stay.

AFTER THE CATACLYSM

Over following centuries five petty kingdoms grew up, each ruled from one of the five Imperial garrison towns. After three centuries of struggle and intrigue, the four other monarchs swore allegiance to the ruler of Dun-Hymroth. He became the first King of Gallivan, and the others accepted the title of duke. The new king sent embassies to all his neighbors, and was one of the signatories to the Three-Century Pact (see page 23).



THE PRESENT DAY

King Jornalas IV “Strongheart” of House Bluemount is currently recovering from a long illness that forced him and some members of his family into quarantine. Unlike his predecessors, he is eager to use the end of the Three-Century Pact as an excuse to expand his borders. He is especially interested in Masgarth with its working teleportation circle and its newly discovered route into the Badlands.

SOCIETY AND CULTURE

The feudal model is the basis of Gallivan’s culture. Rank is decided by birth. Social mobility is almost unknown. However, the institutional racism of the New Empire is unknown in Gallivan. A person’s rank depends more on the achievements of their ancestors than on their species.

Unlike the New Empire, the Kingdom of Gallivan does not look back and try to recreate past glories. Instead, it builds on what remains of Imperial knowledge and looks to the future.

ARCHITECTURE AND THE ARTS

Gallivan’s architecture is a mix of old Imperial styles and Tirmarian human influences. Gallivan is a center of the quasi-magical craft of *prendluth* (“wood-warping”), which developed among the sylvan elves to the east. Practitioners shape living trees and bushes into all manner of objects, including furniture and even buildings. Fine cloth, woven from home-grown flax and imported wool, is also much admired. Dun-Hymroth is renowned for its tapestry-makers.

POLITICS

At the bottom of the feudal pyramid, a village usually supports a knight. The next rank is a small town, ruled by a baron, then a larger town, ruled by a count. Each of Gallivan’s cities is ruled by a duke, and at the top stands the capital of Dun-Hymroth and the king. Commoners have no say in political affairs and are expected to obey the orders of their feudal superiors.

The five ducal houses are Bluemount, Silverspring, Ashrose, Sharpbend, and Deepwood. Officially the

king is a duke, the first among equals. In theory, the king can be deposed by a two-thirds majority in the Assembly of Nobles. This has never been attempted.

THE ASSEMBLY OF NOBLES

Votes in the Assembly depend on rank: a knight has a single vote, a baron five, a count 20, and a duke has 100 votes. While the system is heavily weighted in favor of the king and the dukes, the threat of deposition has been enough to prevent outright tyranny.

RELIGION

The worship of Einar is popular, but Gallivan’s warriors tend to prefer Misaye in her Battle aspect. Pakri has a strong following within the Tower of Knowledge. Other deities are worshiped by those whose interests they touch.

ECONOMY

Trade and control of the river are the main sources of the Kingdom’s economic and political power. Agriculture and fishing are important, especially along the river’s broad floodplain. The Kingdom is self-sufficient in food, and exports grain and salted fish to most of its neighbors.

Bog iron is traded with the halflings of Olme Fen, both in the form of ingots and as finished goods.

DIPLOMACY

New Empire. Wary cordiality based on trade. The Kingdom regards the New Empire as yesterday’s people, who are obsessed with recreating a past that is no longer relevant. Their imperial ambitions could be dangerous, and their racist views are troubling. Also, they are rivals in their ambitions to take over the Principality of Masgarth.

The Snow Alliance. Another rival with an eye on Masgarth, the Alliance’s remoteness and clannish politics do not make it much of a direct threat. Trade is good in both directions, but neither nation fully trusts the other.

Colthannin. Active trade, mostly through human and half-elven intermediaries in the city of Gift.

Principality of Masgarth. Gallivan cultivates close ties, both commercial and cultural, but neither side forgets that the Kingdom would love nothing better than to annex the Principality and gain control of its teleporter and its route to the Badlands.

Olme Fen. The Kingdom maintains a small, permanent mercantile community at Bickerstaithe. Their presence is tolerated rather than welcomed, as each side seeks to get the better of the other.

The Dwarven Kingdoms, Avendore, Salvanneth, Borealis. Contact is largely by sea trade through island halfling intermediaries. There are small Gallivan mercantile enclaves in the larger cities.

THE TOWER OF KNOWLEDGE

This scholarly organization represents Gallivan's interests on the Legacy Council.

Emblem: A book against a tower.

Headquarters: Dun-Hymroth. The original tower stands at the center of a growing campus.

Summary: The Tower is an academic and research body, whose scholars are renowned for their mastery of ancient languages and their ability to preserve and restore moldering ancient texts. They have also documented and studied human methods of working without magic and the practical applications of divine magic.

History: The Tower of Knowledge was founded in the third century AC (After Cataclysm) by royal charter. Its scholars have been valued advisors to the Kings of Gallivan ever since.

Interests and Goals: The Tower's mandate is to preserve, study, and exploit Imperial knowledge, develop knowledge for the future, and put it to use for the benefit of the Kingdom.

Council Delegates: Dean Iolair Faisech, Morden Kyre, and Maddy Greenisle.

Relations

The Church of Einar. The Tower resents their interference on the Council but maintains cordial relations in the hope of finding a way to use the Church against its own rivals.

The Scavengers. The Tower regards the Scavengers as uneducated looters but cannot deny their usefulness.

The Arcaneum. Distrust bordering on hatred, but no overt conflict. Many members of the Tower regard the Arcaneum as its only serious rival.

The Circle of Danantar. Cool but professional relations. Secretly many Tower academics look down on the more practically minded Circle.

The Guild of Antiquarians. Grudging respect for their knowledge of antiquities. This is coupled with mild contempt for their location (the Snow Alliance is rather too rustic for the folk of the Kingdom) and their narrow intellectual focus. The Tower has been known to buy from them, and occasionally steal materials.

MILITARY

Organization. Knights, battle wizards, and martial clerics (including paladins) form the backbone of the army, filled out with feudal levies of archers, spearmen, etc. The king commands a small army in his own right, which is supplemented by contributions from the nobles.

Typical Equipment. Plate and chain for close combat troops, with knights and paladins wearing the heaviest armor. Chain, studded, and leather armor for archers and spearmen. Lances are used from horseback, as well as swords, maces, and flails. Archers use longbows and are massed to saturate an area with arrows rather than relying on individual accuracy.

Noteworthy Troops. The paladins of Misaye are a powerful and flexible force. Each noble house – including the current royal house – maintains a force of knights that is as heavily armed and armored as resources allow.

Tactics. The forces of Gallivan are optimized for large-scale, open-field battles. Archers are screened from the enemy by blocks of spearmen while knights act as shock troops to break up enemy formations and overrun positions.

MAGIC

Battle-wizards are mainly shock arcanists, and are used as artillery. A few greenmages are attached to scouting forces.

THE NEW EMPIRE

Heirs to Greatness.

The New Empire is represented by eight interlinked rings of different colors on a field of gold. Each ring stands for one of the traditions of magic upon which the power of the Manacalon Empire was based.

SUMMARY

Capital: Hyfrynas.

Society: High elf supremacy.

Values: Non-elves are slaves; the glory of the Manacalon Empire must be restored.

Ruler: His Imperial Majesty, Cynnil Imradir.

Population: High elves 80%, others (slaves) 20%.

Common Languages: Elvish (high elf dialect), Common (used only for trade).

Noted for: Racism, Arcaneum, Silent Whisper.

HISTORY

Before the Cataclysm, the high elves of the Manacalon Empire were preparing for an eastward offensive to crush the rebellious sylvan elves of Colthannin and counter the naval threat posed by the island halfings. As part of these preparations, the city of Hyfrynas on the western bank of the Falafyn was being expanded

into a supply port and a base for controlling the southern end of the river.

THE CATAclysm

Like many other imperial garrisons, Hyfrynas was stripped of most of its defenders for the battle at the Rift, leaving only enough troops to garrison the city and man a couple of war galleys. The remaining population consisted of civilians and slaves, controlled by a garrison on edge after the surprise of the human invasion from Tirmar.

As the Cataclysm unfolded, mana depletion caused the collapse of the transport and communication systems, leaving Hyfrynas isolated. The governor declared martial law, relying on the brutality of his remaining Iron Legionnaires and the cunning of the intelligence and secret police service known as the Silent Whisper.

AFTER THE CATAclysm

Slave revolts began, spurred by the loss of the magic that had kept the high elves in power and by the havoc wrought by storms, earthquakes, volcanic eruptions, and tsunamis that followed the Cataclysm. Imperial rule survived in Hyfrynas the surrounding province, but the fighting was marked by atrocities on both sides.

It soon became clear that the Imperial heartland of the Aer-Elai was lost, the inner provinces were in disarray, and Hyfrynas was on its own. The governor died of a mysterious illness and was succeeded by the only known surviving member of the Imperial family. He proclaimed himself Emperor and protector of the Empire, even though his control

extended no further than Hyfrynas and a couple of towns around it.

Over the following centuries, the New Empire consolidated its hold over the south-eastern part of the continent. Bereft of magic, the New Empire relied more than ever on slaves, and began to send raiding parties into neighboring territories. These actions led to strife with Gallivan in particular. They were finally curtailed, at least officially, by the signing of the Three-Century Pact (see p. 23).

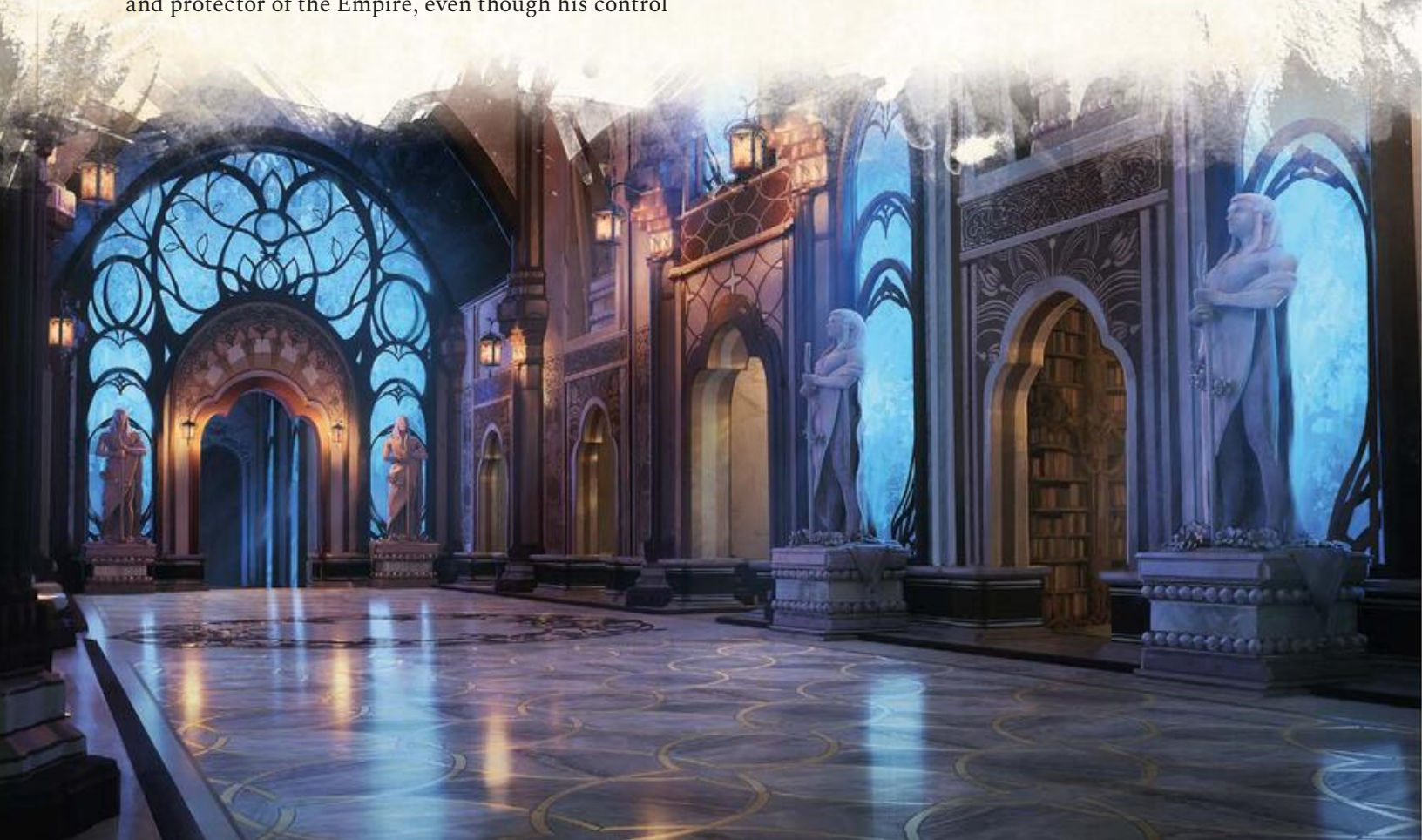
THE PRESENT DAY

The New Empire hopes that its membership of the Legacy Council will help it recover lost prestige as well as knowledge. Most of all it wants to ensure that the Manacalon Empire's most powerful relics – and its more embarrassing truths – do not fall into the hands of the younger kingdoms. To this end, a cell of the Silent Whisper has been headquartered in the New Empire's embassy at Caer Cyflen.

SOCIETY AND CULTURE

The past is worshiped in the New Empire. Nothing today is as good as it was in the glory days before the Cataclysm. The recovery of what was lost, and the building of a new golden age, is the highest priority.

To its neighbors, though, the New Empire is known mainly for its institutionalized racism. Only high elves can be citizens, and although some slaves have been freed to stave off further revolts, their rights are far fewer than those of a full citizen.



ARCHITECTURE AND THE ARTS

Not surprisingly, the New Empire seeks to emulate the old in architecture and all other forms of artistic expression. Without supporting magic, newer structures lack the lightness and elegance of their Imperial originals.

Music and theater are popular art forms, and singers, musicians, and writers are held in high esteem. Magic was the most prized of all the crafts, and even now mages are the most respected of the high elves.

POLITICS

In theory, the Emperor is an absolute ruler, although the history of both the Old and New Empires shows that it is an unwise Emperor who takes this too literally. Immediately below the Imperial family is a broad stratum of noble houses, all watching eagerly for any opportunity to advance themselves, destroy their rivals, or even seize the throne. The Iron Legions and the Silent Whisper are also powerful forces in Imperial politics, each capable of deposing an Emperor and installing a candidate of their own. The Emperor's life is a constant struggle to keep all these ambitious and restless forces in balance.

RELIGION

The New Empire has no official religion. Instead, it adheres to the Manacalon policy that magic is the ultimate power and the Emperor the ultimate authority. However, many people worship in secret. Almost all the gods are venerated by those who need their help. Einar and Pakri are the most popular.

ECONOMY

High elven artisans specialize in unique pieces, each one a work of art as well as a utilitarian object. Agriculture relies on slave labor and is based on the country estates of wealthy high elven families. The New Empire is self-sufficient in food. Surplus grains and vegetables are exported, but never livestock or fish.

DIPLOMACY

Borealis, Kingdom of Gallivan, Principality of Masgarth, Snow Alliance, Island Halflings. The New Empire is concerned about its neighbors, especially now they are actively exploring the Badlands. While Imperial diplomats maintain friendly relations on the surface, the Silent Whisper works to thwart rivals and steal Manacalon treasures of particular power and significance.

Hill Dwarf Kingdoms, Northern Mountains, Avendore, Salvanneth, Colthannin, Olme Fen. Relations are infrequent and largely neutral.

The Marches. The scattered settlements of the Marches are mostly ignored. Some are given aid and support in exchange for allowing Imperial troops to establish bases in their territory.

THE ARCANEUM

This order of magicians and scholars represents the New Empire's interests on the Legacy Council.

Emblem: Eight interlocking rings, same as the New Empire.

Headquarters: The Octagon, Hyfrynas.

Summary: An elite order dedicated to ensuring that the legacy of the Manacalon Empire does not fall into the wrong hands – which is to say, anyone else's.

History: The Arcaneum is descended from a Manacalon organization of the same name, which was dedicated to the advanced study of magic and its application to strengthen the Empire. In the old days, the eight Masters of the magical disciplines were led by a supreme Magister.

Interests and Goals: Keep all knowledge and treasure brought back from the Badlands away from everyone but the New Empire.

Council Delegates: Ilstar Keenmind Airgetine, Medwal Strongfire, and Heddlon Surespell. Heddlon is secretly an agent of the Silent Whisper, with free rein to spy, steal, and assassinate as necessary in the interests of the Arcaneum's mission.

Relations

The Church of Einar. Cool but courteous. The Arcaneum and the Church have little in common, other than a desire for the Council to function so that war can be avoided.

The Scavengers. The Arcaneum and Silent Whisper keep a close eye on the Scavengers and the goods they bring back to Caer Cyflen.

The Circle of Danantar, The Guild of Antiquarians, and The Tower of Knowledge. Mutual distrust, espionage, and attempted thefts, all beneath a thin veneer of polite co-operation.

MILITARY

Organization. The backbone of the New Empire's army, like that of the old, is the heavy infantry of the Iron Legions. Five thousand troopers make up a legion. A legion consists of 500 ten-strong squads. Ten squads (100 troopers) make a century. Five centuries (500 troopers) make a battalion. In addition, most legions have 2-5 centuries of archers and 2-5 centuries of light cavalry for scouting. Because of its relative newness and human origins, the cavalry is not a popular branch of the service. Finally, each legion has a varying number of mages who assist with combat magic, scouting, and – in the absence of a functioning teleporter network – even logistics.

Typical Equipment. Legionaries wear chain mail armor with plate leggings and are armed with sword, spear, and shield. Cavalry troopers are armed with spears and shields. Archers, cavalry, and mages are lightly armored or unarmored.

Noteworthy Troops. *Euraid*, the Golden Legion, is an elite Imperial guard based in the palace at Hyfrynas. The Imperial Mage Corps, headquartered at the Octagon, provides magical support for all the New Empire's forces.

Tactics. Before a battle, agents of the Silent Whisper try to murder key enemy leaders. On the field, the Iron Legions rely on pure force, with mages and archers disrupting enemy formations as the infantry advances.

MAGIC

The Octagon trains wizards of all kinds, treating all eight magical traditions equally. Its testing facility, named the Crucible, assesses students' ability to work with others – vital for a military career – as well as their magical prowess.

THE SNOW ALLIANCE

A confederacy of many peoples and cultures.

The emblem of the Snow Alliance is a white snowflake on a gray background.

SUMMARY

Capital: Valkarokkupun "White Rock City".

Society: Clannish but egalitarian. Clanholds, elders, loose confederacy.

Values: Rugged self-sufficiency.

Ruler: None.

Population: Snow dwarves 60%, humans 25%, sylvan elves 10%, others 5%.

Common Languages: Dwarvish (snow dwarf dialect), Elvish (sylvan dialect), Common.

Noted for: Toughness, art (clothing), Guild of Antiquarians.

HISTORY

The Manacalon Empire tried to conquer the northern mountains several times. Each time, the snow dwarf clans brought the invading armies to a standstill, using the unpredictable weather and the rugged terrain to their advantage. When the first humans arrived, the majority of them moved north away from Imperial territory and were granted permission to settle in the lands that became the Snow Alliance.

THE CATAclysm

The Snow Alliance weathered the effects of the Cataclysm better than many other areas. They were less reliant on magic than the high elves and their vassals. Their unforgiving homeland had made them tough and practical. Even so, many perished in the earthquakes, avalanches, storms, and volcanic eruptions that followed.

AFTER THE CATAclysm

In the centuries that followed the fall of the Empire, the humans, snow dwarves, sylvan elves, and halflings of the Alliance forged a truly diverse society. They cooperated and learned from each other. They repopulated their settlements, and concluded a tenuous peace with the surviving high elves to the south.

In the second century, an undead horde came out of the Badlands. It was eventually defeated, but the War of Sorrow bonded the various peoples together in their first real test. The Snow Alliance was born out of this trial, establishing the agreements and conventions that allowed communities to band together for mutual defense while retaining their basic independence.

With the Three-Century Pact keeping the borders secure, the Alliance has been able to concentrate on trade.

THE PRESENT DAY

The discovery of a route into the former heart of the Manacalon Empire has led the Snow Alliance to join the Legacy Council through its scholars of the Guild of Antiquarians. Like all the Principality's neighbors, the Alliance wants to ensure that discoveries in the Badlands are shared and the balance of power of in the eastern realms is maintained.

SOCIETY AND CULTURE

The Snow Alliance is a patchwork of clans and settlements, held together as much by a shared love of independence as by any other force. Its core values are personal honor and integrity, independence, and self-sufficiency. Communities mind their own business, but band together against threats.

Some communities are dominated by one people or another, but many are fully integrated. A distinct and polyglot Snow Alliance culture is in the process of forming, with elements of snow dwarf, sylvan elf, island halfling, and Tirmarian human cultures.

ARCHITECTURE AND THE ARTS

Building styles are mostly dwarven in the west and sylvan elf in the east, but there are plenty of buildings in other styles. Most are adapted for the cold and mountainous environment, with steep roofs to shed snow easily and thick walls to retain heat.

The Snow Alliance is known for its stone and wood carving, as well as fine clothing of wool or fur-trimmed hides. Garments often include distinctive designs drawn from snow dwarf and other cultures.

POLITICS

There is a central government, but its powers are restricted to the areas of diplomacy, trade, justice, and defense. Everything else is handled locally at the clan level if needed, but prevailing cultural pressures encourage people to solve their disputes and other problems for themselves.

THE ASSEMBLY

Each member community sends two delegates to the Assembly, regardless of its size and importance. Thus, in theory, the King of the Southern Upper City has no more sway than the head of a minor clan of sylvan elves in the southern forest. In practice, more powerful communities can usually count on the support of their smaller neighbors. Debates in the Assembly are usually painstaking and long-winded, and it is often hard to reach a clear majority. This is a legacy of the Alliance's dwarven origins. This is one reason why the communities prize independence and self-sufficiency. If they waited for approval from the Assembly, little would get done.

THE KAMMILAKI

The Kammilaki, or Chamber of Justice, hears cases that have not been settled at the individual or community level. The judiciary system revolves around a complex reckoning of fines and compensation which are used for almost all purposes. Imprisonment is rare. Exile is regarded as the worst possible punishment.

THE CLANS

There are some 200 clans in the Alliance at present. Half are snow dwarves; 55 are human; 40 are sylvan elven; two are high elven; and three are marsh halflings. As in any system, despite the egalitarian structure, some clans are more equal than others. In particular, the so-called "Vartmerkint" (Guardians of the Entries) have considerable clout as they are, quite literally, the clans protecting the routes into to the Snow Alliance. In addition, the "old gateways" which once led to the Imperial outer provinces are still held by the same clans as at the time of the Cataclysm. These clans wield considerable wealth and prestige. The Kaakkoinen Clan has ruled Kaupaapunki since time immemorial and controls the pass leading to the Snow Alliance from the Principality of Masgarth.

RELIGION

The Snow Alliance is diverse, and all the gods are worshiped to some extent. Einar is acknowledged by everyone, and other deities are worshiped alongside him by different groups and communities.

ECONOMY

The Alliance's chief exports are furs, wood, horses and ponies, precious metals, and gems. Its main industries

are mining, stoneworking, woodworking, hunting, and trapping. Trade with surrounding states brings in food (especially cereals and vegetables), textiles, and some manufactured goods.

THE GUILD OF ANTIQUARIANS

This scholarly organization represents the Alliance's interests on the Legacy Council.

Emblem: A scroll and a quill.

Headquarters: The College, Kaupaapunki.

Summary: More a university than a true guild, the Antiquarians seek out knowledge of all kinds, especially the lost knowledge of the past.

History: Ever since the fall of the Manacalon Empire, scholars and others have dedicated themselves to recovering and preserving its lost knowledge. Within the Snow Alliance these souls became known as Antiquarians, and over the centuries their correspondence led to the establishment of the guild, with a dedicated college for sharing knowledge and resources.

Interests and Goals: Recover, preserve, and study every available piece of information about the Manacalon Empire. Explore, map, and assess every possible resource and threat within the Marches and the Badlands, for the benefit of the Snow Alliance.

Council Delegates: Chancellor Hertha Gormsdottir, Halman Summer, and Idiriel Fairbrow. Hertha is the head of the Guild and the daughter of Gorm the Wise, who is reputed to be the most learned dwarf in the Alliance.

Relations

The Church of Einar. The Antiquarians spend half their time trying to convince the Church of the misdeeds of the other factions, and the other half trying to hide their own schemes.

The Scavengers. The Antiquarians are particularly close to the Scavengers, seeing them as an invaluable resource.

The Arcaneum. Distrust bordering on hatred, but no overt conflict. The Antiquarians strongly suspect that the Arcaneum delegation includes at least one agent of the Silent Whisper.

The Circle of Danantar. Good relations, generally. The two factions are willing to share most information, and neither wishes to jeopardize the relationship by being caught spying or stealing. Hertha Gormsdottir has a cordial personal relationship with Edvan Danatar.

The Tower of Knowledge. The Antiquarians work to maintain good relations with the Tower but are careful not to trust its delegates too far.

DIPLOMACY

The Snow Alliance maintains a careful neutrality in its dealings with other nations. Except for trade, it does not encourage close cultural or political ties beyond its borders.

MILITARY

Organization. Each community provides for its own defense. Its troops are drawn from its own culture and adapted in various ways to the cold and mountainous environment. Pledges of mutual assistance mean that other communities will come to the aid of any clan or settlement that is attacked. This has not been put to serious test since the War of Sorrow. When it does happen, given the independent nature of each community, it can be a challenge to agree on a command structure.

Typical Equipment. Troops carry the typical equipment for their type, species, and culture of origin, adapted for mountain and cold-weather operations.

Noteworthy Troops. Snow dwarves are natural rangers, adept at using the mountain terrain to their advantage. They are renowned for their deadliness with crossbows and their ability to move quickly by skiing or climbing. Sylvan elves are deadly in a woodland environment, harassing enemies with traps and ambushes before melting back into the forest.

Tactics. Snow Alliance forces seldom engage an enemy directly, preferring to let the land do their work for them. They will lead enemy forces into traps, ambushes, and dangerous terrain if they can.

MAGIC

Various kinds of magicians live in Snow Alliance lands, normally within communities of their own species or in the polyglot, integrated communities.



BOREALIS

Oligarchy and theocracy in dynamic balance.

The flag of Borealis is a ship behind Einar's sword, on a sea-blue field.

SUMMARY

Capital: Merisen (commercial) and Heart of Light (religious).

Society: Trade and religion together.

Values: Independence, trade, faith, and wealth.

Ruler: The Council of Oligarchs (commerce) and the Conclave of Light (religion).

Population: Humans 80%, snow dwarves 15%, halflings 5%, others <1%.

Common Languages: Common, Tirmarian.

Noted for: Shipbuilding, trade.

HISTORY

The Manacalon Emperors found that Borealis was difficult to approach, and rich enough through trade to hire mercenaries to protect themselves.

THE CATAclysm

Borealis quickly recovered thanks to a shrewd alliance with the humans, which saw the religious capital of Heart of Light established, and considerable political power for the priesthood.

AFTER THE CATAclysm

The Avendore River trade resumed. The Council of Oligarchs and the Conclave of Light began the discreet rivalry that continues to this day.

THE PRESENT DAY

While wealthy, Borealis remains remote. Most outsiders only see the halfling crews that ply the Inner Sea.

SOCIETY AND CULTURE

Trade is paramount, although lavish temples and dazzling rituals provide great opportunities to show off wealth.

The labyrinthine legal system makes a local lawyer essential. The guilds all have oppressive laws protecting their monopolies and regulating their members, even down to their clothing. For example, priests wear white, carpenters wear brown, and unskilled workers without guild membership wear grey.

ARCHITECTURE AND THE ARTS

Older stone buildings show snow dwarf influence. Wooden buildings are common near the docks, many

re-using wood from wrecks. Wealthy houses are lavishly carved. Citizens love to wear showy clothes, especially to Merisen's famous operas.

POLITICS

The Council of Oligarchs and the Conclave of Light struggle discreetly for supremacy, with plot and counterplot playing out in the shadows.

RELIGION

Einar is revered as the giver and enforcer of laws. Arun and Maraike are also worshiped, mostly in the countryside. Pakri is venerated by lawyers, bureaucrats, and scholars.

ECONOMY

Timber, furs, and snow dwarf crafts are exchanged for cash, luxury items, and foodstuffs. Other significant industries include shipbuilding and construction.

DIPLOMACY

Dwarven Kingdoms, Snow Alliance. Valued trading partners, with strong ties.

Realm of Avendore, Salvanneth. Lesser trade partners, but still valued.

New Empire, Kingdom of Gallivan. Borealis distrusts both nations' expansionist ambitions.

Principality of Masgarth. Principality diplomats are working to establish good relations.

MILITARY

Organization. The Inner Sea fleet is supplemented by privateers. Land forces consist of marines paid by the Oligarchs and paladins from the temples, plus local militias.

Typical Equipment. Marines are equipped with light armor, cutlass, shield, and sometimes light crossbow. Temple troops consist of heavy cavalry, armored pikemen, heavy crossbows, and warrior clerics.

Noteworthy Troops. The temple cavalry is widely renowned. The marines have a reputation for toughness in hand-to-hand combat and combined operations.

Tactics. The navy dominates the Inner Sea. Temple forces favor a "hammer and anvil" approach, with pikes holding enemy units as cavalry strikes their flanks and rear.

MAGIC

Most forms of magic are legal, although some are not practiced openly because of the religious authorities. The temples are renowned for teaching divine magic.

THE REALM OF AVENDORE

Rulers of the River.

The flag of Avendore is a gray tower on a bicolored field. The blue left field represents the river. The green right field represents the realm's fertile land.

SUMMARY

Capital: Dunbreck.

Society: Mercantile elite, figurehead ruler.

Values: Trade and profit; control of the river.

Ruler: King Valmar XI.

Population: Humans 40%, high elves 10%, hill dwarves 25%, halflings 20%, others 5%.

Common Languages: Common; Dwarvish (hill dialect); Tirmarian (human).

Noted for: Trade.

HISTORY

In Imperial times, the province of *Afon-Dwar* ("dwarves' river") was a frontier territory. It was heavily fortified along the eastern bank with walled towns strategically placed to exploit cross-river trade with the hill dwarf kingdoms and dominate trade up and down the river.

THE CATACLYSM

Tsunamis rocked the Inner Sea. They swallowed the province's northern lands and cut off the border with what would become Borealis. Floods swept downriver and wiped-out riverside settlements.

AFTER THE CATACLYSM

With human help, the towns and cities were substantially rebuilt within a couple of centuries. The return of mana, quicker than in the inner provinces, also helped re-establish trade. Invasions from Borealis and Salvanneth were repulsed, and a watchful peace established.

THE PRESENT DAY

Both Salvanneth and Borealis vie for influence, but the realm is rich enough to hire the best mercenaries. Further, its diplomats are skillful. Stung by the Realm's exclusion from the Legacy Council, explorers from Avendore have landed in the Marches from the Inner Sea, looking for a western route into the Badlands. Overtures have been made to Borealis, Salvanneth, and the Hill Dwarf Kingdoms to explore the possibility of setting up a Western Council whose purpose would be to counterbalance the growing power of the eastern states.



SOCIETY AND CULTURE

Society is based on the Avendore River and the trade that flows between the New Empire, the Hill Dwarf Kingdoms, and Borealis.

ARCHITECTURE AND THE ARTS

Most of Avendore's buildings are in the Imperial or Imperial revival styles. The latter is a less elaborate Imperial style with subtle Tirmarian influences. The temples are more purely Tirmarian. Buildings in the ports show a strong island halfling influence.

Avendore has no distinctive arts and crafts, although those of other regions are popular.

POLITICS

King Valmar is a figurehead, living in a lavish palace and doing little. His court is largely a way to display the realm's wealth.

The merchants are the true power. A powerful, centralized guild is made up of merchant families that attack and sabotage each other in secret while showing a serene, united face to outsiders.

RELIGION

Einar and Pakri are invoked when a contract is signed. Einar is worshiped by the mercantile militias and hired mercenaries who keep the realm safe. Other deities are mainly worshiped by those who have some problem that falls within the deity's purview.

ECONOMY

Trade is the foundation of the realm's economy. Fishing and farming are carried out at subsistence levels. The most significant industries are boatbuilding on the river and shipbuilding at the coasts.

Trade flows north and south along the river, and east and west across it. Most trade is between Borealis and the sea, and onward to Salvanneth, the New Empire and the other eastern realms, and the Southern Isles. Overland trade runs across Salvanneth to the New Empire and across the river to the Hill Dwarf Kingdoms. Avendore uses its control of the river to tax passing trade, which causes occasional friction with Borealis and other states. Borealis has on occasion called Avendore a land of robber barons.

DIPLOMACY

Borealis. A major trading partner, and something of a love-hate relationship. There is mutual profit, but both nations watch constantly for any sign of aggression or bad faith.

Hill Dwarf Kingdoms. Another major trading partner. Mutual respect and peace have reigned for centuries.

Kingdom of Salvanneth. A secondary trading partner. Some fear that Salvanneth may try to invade Avendore, while many would like to see Salvanneth added to Avendore's territories, creating a bloc that would be as strong as the New Empire.

Southern Islands. Close ties thanks to the vital role played by island halflings on the river and sea trade routes.

New Empire. Considerable trade, but indirect, going across Salvanneth or by sea. Avendore watches for signs of expansion but counts on Salvanneth to absorb any land invasion. Some worry that the Legacy Council will give the eastern nations too much power.

Kingdom of Gallivan, Principality of Masgarth. Indirect contact through the New Empire, and some contact with Gallivan through sea trade.

Snow Alliance. Indirect contact through island halflings and Borealis. Some trade, generally good relations.

Colthannin, Olme Fen. Little contact, mainly through intermediaries.

MILITARY

Organization. There is a small royal army, which is largely ceremonial.

Each of the merchant houses maintains a militia and a fleet of warships to escort their traders. In time of war, these forces are supplemented by mercenaries from across Solasta.

Typical Equipment. Merchant fleets include heavy warships with considerable firepower. They are capable of keeping up with the traders they escort but cannot outmaneuver the faster halfling vessels. On the river, there are fortified ports at regular intervals, each with a fleet of armed river boats and a heavy chain or other means of blocking the river if needed. Merchant militias are largely defensive forces. Medium cavalry is used for scouting and caravan escort, while armored pikemen and crossbowmen garrison towns and forts.

Tactics. Avendore's forces are geared for defense, with the goal of deterring attackers with the threat of unsustainably heavy losses. Diplomacy and espionage are the main tools of statecraft, with the primary goal of defending land and goods while minimizing the impact on the bottom line. Any resort to battle is seen as a failure.

MAGIC

Avendore is renowned for its court mages, who support its defensive strategic doctrine. Less well known, but still highly skilled, are the cunning arcanists who provide specialized support to the diplomatic and espionage services.



THE HILL DWARF KINGDOMS

Hard land, hard people, hard work.

The flag of the Hill Dwarf Kingdoms is a black hammer in front of a gray mountain against a white sky.

SUMMARY

Capital: Norrhuvstad (Northern Kingdom) and Södrahuvstad (Southern Kingdom).

Society: Family, clan, and kingdom.

Values: Hard work; honesty; honor; material success.

Rulers: Grim Graypeak (Northern Kingdom), Hertha Fardeep (Southern Kingdom).

Population: Hill dwarves 85%, humans 5%, island halflings 5%, others 5%.

Common Languages: Dwarvish (hill dialect), Common.

Noted for: Mining, metalworking, stoneworking, engineering.

HISTORY

Before the Cataclysm, the hill dwarves of the Fire Mountain Kingdom maintained some trade outposts on the Avendore River, but the bulk of their population lived beneath the mountains.

THE CATACLYSM

The volcanoes for which the kingdom was named erupted with titanic force, flooding holds and tunnelways with lava. Earthquakes followed, destroying more strongholds than the lava did. The northern and southern mountains were cut off from each other, and many clans were wiped out.

AFTER THE CATACLYSM

The surviving dwarves fled above ground until the tremors abated. Their surface settlements expanded with the aid of human refugees. The old royal house perished. By the time communication resumed between north and south, two new royal lines had emerged, each with an equally strong claim. Some feared civil war, but the practical-minded dwarves recognized that there were now two kingdoms instead of one.

THE PRESENT DAY

While the two kingdoms act together in external matters, each conducts its own internal affairs and follows its own ruler. Efforts have begun to clear and rebuild some of the lost holds.

SOCIETY AND CULTURE

ARCHITECTURE AND THE ARTS

Hill dwarf buildings are solidly built of stone. Exteriors are usually plain, but interiors may be lavishly carved with clan emblems and images of ancestors.

Dwarven armorers and weaponsmiths are famed across Solasta. Their work sometimes uses rare metals and alloys and is said to be good at holding enchantments. Hill dwarf engineers are tireless innovators, constantly experimenting to make machines smaller, stronger, more efficient, or better in some other way.

POLITICS

Hill dwarf politics are based on the family, the clan, and the kingdom. Each clan consists of a noble family and several allied families. Clan heads and even kings rule by consent, not right. Unsatisfactory leaders are quickly called to account and may be replaced.

RELIGION

The hill dwarves' underground origins bred an instinctive respect for the environment. Their contact with humans showed them the usefulness of prayer. Arun is venerated as the master of the elements, especially the rock from which the hill dwarves wrest both home and prosperity and the fire that smelts metal and scours with lava. Maraike is respected, but mainly as Arun's consort. Einar and Pakri are popular as the patrons of justice and the law respectively. Hill dwarf law-codes are among the most comprehensive and extensive in Solasta.

Other deities are worshiped by those whose interests they touch.

ECONOMY

Principal resources are stone, metals, and gems. Major industries include mining, construction, and most crafts. Gems, ore, metals, weapons, armor, and craft goods are traded for wool, leather, spices, and dyes for their clan colors. Most trade flows along the Avendore River through island halfling intermediaries.

DIPLOMACY

The hill dwarves maintain good relations with other nations. They avoid committing themselves to formal alliances. Policy revolves around learning what neighboring governments are thinking to assess potential threats and plan accordingly. The priority is to maintain the status quo among the western nations, and to keep pressing for a place on the Legacy Council.

New Empire. Deep distrust, strengthened by memories of the old Empire's attempts to conquer the mountains.

The Snow Alliance. Friendly relations but limited contact through Borealis.

Borealis. A valued trading partner and a route to the Snow Alliance.

Realm of Avendore. Generally good relations, though the hill dwarves distrust Avendore's ambitions in the region.

Salvanneth. Indirect contact via island halfling traders. Salvanneth and the Hill Dwarf Kingdoms work together to keep Avendore's ambitions in check.

The Southern Islands. Good relations based on trade. There is occasional friction when a halfling is unable to resist a prank in the face of dwarven humorlessness (actually, dwarven humor is different from





that of the halflings, and can be quite brutal), but the two species generally respect each other.

Kingdom of Gallivan, Principality of Masgarth. Indirect contact by sea and river. Trade is regular, but diplomacy is a little strained by continuing polite refusals to grant the dwarves any form of representation on the Legacy Council. Resentments are building and may boil over if they are not addressed.

Colthannin. The sylvan elves import metal and craft goods through island halfling intermediaries. There is a growing fashion among wealthy dwarves for elven decorative work and fancy wine. The lower orders sometimes complain that their upper classes are becoming soft and un-dwarf-like under this elven influence.

MILITARY

Organization. The royal bodyguard is drawn from the younger sons and daughters of notable clans and families. Their positions are both a sign of royal favor and a form of hostage-taking to ensure their families' good behavior. Each noble house maintains an armed retinue, whose size reflects its power and prestige. Clan forces are raised at need, and most hill dwarves train regularly.

Typical Equipment. Hill dwarf armies are based on heavy infantry armed with axes and shields. Lightly armored crossbowmen are the main missile troops, and some wizards, quite often non-dwarves, accompany hill dwarf armies into battle.

Noteworthy Troops. Hill dwarf mountaineers and shadow tamers are renowned across Solasta, as are their mountain mages.

Tactics. Heavy infantry in the center and crossbows on the wings, flanked by more heavy infantry ready to encircle.

MAGIC

The hill dwarves are almost as adept as the snow dwarves at mountain magic. Although the high elves maintain that all magic had its origins in the Manacalon Empire, the hill dwarves claim that the first mountain mages came from among their people. Other arcane traditions are rarer but not unknown.

THE KINGDOM OF SALVANNETH

The land provides.

A black and green tree against gold grass.

SUMMARY

Capital: Carconnath, a former Imperial garrison town.

Society: Patchwork of semi-autonomous states, each based on an old Imperial town.

Values: Independence, respect for nature, trade and profit.

Ruler: Queen Alondra VIII.

Population: Humans 60%, high elves 25%, hill dwarves 5%, halflings 5%, others 5%.

Common Languages: Common, Elvish (High Elf dialect).

Noted for: Agriculture and natural resources.

HISTORY

Salvanneth's vast and fertile plains made it one of the Empire's richest sources of food. It was quickly conquered and planted with large-scale farms producing grain and livestock.

THE CATACLYSM

The collapse of the Empire saw local commanders turn themselves into warlords, each controlling a town and the area around it.

AFTER THE CATACLYSM

Through centuries of shifting alliances and petty wars, none of the warlords was able to build a lasting kingdom. Both Avendore and the New Empire invaded more than once. This forced the squabbling nobles to band together or face piecemeal conquest. The rising merchant class tempered the ambitions of the nobles and pressured the nobles to choose a leader from among themselves.

THE PRESENT DAY

Wealth from trade shores up an otherwise fragile balance of power, both internally between the crown and the Electors, and externally as the New Empire and Avendore cast covetous eyes on Salvanneth's natural resources.

SOCIETY AND CULTURE

To the people of Salvanneth, one's home region is almost as important as Salvanneth itself. Even so, they unite readily against an outside foe or rival.

ARCHITECTURE AND THE ARTS

Stone is a high-status material. Much is re-used from the Imperial buildings and fortifications. Timber is



more common on the coast and in poorer districts. Port architecture shows island halfling influences.

Arts and crafts are mostly based around natural materials. High fashion is based on skins and furs, while carved and inlaid horn and bone are typical, as are items made of rare woods. Flax for fine linen is grown in some areas. Weaving, dying, lacemaking, and tapestry are all highly developed.

POLITICS

Each state is founded on an Imperial town and ruled by an Elector Duke. The monarch is first among equals and can be voted out. So far, Queen Alondra has navigated the deadly shoals of electoral politics with great skill.

The other power in the land is the Merchant's Guild. Unlike the Electors, the merchants are united and organized.



RELIGION

Arun and Maraike are the main deities, especially Arun as the lord of nature and provider of all things. Einar is respected as the enforcer of laws and patron of treaties and is invoked whenever outside powers threaten. Others are worshiped by anyone who needs their favor.

ECONOMY

Trade is the mainstay of Salvanneth's economy. Grain, hides and furs, and fine cloth are traded for manufactured goods and luxuries. Some minerals are mined in the mountains bordering the New Empire.

Eastward trade goes by land, across the mountains and through the New Empire. Westward trade goes to Avendore and the river. Southward trade is facilitated by island halflings using ports on the south coast.

DIPLOMACY

Dwarven Kingdoms, Snow Alliance. Contact is indirect, although there is some sea trade with the southern Hill Dwarf Kingdom and an informal understanding that the two will support each other if Avendore should threaten either nation.

Realm of Avendore. A secondary trading partner, but still valued. It is no secret that Avendore would like to conquer Salvanneth, but so far diplomacy and trade have prevailed.

Borealis. Trade flows upriver and across the Inner Sea. The two nations share an interest in maintaining their independence.

New Empire. Salvanneth's main trading partner and greatest threat. If it hopes to live up to its mission

of rebuilding the Manacalon Empire, the New Empire must conquer Salvanneth for its resources. The New Empire also controls eastward trade from Salvanneth, which is lucrative. A mutually profitable peace exists for now, but the Electors of Salvanneth keep the eastern mountain passes heavily fortified.

Kingdom of Gallivan, Principality of Masgarth.

Indirect contact through the New Empire trading route, secondary contact with Gallivan through island halfling traders. All wish to thwart the New Empire's expansionist dreams, but they have little else in common. Fears are growing that the Principality's growing prestige from hosting the Legacy Council and controlling routes into the Badlands may result in it becoming too powerful.

MILITARY

Organization. The king and Electors each command their own forces, coming together into a national army when needed along with levy infantry and artillery drawn from the town garrisons. Temple troops are attached to their own regional force. Mountain forts are heavily fortified and manned by a mix of local and mercenary fighters. Wizards, paladins, and other specialists are attached to a force according to their availability. There is a small standing navy on the Southern Ocean, consisting largely of island halfling privateers.

Typical Equipment. The forces of Salvanneth emphasize mobility and flexibility. Armor tends to be light, and forces are mounted where possible. Short bows and curved sabers are the most common weapons. Likewise, naval forces employ light, fast ships with reasonable firepower. Temple forces follow the doctrine of their own faith, and can include heavily armored knights, pike blocks, and crossbows.

Noteworthy Troops. Elite light cavalry is Salvanneth's greatest strength. Predominantly scouts and skirmishers, they are trained to harass enemy troops on the move rather than fight pitched battles. Salvanneth's horse archers are fast, accurate, and as dangerous in retreat as they are in attack.

Tactics. The mountain passes are heavily fortified, and their garrisons have orders to hold out at all costs. Other forces rely on hit-and-run tactics to weaken, dispirit, and fragment an enemy force before heavier Electoral and royal armies move in to mop up the surviving enemies. Naval forces use similar tactics, stressing mobility and evasion over heavy hulls and firepower.

MAGIC

Nature and the weather are regarded as the most powerful forces on the plains. Weather mages are common, with greenmages the second most popular tradition.

OLME FEN

The Great Marsh.

The halflings do not place a high value on flags and other insignia, but the image of a rising heron on a drab green background is a common motif.

SUMMARY

Capital: Bickerstaithe (disputed).

Society: Clannish and inward-looking.

Values: Mind your own business; do not trust outsiders.

Ruler: No formal ruler.

Population: Marsh halflings 99%, others 1% (mostly traders in Bickerstaithe).

Common Languages: Halfling (marsh dialect), Common.

Noted for: Marsh wilderness skills, fishing and fowling.

HISTORY

As far back as chronicles record, there have been halflings in Olme Fen. It is generally assumed that they evolved there.

They have played little part in events elsewhere in Solasta. This leads some outsiders (especially high elves) to claim that the halflings have no true history – just centuries and millennia of hiding in their marshes. The halflings retort that they have just as much history as anyone else, but almost all of it takes the form of folktales and genealogies.

The fens were little affected by the Cataclysm. Life there goes on much as it has since time immemorial.

SOCIETY AND CULTURE

The basic social unit is the extended family. Beyond that are relatives by marriage and neighbors in the same settlement. Neighboring settlements trade with each other and occasionally band together, but despite claims made about Bickerstaithe, there is no overall rulership or organization.

Marsh halflings keep to themselves. The few who leave home to go adventuring are regarded with suspicion, as though contact with the outside world has corrupted them.

ARCHITECTURE AND THE ARTS

Marsh halfling settlements are built of wattle-and-daub with roofs of reed thatch. Most are raised up on pilings and connected by timber walkways. A few are built on rare patches of land, and in open water some are built on small, floating islands of vegetation.

Buildings and fences are often painted with swirling designs or nature-themed murals in contrasting colors of clay. Birds and fish are common motifs. All

households make their own pottery, but a few marsh halflings have become master potters, able to produce delicate and refined vessels and other items from the clay of the marshes. Jewelry carved from bird bones is also traded with the outside world, although this is less traditional than collectors may be led to believe. In fact, the craft seems to have originated only two or three decades ago.

POLITICS

Marsh halfling clans are independent and inward-looking, ignoring each other when they can.

RELIGION

Marsh halflings are superstitious rather than religious and tell tales of a wide range of folk-devils and fen-spirits that must be appeased or avoided. They acknowledge the deities of nature but ask nothing of them. They are new, “furrin,” and untrustworthy. Marsh halfling clerics are more like shamans than priests.

Maraïke and Arun are venerated more than the others. The weather in the marshes is usually foul, and the marsh halflings are hunters and gatherers rather than farmers, so Arun is less important than Maraïke. As the lady of life and death, Maraïke controls the growth of the reeds, the supply of fish and fowl, and the well-being of the halflings themselves.

Misaye is also respected, but the marsh halflings see her as a harsher being than their fun-loving island cousins do. Her pranks – and theirs – are more often deadly, and those who perish through their own carelessness or gullibility are not mourned.

Other deities are worshiped by those whose interests they touch.

ECONOMY

Primary resources are fish, fowl, and bog iron. Significant industries are boatbuilding, charcoal burning, ironworking, woodworking, weaving, and knitting. Almost all trade goes through Bickerstaithe, though there is not much of it.

DIPLOMACY

The marsh halflings are not generally interested in diplomatic overtures, although individuals in Bickerstaithe do not mind receiving diplomatic gifts from confused foreign ambassadors.

New Empire. Deep distrust, coupled with memories of the old Empire’s failed attempts to conquer the fens.

Snow Alliance. The north-western marsh halfling clans trade with them occasionally, but there are no formal relations.

Kingdom of Gallivan. A regular trading partner with a small merchant enclave in Bickerstaithe. Mutual attitude is largely neutral.

Colthannin. Trade with the southern clans exchanges fish for forest goods.

Everywhere Else. Known only through stories told by island halflings and other “furrin” traders. To most marsh halflings, it sounds like the rest of the world is mad and best avoided.

MILITARY

Organization. Each settlement defends itself, although settlements may band together in the face of a common threat. Forces are based on the family or clan and are more like gangs or resistance cells than military units. A respected elder is normally in charge.





Typical Equipment. Marsh Halfling armor is of light, flexible leather, strengthened with splints of wood or bone, but even that is rarely worn. A light shield of wicker, sometimes faced with leather and large enough to cover the whole body, is deemed sufficient protection from enemy arrows. Short bows and slings are the most common ranged weapons. Melee weapons include long knives and the distinctive “cuttrel”. This is a one-handed chopping tool, heavy at the tip, with a concave side like a bill hook and a convex side like a machete. Long “quants” or punt-poles can be used defensively, with a close-ordered group of halflings wielding them like blunt-ended pikes to fend off attackers.

Noteworthy Troops. Marsh mages and rangers are the best-known marsh halfling troops. The mages are known to summon deadly beasts from the marsh to fight for them.

Tactics. Marsh halflings use guerrilla tactics, relying on their local knowledge and their enemies’ inexperience to let the marsh do the killing for them. They are adept at stealth and ambush, showering a foe with missiles and spells before melting back into the fens.

MAGIC

The marsh halflings developed marsh magic early in their history and are adept at using spells to make the environment deadlier or themselves more elusive. The greenmage magic developed by the sylvan elves is also popular. Its ability to confuse and disorient an enemy is a powerful advantage in a marsh environment.

THE FOREST OF COLTHANNIN

Home of the sylvan elves.

A black and green tree against a blue sky.

SUMMARY

Capital: Dunannon (“the fortress of the elves”), in the heart of the forest.

Society: Semi-autonomous settlements united under a king.

Values: Freedom for all, harmony with nature, defense of the forest.

Ruler: King Theanandil Highwood.

Population: Sylvan elves 80%, humans 15%, half-elves 4%, others 1%.

Common Languages: Elvish (sylvan dialect), Common.

Noted for: Wine, woodworking, fine cloth.

HISTORY

The sylvan elves are descended from the *Coedymwarth* rebels who fled the increasingly brutal Manacalon Empire of the high elves and took refuge in the forests. Colthannin was the largest, but all the sylvan elf settlement were linked by a teleportation network called the Sylvan Step. The Empire tried to conquer the forest of Colthannin many times. They never succeeded.

THE CATAclysm

As the Cataclysm unfolded and agents of the Coedymwarth began to understand the enormity of the threat about to enter Solasta, the king ordered the mass evacuation of non-combatants to Colthannin. The mana drain caused the Sylvan Step network to collapse before the exodus could be completed.

By chance, the one major human contingent that reached Colthannin consisted mostly of followers of Misaye. As arcane magic vanished and divine magic survived, sylvan elf sages found much to admire in the philosophies of Misaye, Arun, and Maraike. This made the humans more welcome in the isolated realm.

AFTER THE CATAclysm

Colthannin's distance from the Aer-Elai ensured that it suffered fewer of the physical effects of the Cataclysm, and the human newcomers were able to compensate somewhat for the mana drain. Centuries of isolation followed, in which humans, elves, and eventually half-elves forged a new society.

THE PRESENT DAY

The Sylvan Realm benefited indirectly from the stability brought about by the Three-Century Pact, but like most other nations it views the discovery of an entrance to the Badlands with some concern. Scouting and defense forces have been moved in secret to the edges of the forest. Agents have also been dispatched to Caer Cyflen to monitor the Legacy Council.

SOCIETY AND CULTURE

Apart from the capital city of Dunannon, the Sylvan Realm is made up of small, self-governing settlements. The only exception is the town of Gift on the western border. This land was granted to the humans as a reward for their help during the dark times after the Cataclysm.

ARCHITECTURE AND THE ARTS

Most buildings in the forest, especially the grander public buildings and the homes of the wealthy and powerful, are shaped from living trees using the magical wood-warping craft of *prendluth*. In the town of Gift, human styles are the norm.

Arts and crafts mainly involve objects shaped from living wood. Fine clothing is also a recognized art form. Elven cloth is softer and more tightly woven than anything that anyone else can produce. Garments are often trimmed with furs or decorated with intricate embroidery. Sylvan elf music and poetry are less rigid in form than their high elven counterparts. They are also more reliant on emotion and wordplay.

POLITICS

Although all swear fealty to the king, individual settlements are left to handle their own affairs. Each has a council of elders made up of its oldest and wisest citizens.

RELIGION

Misaye is popular, especially in her aspect as patroness of mischief. Arun and Maraike are also worshiped, especially Arun as the lord of nature and provider of all things. Other deities are called upon at need.

ECONOMY

The forest yields game, skins and furs, cloth, fruits and their products (especially wine), and wood. Primary industries include winemaking, wood-warping, clothing, and weaponsmithing.

Most trade goes westward (much of it through Gift) to Gallivan and the river, but some goes south to the coast through Elfport, and from there west to Salvanneth, Avendore, and the Hill Dwarf Kingdoms.

DIPLOMACY

New Empire. Deep mistrust. There is no direct contact. The New Empire regards the sylvan elves as rebels and the Sylvan Realm regards the high elves as tyrants.

The Snow Alliance. There is constant contact and active trade with the large sylvan elf community within the Snow Alliance. Shared mistrust of the New Empire has forged strong bonds.

Kingdom of Gallivan. Active trade, mostly through human and half-elven intermediaries in the city of Gift.

Principality of Masgarth. Indirect contact through Gallivan. The Principality has a small but growing sylvan elf population as young and venturesome individuals are drawn to the Badlands.

The Dwarven Kingdoms, Avendore, Salvanneth, Borealis. Contact is largely by sea trade through island halfling intermediaries.

Olme Fen: Colthannin respects the closeness to nature of the marsh halflings. Relations are cordial and trade concentrates on medicinal plants and dyes.

MILITARY

Organization. Almost entirely infantry, based on a doctrine of guerilla warfare using the forest to advantage. The basic unit is a dozen or so rangers, often with a greenmage for magical support. Clerics of Misaye sometimes accompany patrols and are infamous for the traps and ambushes they devise. Many are designed to humiliate rather than kill. In place of conventional forts, the sylvan forces use tree settlements, placed high above the ground. These are linked by rope walkways or wood-warped branches and camouflaged by both mundane and magical means. They also act as staging areas for patrols and raiding parties. Their locations are a closely guarded secret.

Typical Equipment. Light, flexible armor of treated hides ideal for stealth; long and short bows; single or paired swords. Some scouts carry nets or bolas. These are used for capturing trespassers as well as game.

Noteworthy Troops. Rangers with the hunter and marksman archetype, and rogues with the shadowcaster archetype, are used as “special forces”. They operate alone or in small groups, often scouting ahead of raiding forces. They may be supported by greenmages, who sometimes also operate alone. These greenmages have stealth, combat, and archery skills to supplement their magic.

Tactics. Sylvan tactics revolve around stealth, traps, and ambushes, using both mundane and magical skills to turn the forest into a weapon against invaders.

MAGIC

Greenmages are the most common magical tradition in Colthannin, although other types are not unknown.

THE SOUTHERN ISLANDS

Home of the island halflings.

A ship in full sail, on a green sea against a blue sky.

SUMMARY

Capital: Shelmoor, Fair Island.

Society: Freewheeling with councils nominally in charge.

Values: Travel, adventure, and profit.

Ruler: First Councillor Mal Stormbreeze.

Population: Island halflings 99%, others 1% (mostly traders in various ports).

Common Languages: Halfling (Island dialect), common.

Noted for: Trade, shipbuilding.

HISTORY

Before the Cataclysm, the island halflings relied on their skill at sea to repel Imperial invasions and run blockades to supply the sylvan elves and other rebels.

THE CATACLYSM

Tsunamis and earthquakes devastated the island halfling communities in port towns across Solasta. Further from the epicenter, the Southern Islands were spared the worst.

AFTER THE CATACLYSM

Ships set out as soon as the seas calmed, re-establishing contact with surviving enclaves. Relationships were forged with the new nations, fostering trade that helped them flourish.

THE PRESENT DAY

A trade war with the New Empire began when the elves pressured some of their trading partners to ban halfling vessels from their ports. While unquestionably provocative, the halflings' reactions to this usually stop short of outright attacks, but not always. The halflings claim the more aggressive captains are clearly pirates, and what can anyone do about pirates?

SOCIETY AND CULTURE

Island halflings are adventurous and outgoing. “Embrace life” is their philosophy. They believe one never knows what tomorrow will bring, so one should enjoy today.

ARCHITECTURE AND THE ARTS

Island halflings favor wooden houses, painted white and accented with colorful doors and shutters. Construction owes as much to shipbuilding as to architecture.



Entertainers of all kinds are popular, especially spirited singers and storytellers who can bring tales of yore to raucous life. Fine food and strong drink are an integral part of island halfling culture. Halfling-run taverns are always the busiest in any port.

POLITICS

Each of the two main islands has its own ruling council, based in Shelmoor on Fair Island and Roughport on Rough Island. Debate is heated and chicanery is a high art, but disputes seldom boil over into violence. This is a constant surprise to outsiders, for island halfling debates are spectacular in their posturing and invective. Then, without warning, two opponents who look ready to stab each other will collapse in helpless laughter and set out arm in arm to get thoroughly drunk.

RELIGION

As sailors, the island halflings favor Arun because he controls the weather. Many also revere Misaye. As a goddess of luck, she is a natural patron of pirates and swashbucklers. She exemplifies the sense of fun that is a strong part of the island halfling character.

Since the halflings' seafaring lifestyle and daring (especially when young) make death an occupational hazard, many make offerings to Maraike in the hope of being overlooked when she decides to end a few lives. As elsewhere, other deities are worshiped by those who need their help.

ECONOMY

The islands trade across the whole continent and maintain halfling enclaves in every port city of any size. They love a bargain. Since free is the best bargain of all, most are not above a little piracy.

Shipbuilding is also important. Halfling-built ships are known for their strength, speed, and maneuverability. Production is limited by the island councils. This is partly to preserve the islands' trees and partly to keep prices high.

Additionally, the islands import both precious and mundane metals. They export fine dyes made from island plants as well as high-quality cloth grown and woven inland.

DIPLOMACY

Island halflings tend to regard both trade and diplomacy as sports, neither with many rules. They will cheat quite happily, but they deplore poor sportsmanship in those whom they have bested.

New Empire. Relations are strained because of the trade war. The islands are braced for an attack while their more daring captains tease and harass the New Empire's shipping.

The Snow Alliance. Regular trade exchanging cloth, wine, spirits, and other luxury goods for furs, hides, and other mountain products.

Kingdom of Gallivan. A regular trading partner despite occasional friction with Gallivan's merchants, who yearn for a monopoly on the river trade. The halflings have responded by threatening embargos that would cut the Kingdom off from many of its favorite luxury goods.

Colthannin. Good relations based on similarities of temperament. The small port of Elftown on the southern coast of Colthannin trades with the islands and points west.

Principality of Masgarth. The halflings refuse to take sides with or against any of the Principality's neighbors. The Principality's rulers enjoy the halflings' trade war with the New Empire almost as much as the halflings do themselves.

Borealis. The sizeable halfling enclave in Merisen secures the northern end of the lucrative Avendore River trade route. Shared interests in trading luxury goods strengthen the relationship.

Salvanneth, Avendore, and the Hill Dwarf Kingdoms. The halflings act as impartial traders and use their relationships to keep friction between these three nations from threatening trade. They will, if necessary, invoke trade embargoes to encourage the bickering neighbors not to impede the flow of commerce.

Olme Fen. The island halflings take great pleasure in trying to get the better of their gloomy, marsh-dwelling cousins, and a haggling session between members of the two different lineages is said to be quite something to see.

MILITARY

Island halflings prefer to fight on board ship, but occasionally a force of marines or pirates will take to the land.

Organization. Each settlement and enclave have a militia consisting of all resident halflings of fighting age. Other forces are based upon ships' crews, and usually consist of sailors and marines.

Typical Equipment. Light crossbow, blowgun, short sword, rapier, light or no armor.

Noteworthy Troops. Island halfling swashbucklers are a unique troop type. They laugh in the face of danger and are given to seemingly insane feats of agility and daring. They fight individually or in small groups of three or four, turning an enemy's numerical advantage into a source of cover and confusion.

Tactics. Preferred naval tactics involve ballistae and a flammable compound known as "dragon's breath." Boarding actions are common, and halflings are quite adept at climbing rigging, swinging on ropes, and swarming across boarding ramps. Halfling marksmen, firing from the rigging, are particularly feared.

MAGIC

Weather magic is the preferred magical discipline of the island halflings. In peace, it speeds their ships and smooths their voyages. In war, it turns the sea itself into a weapon against the enemy.

THE MARCHES

The Marches are lawless, but not as deadly as the Badlands beyond. The land is dotted with small settlements that survive through a combination of strength and luck. There are local warlords and robber barons as well as peaceful but battle-ready frontier towns. All settlements are fortified, no one ventures outside in the dark, and even during the day no one goes out alone. Water sources are jealously guarded since no settlement can survive without them.

The main differences between the Marches and the Badlands are that the weather is more settled and the landscape less chaotic. Strange and disturbing things do occur but are the exception rather than commonplace in the Marches.

HISTORY

Before the Cataclysm, the lands now known as the Marches were the prosperous inner provinces of the Manacalon Empire. Established during the first expansion period, they had become productive and loyal territories by the time of the Cataclysm, used as supply bases and staging areas to supply the Imperial troops engaged in the wars of the second expansion.

While the effects of the Cataclysm were less severe than in the Imperial heartlands of the Aer-Elai, the sudden absence of Imperial authority was disastrous. Since their pacification, the inner provinces had come to rely on the Empire economically as well as politically. While they fought to stabilize as much of their provinces as they could, their efforts were severely hampered by economic collapse, widespread panic, and lack of manpower following the removal of all available troops for the battle at the Rift. Actual rebellions were rare, but the provinces disintegrated into a patchwork of city-states, robber baronies, and petty princedoms.

Even now, rulers come and go and borders are in a constant state of flux. Strong rulers pacify small territories and may even conquer one or two of their neighbors, but their achievements seldom outlive them. The overall status quo of small states dotted across lawless wilds persists.

The discovery of the Copperhead Road may change things, at least within a limited area. The Legacy Council is working to create a safe route from the borders of the Principality to this strategic pass. To this end, it has committed considerable resources to building and refurbishing forts along the way. The

mining community of Coparann is a key stop along this route. Work is under way to turn the ruined Imperial fort of Caer Lem into a fortified waystation and supply base for Council-sponsored explorers.

SOCIETY AND CULTURE

Variety is the only consistent feature of Marches settlements. Almost every kind of society imaginable can be found here. There are warlord states ranging in size from a small, fortified town to a modest province. There are religious communities ranging from paladin forts to remote hermitages, and from outposts of major religions to crackpot cults led by charismatic opportunists or lunatics. There are hardy outposts that were once farms or mines, guarding their resources and trading with the outside to survive. There are rough camps populated by orcs and other intelligent monsters. There are villages populated by barbarians, and oases of calm and fertility tended by druids or followers of Arun and Maraike. A common joke among travelers from more civilized lands is that anything can be found in the Marches except stability.

ARCHITECTURE

Many of the buildings to be found in the Marches were built in the austere Imperial style, relying on a mixture of magic and engineering to keep them standing. Many collapsed after the Cataclysm when the mana drain disrupted their supporting enchantments.

Most present-day settlements are on or near the sites of ancient buildings. These are either patched up or built anew using scavenged materials. Since few were built by trained architects or masons, the buildings have a rough, ramshackle look and are prone to collapse.

COPARANN

Once a simple mining community, Coparann has become strategically important since the discovery of the Copperhead Road. The Council plans to develop it into a major depot along their planned route from the Principality to the Badlands. It is a natural stop for anyone traveling to the Badlands from the Principality.

The Coparann valley is home to roughly 2000 people, 800 of whom live in the town.

LOCATION

Coparann is located to the north of Caer Cyflen, a little way inside the Marches. In Imperial times its mines provided a significant proportion of the Empire's copper, used for both magical and mundane purposes. The mine and the town which serves it are reached through a narrow canyon, defended by an old Imperial fortress. This allowed the community to wait out the worst of the disruption following the Cataclysm. On



the slope behind the fortress is the town of Coparann and nearby the entrance of the mine.

When it became apparent that the Empire would not recover and reclaim the mines, the mine boss – called *Ceannard* in the high elven tongue – effectively became the ruler of the Coparann Valley. The post became hereditary, and the current Ceannard, Garrad Steelhand, is the 8th of his line. Like all his predecessors, he uses “Ceannard” as both name and title, and most do not know his name.

In addition to the mines and the town, the Ceannard controls a territory of about 100 square miles around the valley. Smaller settlements in the valley provide stone, timber, food, and other resources needed to sustain the community. A side valley also encloses an elven necropolis from Manacalon times, dedicated to the honored dead who fell in battle.

POLITICS AND DIPLOMACY

The Valley of Coparann is governed by a small council headed by the Ceannard. Voting members of the Council are keep commander Gromnir Stonefist, priestess Atima Bladeburn, and mine foreman Kram Pick-Axe.

The mines are a natural partner of the Principality. There is an official Principality office in the town, combining the functions of an embassy and a trade delegation without officially being either. Relations with the Snow Alliance are friendly but are based more on relationships with individual traders and the town’s large snow dwarf population rather than on any formal diplomacy.

Coparann is not affiliated to the Legacy Council. The Ceannard is determined that the Council’s current moves to develop it into a stopping point on the way to the Badlands will not be accompanied by any loss of autonomy.

The community does not have close relations with the New Empire, Borealis, or the Kingdom of Gallivan, although the Silent Whisper and the Church of Einar each have a safe house in the town.

DEFENSES

The entrance to the valley is defended by an ancient Imperial keep. The nearby town is also fortified. Interestingly the canyon walls themselves are so steep, and make such useful defenses, that some believe Imperial magic had a part in their formation.

The entrance to the mine is fortified and permanently guarded, with guards both inside and outside.

The smaller settlements throughout the canyon are considered safe, but each has a small stone building where the population can take refuge at need.

The main garrison is provided by the Stonefist mercenary company, which supplies some 60 archers and 30 pikemen, as well as 30 mounted scouts and trackers who patrol the valley on ponies. Many troops are assigned to caravan guard duty, which means there is seldom a full garrison at the keep or in the town.

All adults are part of a town militia consisting of unarmored archers and lightly armored troops armed with pikes. In addition to supplementing the garrison at need, this force keeps order in the town, and can be backed up by the garrison quickly if a situation gets out of hand.

Gromnir Stonefist is not a native of the valley. His mercenary company was hired as a permanent garrison after helping defeat an orc invasion that killed most of the previous garrison. He is a good officer to his troops but has difficulty keeping his patience with civilians. Despite this he tries to remain courteous and become an accepted part of the town, not least because his company's contract with the Ceannard included the promise of grants of land in the valley for his retired veterans.

THE TOWN

The town of Coparann has an inn, a smith, and a general store. There is also a small Temple to Arun, the god of the elements.

Coparann is self-sufficient, but there is a trickle of trade with the Principality and the Snow Alliance. The town trades ore for outside goods, but prices are about 5 times normal, and the selection of items is small and basic.

NPCs

Ceannard (snow dwarf, male, fighter 9)

Mildred Warmhearth (halfling, female, rogue 2), innkeeper

Wilf Warmhearth (halfling, male, rogue 2), store manager

Hogni Strong-Arm (hill dwarf, male, fighter 5), smith

Kram Pick-Ax (hill dwarf, male, fighter 5), mine foreman

Atima Bladeburn (human, female, cleric 7), fire priestess of Arun (Weather domain)

Gromnir Stonefist (dwarf, male, fighter 7) champion and commander of the garrison at the keep

Joris Nikannen (snow dwarf, male, fighter 5) champion and sergeant of the guard

Eldoril Kieran (half-elf, male, wizard 5 (shock arcanist), mage of the keep

Ilrithil Kieran (half-elf, female, cleric 5 (Battle domain), priest of Einar, chaplain of the keep

ADVENTURE HOOKS

Something is spooking the Ceannard. The mine is not safe anymore and the problem needs to be investigated as the whole town is dependent on the mine's production. It appears the main problem area is the part of the mine where honored citizens of the valley are customarily buried. (Quest name: "Snow Dwarves and the Seven Wights.")

Small bandit groups are growing bold, and the mine's regular trade with the Principality is becoming costly because of the need to hire more escorts. These attacks have weakened the main garrison at the keep, albeit the strong fortifications can be held by small numbers.

ENCOUNTERS IN THE MARCHES

The Marches are too large and diverse to cover in exhaustive detail. Instead, the DM should give free rein to imagination. Anything is possible, and variety is the only constant – apart from danger, of course.

Here are some ideas for locations, events, and encounters in the Marches. They can be used as written, or they can inspire original creations that will be unique to your own campaign.

- ▶ A robber baron charges a steep "tax" for passage through his territory.
- ▶ A ruin close to the edge of the Marches has been taken over by a gang of bandits, or perhaps a crew of orcs, as a base for raids into the Principality, the New Empire, or the Snow Alliance.
- ▶ Slavers wait beside a vital water source to capture passers-by and sell them to buyers in the New Empire.
- ▶ A fortified inn may seem safe, but its owners murder guests in their sleep, taking their valuables and turning their corpses into meals for the next visitors.
- ▶ In return for a powerful monster's protection, villagers encourage passers-by to spend the night within their walls – and find themselves on the menu!
- ▶ A village has a secret to hide. If discovered, they fear that paladins or others would slaughter them all. Perhaps the villagers are not actually evil – or at least, are trying not to harm others – but all civilized folk would still want them dead.
- ▶ A group of idealists has come to the Marches to live according to their own laws and customs. On the surface the community looks perfect, but petty jealousies and hunger for power fester beneath the surface.

RELIGION

Religion came to Solasta at the time of the Cataclysm when the human refugees brought many of their deities from Tirmar to this formerly godless world. A thousand years later, they are venerated by people of all species. The following pages cover the major gods on Solasta. There are others, but none so powerful or well-revered as these.

EINAR

*We are the shield of the innocent.
We are the light that banishes darkness.
We embrace death so others may live.
Evil does not rest, and neither do we.
We are always ready to fight.*

Creed: Faithfulness and honor;
Death before dishonor.



GODS OF SOLASTA

| Deity | Alignment | Domains | Symbol |
|--|-----------|------------------|-----------------|
| Einar , god of valor and fidelity | LG | Battle, Law | Flaming sword |
| Pakri , goddess of law and learning | LN | Law, Insight | Owl |
| Maraike , goddess of life and death | N | Life, Oblivion | Phoenix, spiral |
| Arun , god of the elements | N | Elemental, Sun | Element runes |
| Misaye , goddess of luck and rogues | CN | Mischief, Battle | Dice, fox |
| Sorr-Tarr/Arivad , god of evil | LE | Oblivion, Battle | None |

Einar is the god of valor and fidelity. He is what Arivad strove to be. He gives the warrior strength to defend the innocent and inspires the priest to trust that light will always triumph over darkness.

As Arivad and Sorr-Tarr merged, a small, pure sliver of his essence broke away. This seed of divine essence became Einar.

HOLY DAYS

Day of Betrayal: The day Arivad betrayed humanity. Traditionally coincides with Midwinter.

Day of Justice: Once a month, in each temple of Einar, anybody with a grievance can come and have their case heard.

Day of Joy: The day the first Tirmaran walked on Solasta. Coincidentally, it coincides with Midsummer.

Day of Wrath: The day the Rift was finally closed; the day the Inquisition paid in blood for its crimes.

TEMPLES

The main temple of Einar is in the Principality of Masgarth. There are temples of Einar in every other nation except the New Empire.

Temples of Einar are aligned so that the faithful face towards the Badlands and the Rift when they pray. This is in memory of the sacrifices made to stop the invasion of the Sorr-Akkath. Every temple of Einar includes a martial training ground, ranging from a simple courtyard to a fully-fledged barracks depending on the temple's size.

CLERGY

The Church of Einar is organized into three Orders: the Blade, the Shield, and the Beacon. Members of all three Orders are trained to be self-sufficient and are skilled combatants.

The Blade is a militant order, the strong arm of the Church, and a bulwark against chaos and evil. Its member usually live in monastic-style communities at the edge of civilization.

The Shield is an order of protectors, moving among the faithful. Like all followers of Einar they have some combat training. Most are members of the local militia, with their local priest serving as their officer.

The Beacon is an order of itinerant preachers. They

are commanded to help the communities through which they travel, serving as needed with their strength at arms, their healing skills, and their knowledge of the law.

The Inquisition was part of the Church of Arivad on Tirmar. It still exists to this day, but is a shadow of its former self. Its few members serve as legal experts. They are consulted on difficult questions of civil and religious law.

VESTMENTS

Einar's priests wear very practical garments, including armor when needed. Their priestly status is indicated by a white surcoat bearing the Cleansing Sword of Einar.

RITUALS

To followers of Einar, a fight is just as much a religious devotion as a temple service. In fact, each service begins by a traditional exchange of blows as a renewal of the Oath of Fitness: one of the commandments of the faith.

FOLLOWERS

Soldiers of all kinds worship Einar, as do lawmakers and law enforcers. He is also worshiped by many poor people because his priests are champions of justice.

Paladins of Einar usually follow the Oath of Tirmar.

RELATIONS

The Church of Einar is respected by all, although devotees of Misaye may be tempted to prank some of his more serious-minded followers. Einar's faithful respect paladins of any faith for their devotion to their oaths.

Oathbreakers and followers of evil are anathema to faithful of Einar. Cultists of Sorr-Tarr/Arivad are usually killed on sight.

PAKRI

Through learning, knowledge.

Through knowledge, enlightenment.

Through the law, protection.

Creed: To question is the beginning of understanding. To admit ignorance is the beginning of wisdom. To learn is the path to enlightenment.





It was Pakri who gifted humanity with the thirst for knowledge. This enabled them to learn and thus to develop their society above the level of simple survival. Gifting humanity with law, Pakri ensured that civilization had a solid core of rules upon which to evolve.

HOLY DAYS

Day of Proficiency: The day where tests of literacy are organized. These usually take place twice a year around the solstices.

Day of Grievance: Once a month, supplicants can petition the temples with grievances that they feel weren't addressed properly by the secular authorities. If the case is deemed valid, a lawyer-priest helps the supplicant.

TEMPLES

Temples usually double as schools or libraries and are often charged with keeping records and lore.

The main temple of Pakri is in the Kingdom of Gallivan. Others may be found in the university and legal quarters of most major cities. Shrines are maintained in academies, lawyers' offices, court houses, and personal homes.

CLERGY

As well as being clerics, priests of Pakri are usually scholars or lawyers, or both. They are more common in cities than in the countryside. It is not uncommon for a ruler to have a priest of Pakri as a steward and legal adviser.

The most prestigious arm of the priesthood is the Order of the Book, whose members include the most learned (and highest-paid) lawyer-priests in the world. The order is often called upon to arbitrate disputes between rulers and nations. Even its lowest-ranking members count wealthy merchants and other persons of influence among their clientele.

Members of the Order of the Owl travel the land helping those in need. They can be found holding a legal clinic in a village, teaching basic literacy and numeracy for a few days, or even standing up to an oppressive local noble by adding the prestige of the priesthood to the grievances of the poor.

A simmering rivalry exists between the two orders. Many Owls see the Books as stooges of the rich rather than true servants of justice, while many Books see the Owls as malcontents and rabble-rousers.

Confusingly to outsiders, the sacred owl of Pakri features on the insignia of both orders. On the badge of the Order of the Owl, it is perched on a branch; on that of the Order of the Book, it is perched on an open book.

VESTMENTS

Priests of Pakri wear dark garments with a colored belt. According to some this is a practical choice to hide ink stains. A white belt indicates a high priest, while darker colors denote lower rank.

RITUALS

Rituals to Pakri are usually held indoors, although priests of the Owl may preach in a village square if there is no suitable indoor space. Services usually

involve a reading from a holy book, which becomes the theme for a sermon. The proclamation of new laws usually takes place in front of a temple of Pakri, under the watchful eye of her sacred owl.

FOLLOWERS

Lawyers and law enforcement officials worship Pakri as the patroness of the law. Scholars and students revere her as the mistress of knowledge. Rulers also revere Pakri for her wisdom. Most coronation ceremonies and inaugurations to high office include oaths sworn in her name, promising a just and lawful discharge of the duties associated with the position.

RELATIONS

Einar, the champion of justice, is considered a friend. The Cult of Pakri is usually neutral towards most other deities and their followers, although Misaye, the whimsical trickster goddess, is regarded with suspicion. Cultists of Sorr-Tarr/Arivad are the common enemy of the entire pantheon.

MARAIKE

Life is a cycle.

Every life is sacred.

To embrace life is to accept death.

Creed: In life lies the seed of death.
In death lies the seed of rebirth.



Maraike is the goddess of life and death. She has two main aspects: as the protector of women (especially those in childbirth) and the sick; and as the avenger of wrongs and the comforter of those facing their last moments.

HOLY DAYS

Day of Life Supreme: Celebrated at the spring equinox when life returns to the world after the winter.

Day of the Dead: Celebrated at the winter solstice. When darkness falls, all the souls who lingered on in the past year are sent forth on their journey.

TEMPLES

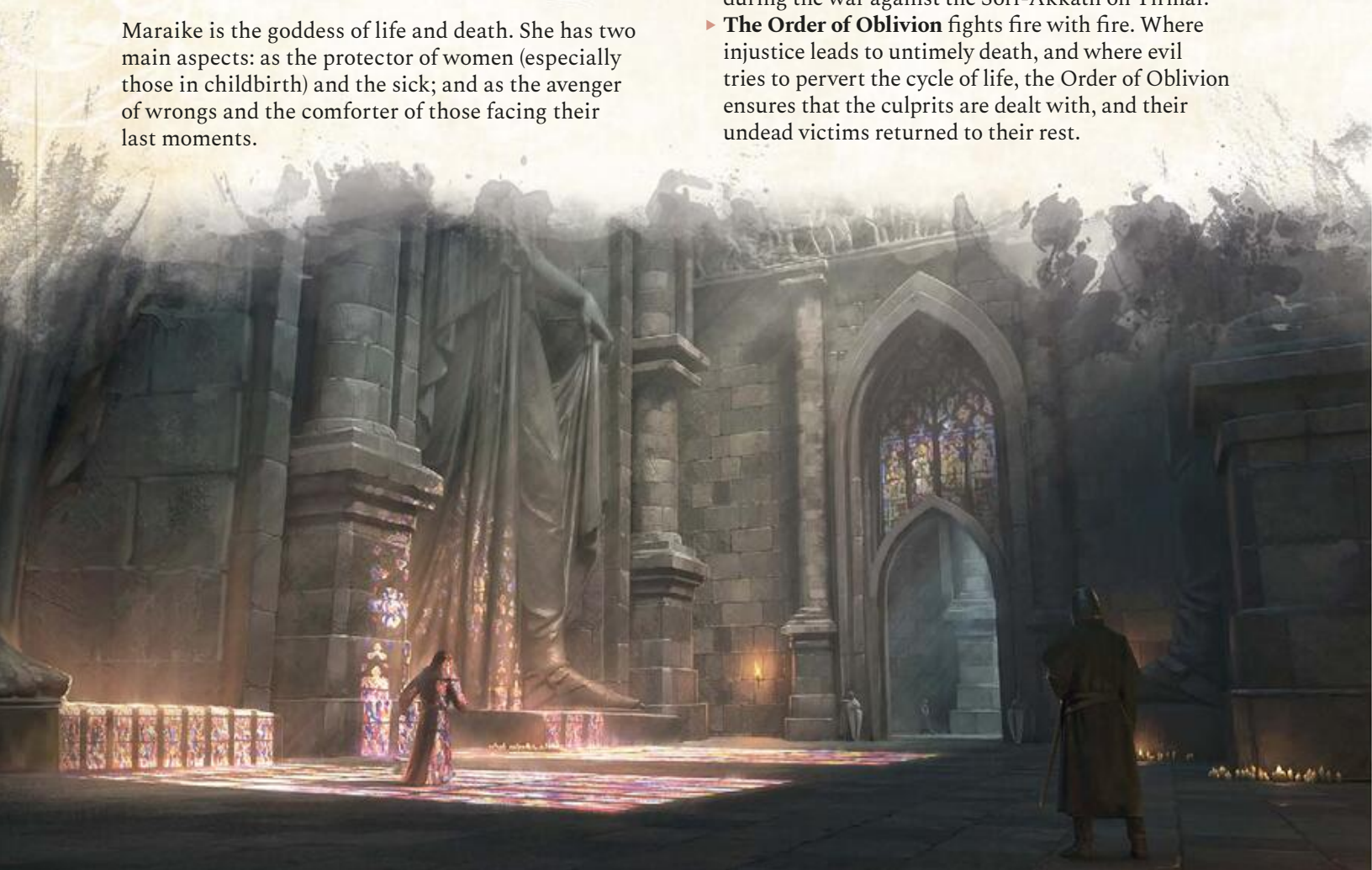
Temples of Maraike have two additional functions as well as providing a place for devotees to worship. They are hospitals for the sick and wounded and are the authority in charge of funerals and burial grounds.

The main temple of Maraike is in Borealis. Lesser temples can be found in all settlements of any size. Due to her affinity for life, Maraike's worship is tolerated among the high elves the New Empire, where other faiths are frowned upon. However, only the ruling class may seek her aid.

CLERGY

Her priests are often healers. They often combine the study of medicine with their divine healing magic. Some can be found in royal and noble households as advisors and healers, while others tend funeral chapels and burial grounds in small towns and villages. Maraike is the patron of two orders:

- ▶ **The Order of Life Regnant** provides traveling healers and fighters. Its members accompany armies on campaign just as their founding members did during the war against the Sorr-Akkath on Tirmar.
- ▶ **The Order of Oblivion** fights fire with fire. Where injustice leads to untimely death, and where evil tries to pervert the cycle of life, the Order of Oblivion ensures that the culprits are dealt with, and their undead victims returned to their rest.



VESTMENTS

Maraike's priests wear simple, functional vestments, usually in a somber purple so that blood and other stains from non-magical healing are not too apparent. Ceremonial vestments follow the same functional pattern, but the cut and fabric are finer, often enhanced with threads of gold as a symbol of Maraïke's healing light. Priests of the Order of Oblivion wear clothes of a darker shade, almost black. Their ceremonial vestments are usually enhanced with threads of silver to symbolize the astral cord linking all beings to their souls.

RITUALS

Rituals involve ceremonies of healing and blessing. On holy days, processions wind through the streets with the clerics performing blessings of health, healing, and purification blessings for individuals, wells, and buildings.

Rituals of Oblivion are rituals of remembrance, celebrating the life of a loved one who has died. If the death was due to unlawful violence, a priest of the Order of Oblivion may choose to take revenge on behalf of the deceased.

FOLLOWERS

Many women, healers, and the sick worship Maraïke. In her aspect as the guardian of life and death, she is also venerated by elderly people. Among the marsh halflings, Maraïke is the most popular deity. They have always seen life and death as two sides of the same coin.

RELATIONS

Arun is Maraïke's consort, and the two faiths are on friendly terms. Followers of Maraïke despise the cultists of Sorr-Tarr/Arivad, remembering their atrocities on Tirmar as well as on Solasta.

ARUN

*His protection makes crops grow and
we bask in his light.*

*We are the Fire, we are the Wind, we are
the Water, we are the Earth.*

*Through the primal forces we shape
our world to our needs.*

Creed: The elements shape all life,
and Arun shapes the elements.

In ancient times on Tirmar, Arun was the prime god and the leader of the pantheon. He is the one to whom humanity first prayed as it struggled to survive a hostile environment. Arun is a neutral deity, neither good nor evil. Some might call him as uncaring as nature itself. He is the elements incarnate, and the god to whom one turns to appease or shape the forces of nature.



Through his fire aspect, Arun is also a sun god. His sun priests are usually very protective of their flocks, and unrelenting in their pursuit of unnatural beings.

HOLY DAYS

Day of Fire: At midwinter, when all is cold, the fire of life is revived.

Day of Air: As the planting season begins, the Air is blessed. Arun is entreated to provide good growing weather.

Day of Water: At midsummer, the driest part of the year, water is blessed. Arun is entreated to prevent drought.

Day of Earth: At the harvest, thanks are given for the food that Arun allowed to grow. The land is praised for its bounty.

TEMPLES

Every temple of Arun is centered upon an open courtyard where ceremonies are performed. The space is open to the air; a fire is always burning; the floor is always of earth; and running water is channeled around the edge of the courtyard. The main temple of Arun is in Borealis.

CLERGY

Priests of Arun tend to focus on one element at first, but a high-level cleric is a master of all four.

CLOTHES

Priests of Arun usually dress in colors linked to their favored element or aspect: red for fire, blue for water, white for air, brown for earth, and yellow for the sun. Their garments tend to be practical rather than showy.

RITUALS

Rituals of Arun are usually held outside. The ritual spaces of his temples are open areas.

FOLLOWERS

Arun is worshiped by rulers as the irresistible force, the one to whom everybody must bow. He is also worshiped by sailors, travelers, and farmers, all of whom rely on good weather.

Worshippers of Arun the sun god despise anything that has no place in the natural order. They are especially renowned for hunting vampires and other undead creatures.

RELATIONS

Maraïke is Arun's spouse, and the two faiths have friendly relations. Necromancers and anyone else who tries to pervert the natural order is an enemy. Misaye, Arun's mischievous daughter, is regarded with suspicion. Like the rest of the pantheon, Arun is implacably opposed to Sorr-Tarr/Arivad.

MISAYE

*Live to the fullest and enjoy challenges.
Law is for the faint of heart.
Don't be shackled by petty regulations.
Don't wait for luck, make your luck!
Freedom is everything.*



Creed: We all came from chaos and we will vanish in chaos – so our lives should be lived in freedom, and without rules.

Misaye is the goddess of mischief. She is the protector of rogues, swindlers, adventurers, and anyone else who chafes at rules and enjoys a little disorder.

HOLY DAYS

Misaye is worshiped at night. The winter solstice, the longest night of the year, is celebrated with wild parties, pranks on authority figures, and other acts of disorder.

TEMPLES

Temples are hidden, often in plain sight. Worship is conducted in the dark, and Misaye expects her followers to be at home in darkness.

Some temples are dedicated to her luck aspect. On lesser holy days, followers can gamble with Misaye's priests. The priests' winnings belong to Misaye, but whatever the faithful win is a gift from the goddess.

CLERGY

Priests of Misaye are often just one step ahead of the law – or imprisoned. Many lead a double life, being normal citizens during the day and priests of Misaye at night. This is a necessity as the cult of Misaye is forbidden in many places. Even where it is not actually illegal, it is barely tolerated and devotion to Misaye does not constitute a defense against criminal charges.

Some priests of Misaye travel, living by sleight of hand, cheating at cards, and other questionable activities. Many enjoy a life of adventuring for the freedom it confers and relish the opportunity to make new converts.

Misaye is the patron of a fighting order called the Swift Brotherhood. They may be sent to a place where the law is being used as an instrument of tyranny.

VESTMENTS

Clerics of Misaye usually wear black clothes and tend to hide their face under a mask. Misaye herself is commonly portrayed as masked, and her masks are said to have miraculous properties.

RITUALS

When the faithful gather, they wear masks to hide their identities. Many pray to Misaye as the patroness

of luck before going into battle. A priest may bless the faithful before the dawn of battle, as the night is Misaye's friend. Gamblers usually promise part of their winnings to Misaye – one of the few promises they are known to keep.

FOLLOWERS

In addition to rogues, adventurers, and gamblers, Misaye hears prayers from the desperate, the hopeless, and those who need a change in their luck. Many soldiers worship her as well, believing that she is their only hope amid the chaos of the battlefield. She is especially popular with scout units, who rely on camouflage and misdirection as they disrupt enemy plans.

Sylvan elves love her whimsical nature, and uniquely across all Solasta, temples of Misaye operate openly in the forest of Colthaninn and the sylvan elf enclaves of the Snow Alliance.

RELATIONS

Misaye's mother Maraike thinks her wayward daughter should grow up but is more amused than annoyed at her antics. The generally neutral attitude of Maraike's clergy sometimes leans toward friendly. The rest of the pantheon, while not actively hostile, disapprove of Misaye and her followers. Pakri dislikes Misaye's lack of respect for the law. Einar considers her frivolous, but she amuses him, especially when she visits some humiliating justice on a tyrant.

Like the rest of the pantheon, Misaye is opposed to Sorr-Tarr/Arivad, and loves to humiliate his followers.

SORR-TARR/ARIVAD

Patron of the evil Sorr-Akkath and master of secret cults which plot to destroy Solasta from within, Sorr-Tarr/Arivad is the greatest threat to the world's continued existence.

HISTORY

Arivad was the Tirmarian god of law and justice, a patron of the paladins of Tirmar's Golden Cavalry. Depicted as a noble knight in bright armor wielding a flaming sword, he was a tireless fighter against injustice, a powerful protector of the weak, and a wise and compassionate judge. He and his followers fought tirelessly against the evil Sorr-Tarr and its minions, the Sorr-Akkath.

Sorr-Tarr was subtle, and far from stupid. As its armies faced defeat, it changed its strategy. Its agents walked among humans, talked with them, and tempted them to evil using their own desires and weaknesses. Some fell to avarice and looked to Sorr-Tarr for wealth; others fell to ambition and the promise of advancement; others to jealousy, or laziness, or the love of vice. A thousand snares were laid, and countless millions fell, many without knowing they had done so.

As valiant as the Golden Cavalry was, a knight cannot root out evil from men's hearts. The Order of Inquisitors had served Arivad as an intelligence service, but now they sought out the fallen one by one, family by family, community by community. The Golden Cavalry became their escorts, bodyguards, and enforcers, kicking down doors and dragging out suspects, chaining them to stakes and setting torches to the brushwood beneath. No longer proud paladins, they became thugs.

As Arivad's followers moved away from him, he grew weaker. He faced a dilemma: follow his devotees, the source of his power, down the path of evil or fade away and perhaps cease to exist. Arivad became a brooding knight in a dark cloak, with a flaming sword in one hand and a book in the other: a relentless and pitiless inquisitor whose harsh justice could not be escaped. His followers sought out heresy and corruption wherever they could be found and showed no mercy. Arivad would forgive the burning of a thousand innocents, but not the escape of a single guilty soul.

Sorr-Tarr allowed its armies to be defeated, but Tirmar was not free of its evil. By now, some of that evil resided within Arivad's followers. Cruelty led some Inquisitors to torture their victims. Fear and avarice

led neighbor to denounce neighbor. Pride led the Inquisitors to overstate some threats and invent others, simply to hold onto their power. Just as mortals fell to Sorr-Tarr, so did Arivad. Despite the efforts of Tirmar's other deities, Arivad refused to be diminished by separating himself from Sorr-Tarr. The two merged and became a source of evil more powerful than Tirmar had ever known. Only a small part of Arivad's essence survived. This split off and became Einar.

FOLLOWERS

Although Sorr-Tarr/Arivad is now a single entity, its followers are largely unaware of this. The evil Sorr-Akkath still follow Sorr-Tarr, and those few who know Arivad's name regard him as a defeated enemy, no longer relevant.

Most humans (and now, elves, dwarves, and halflings) who choose to follow Arivad know that his worship is proscribed, but not why. They simply follow him for his false promises of profit, advancement, revenge, or protection. They gather in secret cults to worship and work on his orders to weaken civilization's defenses in preparation for the time when Sorr-Tarr attacks from without.



CHAPTER 3

CAER CYFLEN

THE CAPITAL OF THE PRINCIPALITY IS A bustling city, not least because of the influx of adventurers and diplomats who have been drawn there by the discovery of the Copperhead Road and the founding of the Legacy Council. It is the best place on Solasta to curry favor with the powerful, pick up quests and leads to treasure, and become embroiled in all manner of subterfuge and chicanery. In short, it is the perfect place for a party of adventurers to meet up and begin their careers!

HISTORY

The city began three millennia ago as a fishing and trading settlement overlooking the confluence of two rivers. When Masgarth became an Imperial outer province about a century before the Cataclysm, Caer Cyflen received its Imperial name – “supply fort” in high elven. As the name suggests, the city was developed as a supply depot and a staging post to support the next expansion. Its strategic location, at the confluence of two rivers and in the middle of a fertile plain, made it ideal as a supply base for imperial forces patrolling the hills to the north and east, as well as the swamps in the south.

The city was supplied with an Imperial teleportation gate. This was built to facilitate both the deployment of troops and the transport of plunder and locally grown foodstuffs back to the Aer Elai, which was anything but self-sufficient in this period. Its landscape was magically altered to maximize the site’s defensibility by adding height and steeper sides to the hill from which it looked down upon the river confluence.

As the great confrontation at the Rift loomed, the governor sent troops as ordered but remained at her post. From the balcony of her palace, she saw the magically reinforced bridges collapse, leaving part of her remaining garrison trapped on the far side of the river. Realizing that mana was dying, and the Empire was sure to follow, she declared martial law and sent out orders for all the military units, garrisons, militias, and everyone else capable of holding a weapon to assemble in the capital. They were slow to come because the magical communications on which the Empire relied were in disarray, but eventually the governor was able to defend the city and control a swath of land around it.

The land was buffeted by violent storms, floods, and earthquakes in the wake of the Cataclysm, but high on its hill, Caer Cyflen survived. Some buildings collapsed and some lives were lost, but the governor’s foresight had saved the city.

Within the first year, the governor had repaired the bridges. Human and other refugees flocked to the safety of the city and were allowed to settle on the east bank. The governor kept the west bank and the inner city closed to outsiders, to avoid riots and protect the city’s existing populace.

The usefulness of the human newcomers quickly became apparent. They had numbers, vital non-magical farming and construction skills, and they were willing to work in exchange for the right to settle. The delegation that came to Caer Cyflen was led by a high-ranking priest of Einar named Adalbert Sunblaze, whose divine magic impressed the governor. She was also impressed by the horses on which the humans rode. Mounts of any kind were unknown on Solasta, since magic was faster, but in the wake of the Cataclysm communications were slowed down to walking pace. The horses were a vast improvement and enabled the governor to establish reliable contact with surviving communities further from the city.

Sunblaze and his priests of Einar were accompanied by clerics of other human deities, including a few priests of Arun. By interceding with their god, they were able to influence the weather. This ensured reasonably good harvests despite the violent weather that still pounded the land from time to time. The first years were still lean years, but without the humans they would have been catastrophic.

As years turned into decades, the governor was able to re-establish contact with much of the rest of the province, where other local leaders were rebuilding and establishing order. From these small islands of civilization came the duchies that still make up the Principality of Masgarth.

When the governor passed away, the high elf Esgaliel Silverflower was chosen to succeed her. The next few centuries saw a gradual decrease in the frequency and severity of natural disasters, and life in the former outer provinces became more settled. Monsters of various kinds rampaged around the edges of civilization, but the new nations were mostly able to repel them. The Principality lost a few border territories, but Caer Cyflen and the core duchies survived.

Esgaliel Silverflower was succeeded by Cyloriel Silverflower, who eventually abdicated in favor of her daughter, Galoreth Silverflower. While the Principality had existed in practice thanks to agreements with the dukes of the surrounding territories, it was Galoreth who summoned all the surviving dukes to a great conference in Caer Cyflen. At this conference the form and structure of the Principality were established



by law and treaty. Though she was not the first to be called “princess” by her people, Galoreth was recognized by the assembled dukes as their ruler, Princess of Masgarth as well as Duchess of Caer Cyflen.

Galoreth also took steps to improve the city’s defenses. The bridge over the great divide was now protected by a small garrison and was fitted with a cunning mechanism that could be tripped to destroy it almost instantly if an invading force should reach the east bank.

When Galoreth left the throne to her daughter Leraith Silverflower at the end of the 6th century post-Cataclysm, she had achieved much. She had improved and repaired the Principality’s roads, established a network of forts from which patrols could defend the borders, and saw agricultural production increase and the population expand. Under her rule the first expeditions were sent toward the former Aer-Elai, though few returned. It was clear that the former heart of the Empire had been changed forever.

Leraith and her successors continued Galoreth’s work. Expeditions were sent out across the continent and foreign expeditions were received, establishing contact with the new nations that had grown up among the former Imperial outer provinces. Mana slowly returned to the land, and a turning point was reached when the Imperial teleportation gate in Caer Cyflen was able to be reactivated.

Knowing that there was still much to do and precious few resources to waste in war, the Principality concluded the Three-Century Pact with its neighbors, establishing its borders with the New Empire

to the south, the Snow Alliance to the north, and the Kingdom of Gallivan to the east.

At the end of the 9th century, Leraith abdicated in favor of her daughter, the current Princess Ceiwad Silverflower. While Ceiwad shows a whimsical personality, quite different from that of her stern mother, the Principality is as well-ruled as ever thanks to the capable and level-headed courtiers of the Princess’s Privy Council.

Ceiwad has taken a great interest in the former inner provinces, now the lawless Marches. She has sponsored several expeditions in that direction, leading to the rediscovery of several small baronies or towns that have managed to survive, including the lucrative mines of Copparan. Even more significant was the discovery of the Copperhead Road, a pass through the high mountains that surround the Badlands. The Principality’s easier access to the heartlands of the Aer-Elai, and the treasures they may hold, threatened to upset the balance of power, especially as the Three-Century Pact was nearing the end of its term. As a result, the Legacy Council was established to help keep the peace.

GEOGRAPHY

The top of the promontory is occupied by the palace complex. It is a small city within a city, encircled by a very solid wall. Originally the seat of the Imperial governor, it has been the home of the ruling Princesses of the Silverflower dynasty for almost a millennium. All around it, typical imperial installations have spread



out, all enclosed within another wall. The defenses have not been upgraded much since Imperial times, but they have been scrupulously maintained. Beneath this outer wall is the lower city, which includes a mercantile and artisan quarter filled with warehouses, workshops, stables, and similar buildings. The lower city spreads out along the eastern bank of the Sioltafyn, along both banks of the Galisca river.

THE BRIDGES

The bridges over the Sioltafyn and Galisca rivers date back to Imperial times. Like most bridges in the outer provinces, their design incorporated sections supported by magic that could be dispelled to collapse them in case of attack from across the river. These sections fell as the Cataclysm drained magic from the land and were repaired with wood. This feature is still noticeable.

There are three bridges in Caer Cyflen. The Highway Bridge connects both halves of the merchant quarter, one on the west bank of the Sioltafyn and the other on the south bank of the Galisca. As it also gives access to the palace quarter and garrison, it is heavily fortified. North of the Highway Bridge is the Fishermen's Bridge, which connects the western merchant quarter to the poor district known as Fish Town. The Wild Bridge, named for the Galisca's nickname "the wild river," links Fish Town to the eastern merchant quarter. It is the newest of Caer Cyflen's bridges, built after the Cataclysm as refugees began to settle on the north bank.

THE PALACE COMPLEX

The palace complex is the heart of the Principality. Once the residence of the Imperial governor and the seat of the province's administration, its most notable features are the gate the Privy Council chamber, and the private wing where the Princess resides. These three areas are laid out around an impressive central courtyard. The complex is protected by an elite force of guards and a complex array of magical protections. No one is admitted without a written invitation, or at least a particularly good reason.

The door leading to the gate is always heavily guarded and no one is allowed beyond it except the mages who operate the gate, the guards, and authorized visitors arriving or leaving.

The Privy Council's chambers amount to a small village, given over to the government of the Principality. Each member of the privy council has an official residence and a fully staffed suite of offices. There is a large council chamber for public meetings and audiences.

The Princess's private wing is known as the Residence. It is home to the Princess herself, a small court of noble companions, and her personal guard. It is beautiful inside and out, with peaceful private gardens studded with sculptures and fountains. A tower rises from the building, topped by an astronomical observatory with a large rooftop terrace.

While the palace guards are every bit as magnificent as one would expect, the Princess's personal guard is somewhat less formal. They are not to be

underestimated, because they are all veteran adventurers in semi-retirement. No one, except perhaps the Princess herself, knows all their capabilities, but all agree on the wisdom of treating them with respect.

SUNBLAZE COURT

In the years after the Cataclysm, among the few things which boosted the morale of the population of Caer Cyflen were the strolls that Governor Aeraliel Wise-Shield and Marshal Adalbert Sunblaze took around the old plaza by the palace. They reminded the population of the alliance they forged and of all the lives saved through their collaboration and friendship. Historians have said that these informal shows of unity inspired the people of Caer Cyflen, both the native born and the recently arrived, to get along together as one people, and did more to keep order in the crucial post-Cataclysm years than any legislation or law enforcement could have done.

The governor and the cleric died on the same day. Both had taken steps to ensure their legacy would endure, but the population of Caer Cyflen gave them immortality in their own way. The plaza through which they strolled so many times has been known ever since as Sunblaze Court, and statues of the two friends watch over their successors.

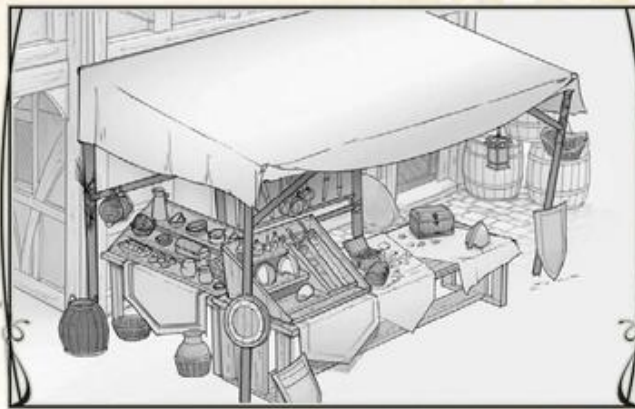
THE INNER CITY

Immediately outside the palace complex is the inner city, which falls into three distinct areas. Nearest the palace are the chambers of the Legacy Council and the embassies of the Principality's neighbors. Most of the inner city is part of Caer Cyflen's original Imperial layout, but the temples were built over a range of minor administrative buildings. The site was granted to the humans' priests as a token of gratitude for their help after the Cataclysm. Between the palace complex and the temples is a small commercial area. This includes a tavern and several shops dedicated to the needs of the adventurers who frequent the area.

The most imposing of the temples is dedicated to Einar, the god of valor and justice, and built in the Tirmaran style. There are also temples to Arun, Maraike, Pakri, and Misaye, although the last is firmly dedicated to the goddess in her martial aspect. Rumor has it, though, that those rogues who follow Misaye the Trickster have a secret chapel nearby.

THE GRAVEKEEPER'S CASK

Run by the half-elf Karel Martel, the Gravekeeper's Cask is much frequented by adventurers. Its location close to the Council premises makes it an ideal place to kill time before an appointment there, and to trade stories with other adventurers, both seasoned veterans and those newly arrived in the city.



GORIM'S EMPORIUM

The hill dwarf Gorim Ironsoot runs a shop in the inner city. All manner of goods may be found here, making it a very convenient place for a party of adventurers to stock up on equipment after receiving a mission from the Council. Gorim's prices are fair, and the quality of her stock is reliable.

THE POTION SHOP

Run by the elf Hugo Requer, this shop sells magical potions, as well as ingredients for crafting potions and inscribing magical scrolls.

THE SCAVENGERS' GUILD

The Scavengers' Guild is described in detail later. The guild house is the place to make arrangements to have a location cleared by the Guild's members, and to collect the proceeds of a clearance. The office is staffed by Quartermaster Annie Bagmordah, a marsh halfling woman who handles all contracts and other paperwork and oversees the disbursement of funds. Occasionally, she may also have a favor to ask of adventurers who have earned her trust.

THE TOWER OF KNOWLEDGE

The Tower's role in the Legacy Council is discussed later. Its offices, located not far from the Council chamber, offer a private venue for confidential discussions, away from prying eyes and ears. Any of the Tower's Council delegates may be encountered here when they are not in the Council chamber. Diplomats from the Gallivan embassy are also regular visitors. Adventurers who are in favor with the Tower's delegation may be admitted, either to receive confidential assignments or to report on their latest discoveries.

THE CIRCLE OF DANANTAR

The Circle of Danantar is also described in detail later. Its headquarters and main training school are in the Duchy of Haen-Cors, close to the town of Nyth-Tref, but as a member organization of the Legacy Council the Circle maintains offices in the inner city. Adventurers in good standing with the Circle may meet here with members of its Council delegation, receive missions, and collect rewards for missions successfully completed.

THE NOBLE QUARTER

Abutting the inner city, and by some reckonings a part of it, is the noble quarter. Here, the palaces of the Principality's nobility may be found, along with the mansions of wealthy merchants and other well-to-do families.

THE DUCAL PALACES

The Principality is made up of several duchies, and each ducal family maintains a palace in the capital as well as their castles in their own domains. A ducal palace is secure as well as impressive, with strong walls around an inner courtyard that houses the stables and a small guardhouse. Beyond lies an inner garden laid out around an elegant pool set with fountains and statues, where the family relaxes and entertains guests.

There are five surviving ducal houses in the Principality – six, including the Princess's title as Duchess of *Caer Cyflen*. Three more were lost to monster attacks in the Principality's early years. The current ducal houses are:

- ▶ *Haen-Cors* (the South Marsh), also known as the Duchy of *Danantar*. The Duke of *Haen-Cors* and the Master of the Circle of *Danantar* are members of the same family. The current Duke is *Loric Danantar*.
- ▶ *Collinore* (the Eastern Forests) is ruled by the sylvan elf *Redthorn* family. The current Duke is *Lotharion Redthorn*.
- ▶ *Malla-Dails* (the Western Fields) is ruled by the half-elven *Wisetrail* family. The current Duchess is *Saonir Wisetrail*.

- ▶ *Falbrin* (the Northern Hills) is ruled by the Ice-Fox clan of snow dwarves. The current Duke is *Odri Ice-Fox*.
- ▶ *Tuth-Machri* (the Northern Plains) is ruled by the Church of *Einar*, having been granted in fief perpetual in recognition of the services rendered by *Adalbert Sunblaze* and his followers following the *Cataclysm*. The high priest of the Temple of *Einar* in *Caer Cyflen* also bears the title Duke of *Tuth-Machri*. Currently this is Marshal *Beric Sunblaze*.

MERCHANT HOUSES

The wealthiest merchant families also maintain residences in the noble quarter. Although they are not as magnificent as the ducal palaces, these mansions are large and richly appointed. Their noble neighbors look down upon these “new money” traders, but unlike some neighboring provinces the Principality does not enforce class distinctions rigidly.

THE GARRISON

The garrison is a large quarter. It contains the best surviving collection of Imperial military architecture apart from *Hyfrinas*, the capital of the New Empire. Most of the buildings were originally barracks, stables, workshops, and storehouses, constructed to support forces passing through the depot in their way to the frontier as well as the city's garrison. Visitors can move through the quarter quite freely during the day, but the night-time curfew is rigidly enforced by guard patrols.



THE WAR HARBOR

The riverfront section of the Garrison is dominated by the fleet offices and the moorings for the small fleet of war galleys that secure the rivers in and around Caer Cyflen. The Port Captain's authority also extends to levying taxes on goods arriving and leaving by water. Technically he is also in charge of the harbor in Fish Town, although he delegates this responsibility to one of his lieutenants who resides there.

THE MERCHANTS' QUARTERS

The city's mercantile and artisan quarters are divided by the Galisca river and extend to the city walls on either side. The Highway Bridge connects the two quarters. The Fishermen's Bridge connects the western merchant quarter to Fish Town.

Both quarters are bounded to the south by the Imperial highway that runs through the city from the East and West Gates. Goods flow in and out of the city by road and river throughout the hours of daylight. The gates remain closed at night.

Travelers visiting Caer Cyflen usually stay in the many inns and hostelries spread across the merchants' quarters. They are safer than Fish Town and more affordable than the Inner City. Warehouses, stables, and boatyards are more numerous closer to the gates and docks, while shops and workshops dominate elsewhere, with apartments on the upper floors for the owners and their families. Only the most prosperous merchants and master artisans enjoy a separate house.

THE HARBOR AND FISH TOWN

This quarter sits in the fork of the two rivers, which separate it from the rest of the city. It is the poorest of the city's quarters. Almost anything is available for sale, if one is not too particular about where it came from. Inns and taverns are affordable but dangerous and vermin infested. Vices of all kinds may be indulged, but the risks of death or disease are high. Goods are cheap but usually of low quality.

Before the Cataclysm, there was nothing here but a fortified bridge allowing troops to leave the city for the frontier. The bridge was of a standard imperial design with some magical sections that were destroyed during the Cataclysm and reconstructed out of wood.

The first inhabitants of Fish Town were the refugees who flocked to the city after the Cataclysm but were refused entry for fear of disorder and overcrowding. The governor allowed them to settle in the fork of the river and extended the garrison's protection to them. A tent village was replaced over time by wooden and half-timbered buildings as its inhabitants set about

wresting a living from the river. As time went by and trade developed, Fish Town developed an unsavory reputation. It is generally believed that the thieves' guild controls the quarter. Its origins are still apparent in its wooden buildings and its equivocal relationship with the authorities.

THE HARBOR

The harbor is the most prosperous area of Fish Town, although this is not saying much. The river front is lined with wharves and warehouses, but they are poorer than those on the opposite bank. The buildings are slightly better as one comes nearer to Fishermen's Bridge with its access to the rest of the city. Further away to the east and west the docks become smaller and more ramshackle. Those on the far ends are used by fishermen to dry fish and repair their nets.

Next to the bridge is a small stone building that stands out from its neighbors through the quality of its construction. This is the residence and office of the Port Deputy, who represents the Port Captain in Fish Town. All administrative functions within the Port Deputy's authority are managed from here, including gathering taxes. The building is guarded around the clock to protect both the Deputy and the taxes waiting to be moved into the city.

THE LEGACY COUNCIL

During one of their forays into the Marches, a group of Scavengers discovered the Copperhead Road, which offers the easiest known route into the Badlands. The road is best reached from the Principality, and this posed a problem. The road's existence could not possibly be kept secret, but the fragile peace granted by the tacit prolongation of the Three-Century Pact – which had come to its end in 980 – would be threatened if the Principality's access to the treasures of the Manacalon Empire upset the balance of power among the Eastern Realms. The Princess founded the Legacy Council as part of her ongoing diplomatic strategy to keep the Principality safe by playing its three neighbors off against each other.

Although no state is represented directly, each sends a delegation to the Council under the banner of its leading academic organization: the Guild of Antiquarians from the Snow Alliance, the Tower of Knowledge from the Kingdom of Gallivan, and the Arcaneum from the New Empire. The Principality itself is represented by the Circle of Danantar, and the Church of Einar has a place on the Council as a trusted neutral party, to ensure fair dealings. Out of respect for their discovery of the road and their general usefulness, the Scavengers' Guild also sends a delegation to the Council as non-voting observers. They have the Council's license to continue their work in the Marches and the Badlands.

In theory, the Council is an autonomous body with a scholarly intent. It was founded to share and discuss the knowledge recovered from the Badlands without fear or favor for the benefit of all the world. However, the close ties between its member organizations and the governments of their homelands make this a virtue more honored in principle than in reality. Even the most idealistic of delegates admits that the Council is a political snake-pit.

The Princess knows this, of course, and uses the Council as an opportunity to study the political and diplomatic moves of her neighbors. She does this both in person, as an enrolled student of the Circle of Danantar and a member of its Council delegation, and through trusted advisers. By this means, she saves a fortune on espionage, while still maintaining her carefully cultivated façade as a guileless dilettante.

The Council's founding charter states that it exists to ensure that all interested parties have equal access to any relics of the Manacalon Empire, with equal opportunities for study and exploration. According to this official document, the remnants of the Empire belong to the world, and not to a single nation and organization. Therefore, the whole world should profit from any discoveries, which are too important to be hoarded by any one group.

Although it claims to act on behalf of the whole world, the Council has no interest in including the Western Realms of Salvanneth, Avendore, Borealis, and the Dwarven Kingdoms. Borealis is pushing hard for a seat on the Council, but so far without success.

The Princess scored a brilliant diplomatic coup by inviting the Church of Einar as a neutral member of the Council. Einar is a deity respected everywhere, even having some temples in the New Empire, and the Church is trusted by all other parties to ensure fair play. The Church's presence also provides an ethical balance to the rather materialistic outlook of the Scavengers.

The Council's authority, derived from its founding treaty, is enforced through both official and unofficial channels. The Council as a whole, or any of its delegations, can issue orders to hunt down smugglers and "looters". In practice, these are any explorers or researchers not acting under the direct authority of a member organization. They can grant the authority to confiscate anything they have found. Unofficially, each member delegation employs spies and informers to watch all the others and expose any attempt to hide a discovery from the Council. Any faction that is caught faces not only censure – which can lead to the expulsion of its delegates – but also the possibility of the other factions banding together and voting for its permanent exclusion.

Of course, each of the delegations is constantly working on schemes to smuggle powerful artifacts home without being caught, while also spending considerable resources in the effort to catch another faction in the act of doing so. This process is secretly encouraged by agents of the Princess and her

Chancellor. They reason that if the neighboring realms are constantly plotting against each other, they have less time and energy to be a danger to the Principality.

The Council is engaged in several joint ventures, in addition to the operations carried out by individual member organizations under its authority. One joint expedition is the effort to refit the old Imperial fort at Caer Lem, as part of an overall plan to provide the route to the Copperhead Road with secure waystations and supply depots. The mining community of Coparann in the Marches is being developed as part of this strategy.

Another initiative is the hiring of independent adventurers, who work for the Council rather than for any single delegation. All the delegations warmly endorse this policy in public, while continuing to mount their own expeditions – not all of whom report back to the full Council unless their existence is discovered.

THE COUNCIL CHAMBER

The Council Chamber was originally part of the palace and was donated by the Princess herself when the Council was founded. In addition to the main chamber, the building has many offices and smaller rooms for supporting functions. The chamber itself is shielded against magical scrutiny of all kinds to prevent espionage and other subterfuges.

THE DELEGATIONS

Each delegation to the Council consists of one senior representative and two juniors, along with a support staff of clerks, advisors, and menials. Beneath the surface, almost all the delegations distrust each other, and each can offer certain benefits to adventurers who have won favor.

THE CHURCH OF EINAR

The most widespread religion on Solasta, the Church of Einar stands for honor and justice, and is trusted by all. Its presence on the Legacy Council was demanded by the other factions as a guarantee of fair dealings.



LOCATION

The Church of Einar is based at Heart of Light in Borealis but maintains semi-autonomous temples in most capital cities throughout Solasta, which are in charge of smaller temples throughout their territories. The Church is weakest in the New Empire, where religion is looked down upon as a human innovation. The Church's Council delegation is based at the Temple of Einar in Caer Cyflen's inner city.

DELEGATES

Marshal Beric Sunblaze (Human Male, Cleric 10) of the Order of the Blade, legate of the delegation. He is a direct descendant of Adalbert Sunblaze, who first led the humans to Caer Cyflen. Despite his deep ties to the Principality, he is scrupulous in his judgment and even-handed in all his dealings.

Protector Leira Kean (Human Female, Paladin 7), of the Order of the Shield is the Oathkeeper of the Council, a post whose duties include introducing speakers and acting as moderator for every Council session.

Chaplain Dalon Lark (Human Male, Cleric 7) of the Order of the Beacon. He is secretly a member of the old Tirmarian Inquisition and keeps a sharp watch for any supernatural dangers that might be posed by anything brought back from the Badlands.

RELATIONS

The Church's relations with the other delegations are strictly neutral, although this does not prevent its members from holding certain opinions about the other member organizations.

The Scavengers. The Church does not care for their naked materialism but cannot deny their usefulness.

The Arcaneum. Relations are polite but not warm, since the Arcaneum favors arcane magic over religious devotion and looks back to a time without gods. The Silent Whisper is especially distrusted. Despite this, the Church recognizes that the New Empire is a power that cannot be ignored and strives to maintain a good working relationship with the Arcaneum.

The Circle of Danantar. The Church is on good terms with both the Circle and the Principality.

The Guild of Antiquarians. The Church dislikes their materialism. Relations with the Snow Alliance, where they are based, are generally good.

The Tower of Knowledge. The Church worries that the Tower's obsession with knowledge and Gallivan's interest in progress at all costs may lead it to meddle with dangerous things.

FAVOR

Adventurers can win favor with the Church by fighting injustice and protecting the weak. Finding definitive proof of a Sorr-Akkath presence on Solasta is a sure way to gain favor. Cowardice and dishonesty are the surest ways to lose the Church's favor.

To favored adventurers, the Church can offer healing and other divine magic, as well as potions and martial equipment. The value of any gifts and services will be in proportion to the Church's esteem of the receiving party.

QUESTS

Although the Church is neutral in its dealings with the members of the Legacy Council, it does have interests of its own when it comes to exploring the Badlands and the Marches.

Adventurers may be asked to escort clerics on their way to visit temples in the Marches, or to right wrongs there that have been brought to the attention of the Church authorities.

The Church would also like to recover any relics from the human forces who took part in the battle at the Rift. This includes the remains and magical equipment of several leading paladins who died or disappeared during the struggle.

If the survival of the Sorr-Akkath becomes generally known, the Church will also ask adventurers to investigate reports of Sorak activity and conduct search and destroy missions to wipe out any nests.



THE ARCAANEUM

The Arcaneum is the magical arm of the New Empire, descended from the Manacalon organization of the same name. Its goal is to ensure that the New Empire becomes aware of all new or recovered magical knowledge gained from the Badlands. They are especially eager to acquire any documents from the Old Empire, as they consider themselves to be the rightful heirs to that knowledge and destined to rule the continent once more. This last ambition is never mentioned outside the confines of the New Empire embassy, where the Arcaneum's delegation is based.



LOCATION

The Arcaneum's headquarters is at the school of magic known as the Octagon, in the New Empire's capital of Hyfrynas. Its Council delegation uses a suite of rooms in the New Empire's embassy in Caer Cyflen, which is located close to the Council's chambers.

DELEGATES

Ilastar Keenmind Aidgetine (High Elf Male, Wizard 12) The leading scholar of the Arcaneum. He is more aware of what was lost than anyone of his generation. He sees the Council as the best chance of recovering whatever can be recovered.

THE SILENT WHISPER

The Silent Whisper (*Sybruth'stau*) was the feared intelligence and secret police service of the Manacalon Empire. In addition to monitoring and crushing dissent at home, its agents would infiltrate enemy groups such as the sylvan elf *Coedymwarth* resistance and independent states that had been earmarked for conquest. It weakened and destabilized them through manipulation, bribery, blackmail, and assassination before Imperial forces struck. Since the time of the Cataclysm, the Silent Whisper has served the New Empire as it served the old.

The Arcaneum's delegation to the Council includes a small team from the Silent Whisper, mostly in anonymous supporting roles. These covert agents work both within and outside the Council. Their missions include covert operations to recover anything the Arcaneum's scholars believe is especially valuable, developing sources within other delegations to gain insight into the plans of their respective governments, and removing anyone in Caer Cyflen who poses a clear and imminent threat to the New Empire's plans or interests.

Medwal Strongfire (High Elf, Male, Wizard 9) is Ilastar's official assistant and unofficial bodyguard. He is unobtrusive but observant, and helps his master understand the political undercurrents and shifting allegiances within the Council. As an unofficial bodyguard, he specializes in protective spells.

Heddlon Surespell (High Elf, Male, Wizard 8) is Ilastar's second assistant. She keeps in the background and says little but sees much.

RELATIONS

The Arcaneum strives to maintain good working relationships with the other delegations, although its members have the innate high elven air of superiority that others can find irritating.

The Church of Einar. Cool but courteous. The Arcaneum and the Church have little in common, other than a shared need for the Council to do its job so that war can be avoided.

The Scavengers. The Arcaneum keeps a close eye on them, with the help of spies from the Silent Whisper, to ensure that as many Old Empire relics as possible find their way to the New Empire.

The Circle of Danantar, The Guild of Antiquarians, and The Tower of Knowledge. Mutual distrust, espionage, and attempted thefts, all under cover of a pretense of co-operation.

FAVOR

Adventurers can win favor with the Arcaneum by bringing them documents from the Manacalon Empire outside of normal Council channels, especially documents about the original Arcaneum and its magic. Keeping such documents out of the hands of rival factions also wins favor. Predictably, the favor of the Arcaneum can be lost by selling Imperial documents or artifacts to another faction, and by any other action that might embarrass or endanger the Arcaneum or the New Empire.

Favored adventurers may receive gifts of spell scrolls or magical services or be entrusted with missions to locations in the Badlands whose location has not been shared with the other factions. High elves are treated with considerably more respect than others.

QUESTS

The Arcaneum's great library in the lost Manacalon capital of Siothyrynas was home to the greatest collection of knowledge Solasta has ever seen. Above all other goals, the Arcaneum wishes to locate the great library and move its surviving contents back to the New Empire without alerting any other members of the Legacy Council. Trusted adventurers may be asked to follow up on leads, investigate (and perhaps silence)

other adventurers who may have stumbled across the library or some of its contents, and scout potential routes to the site.

From time to time, another group or faction comes into possession of an object or text that the Arcaneum wants for itself – ideally, without anyone else knowing about it. Adventurers who have proved their loyalty and ability may be tasked with recovering such items if the Silent Whisper agents in Caer Cyflen are not available to do so.

THE CIRCLE OF DANANTAR

In the days of the Manacalon Empire, this was a minor magic school teaching battle magic and training spellblades. When the cataclysm struck, the school's rector, Danantar, turned it into a bastion for the defense of the area. When it became clear that the Empire had fallen, he became the ruler of the surrounding area and kept it safe until the Principality was established. Then he willingly pledged allegiance to the Princess and returned to teaching magic. The Circle has a reputation for toughness and practicality which contrasts with the more scholarly outlook of some other factions.



LOCATION

The Circle's headquarters are at its principal training school and Nyth-Tref in the Duchy of Haen-Cors. Its Council delegation is based in a smaller school located in the inner city's commercial district.

DELEGATES

Edvan Danantar (Half-elf Male, Wizard 12) A descendant of the original Danantar, he grew up within the Circle and it is both home and family to him. Years of exploring in the Marches and Badlands have left him with a few scars, along with a mental and physical toughness that many underestimate.

Princess Ceiwad Silverflower (High elf Female, Wizard 9) The princess is enrolled in the Circle as a student. Officially her presence on the Circle's delegation at the Council is a courtesy. Many find it slightly ridiculous, as she seems to be anything but a serious-minded and studious wizard. Almost no one is aware of how powerful she is. In fact, she is keeping a close eye on everyone involved and staying alert for any finds or information that can strengthen the Principality's diplomatic and military position.

Joriel Fox-Eye (Sylvan elf Female, Fighter: Spellblade 7) Originally a teacher at the Circle, Joriel's ability was recognized by Edvan Danantar. Her manner is quiet but watchful, and she speaks rarely and in few words.

RELATIONS

The Circle of Danantar strives to maintain a neutral balance on the Council. Its relationships with the other delegations are civil but distant.

The Church of Einar. The Circle trusts the Church to be impartial, and the two delegations get on fairly well.

The Scavengers. The Circle maintains good relations with the Scavengers. It respects them more than most other delegations do and recognizes that they are a very useful and practical organization.

The Arcaneum. Mutual distrust is covered by a veneer of courtesy.

The Guild of Antiquarians. There is an undercurrent of rivalry between these two delegations, but knowledge is shared relatively freely.

The Tower of Knowledge. As with the Antiquarians, the Circle maintains good relations and works to ensure a free exchange of information. They always remain vigilant for any signs of theft or espionage.

FAVOR

Adventurers can win favor with the Circle of Danantar by bringing news of any threat to the Circle or the Principality, be it military or political. They are also interested in interesting magical items and lost ancient spells recovered from the Badlands or the Marches, especially those that are close to, or compatible with, the spellblade traditions taught in its schools. Favor can quickly be lost by becoming involved in any petty politics that undermine the unity and security of the Principality and the stability of the Marches.

The Circle can offer favored adventurers a range of magical and mundane services, ranging from basic equipment and spell scrolls to spellblade training.

QUESTS

The Circle of Danantar has cultivated many contacts and alliances in the Marches and was one of the prime architects of the Council's effort to establish a safe route to the Copperhead Road with a chain of secure depots and resupply bases.

The Circle's allies in the Marches regularly need help defending themselves from aggressive neighbors, wandering bands of monsters, and other hazards, while potential allies may demand favors of various kinds which adventurers may be able to provide. In addition, Circle agents have been known to go missing while scouting new and safer routes. All these missions and more could be given to an adventuring party whom the Circle has come to trust.

THE GUILD OF ANTIQUARIANS

Ever since the fall of the old Empire, people have dedicated themselves to recovering and preserving its lost knowledge. Within the Snow Alliance, these souls became known as Antiquarians, and over the centuries their informal correspondence led to the establishment of a guild. The Guild of Antiquarians grew up as an informal information-sharing network composed of explorers and scholars intrepid enough to study the Marches. Over the last couple of centuries, it has coalesced into a formal organization that mimics the structure of a university.



LOCATION

The Guild of Antiquarians is headquartered at the College in Kaupaapunki in the Snow Alliance. Its Council delegation works out of the Snow Alliance embassy in Caer Cyflen.

DELEGATES

Chancellor Hertha Gormsdottir (Snow dwarf Female, Wizard: Loremaster 12). It was no surprise that the daughter of Gorm the Wise, the most learned dwarf in the Snow Alliance, should be a bookish child. Fascinated by history, she rapidly outstripped all her teachers, studying at the Guild of Antiquarians in Kaupaapunki until there was nothing more they could teach her. She stayed on as a research fellow, advancing knowledge of the Manacalon Empire and its fall more in a few years than the entire previous generation of scholars had managed. And surprisingly, she also navigated the dangerous waters of academic politics without making any enemies. With her mixture of academic and political skills, she was the only serious candidate when the old Chancellor retired.

Halman Summer (Human Male, Wizard: Loremaster 7). Halman Summer is a member of a merchant family from the Snow Alliance. He developed an interest in antiquities quite early in life and joined the Antiquarians to develop this side of his family's business. A competent politician, he has risen through the ranks of the Antiquarians and won a place on the Guild's delegation, though some question his loyalty. There have been some transactions in which he has been accused of placing the interests of his merchant family above those of the organization.

Idiriel Fairbrow (High elf Female Cleric: Pakri 7). Idiriel grew up in the New Empire, and still has relatives there. From an early age, she was fascinated

by tales of the old Empire and its fall. She studied for half a year at the Arcaneum but found its doctrinaire approach and insistence on Elven racial superiority distasteful. Abandoning her studies, she wandered through the Principality for a few years, and found the cult of Pakri. Its insistence on absolute truth, without fear, favor, or agenda, was exactly what she was looking for. She continued her studies under the auspices of the cult of Pakri and joined the Antiquarians to gain access to their records and collections. Her research ability was recognized, and to her very great surprise she found herself becoming friendly with Chancellor Hertha Gormsdottir. This mortified her family, but Idiriel found she had more in common with her new colleagues and decided to cut ties with the New Empire and ally herself with the Snow Alliance.

RELATIONS

Like the Circle of Danantar, the Guild strives to stay on neutral terms with all the other delegations – on the surface, at least. The truth is a little more complex.

The Church of Einar. The Antiquarians spend half their time trying to expose the misdeeds of other factions to the Church, and the other half trying to hide their own schemes from it.

The Scavengers. The Antiquarians are particularly close to the Scavengers, seeing them as an invaluable resource. Sometimes, though, an Antiquarian will make the mistake of treating a Scavenger as a mere laborer.

The Arcaneum. Distrust bordering on hatred, but no overt conflict. The Antiquarians strongly suspect that the Arcaneum delegation includes at least one agent of the Silent Whisper.

The Circle of Danantar. Good relations generally. The two factions are willing to share most information with each other, and neither wishes to jeopardize the relationship by getting caught spying or stealing.

The Tower of Knowledge. The Antiquarians work to maintain good relations with the Tower but are careful not to trust its delegates too far.

FAVOR

The main way to win favor with the Guild is to bring back interesting and powerful objects from the Badlands. The rarer and more powerful, the better. They are also grateful for reports on events and developments outside the Snow Alliance that can be used to the Guild's advantage. The Guild frowns upon incompetence, "lack of intellectual curiosity" (i.e., unwillingness to risk one's life in dangerous places that might contain valuable knowledge), and disloyalty (i.e., selling antiquities to anyone else).

The Guild can offer favored adventurers a wide range of academic services. These can include translating documents and researching locations. They also offer basic magical equipment and services, especially services relating to divination magic and information.

QUESTS

The missions given by the Antiquarians might involve tracking down an agent who has gone missing or following up on leads provided by returning adventurers. For example, a party might be asked to return to a site in the Badlands where an interesting object or text was found and survey the surrounding area for more treasures. They might be tasked with following clues from an ancient and probably fragmentary text, and finding a previously undiscovered fort, town, or other site from Imperial times. Or they might be asked to investigate a theft from the Guild's headquarters, in which something of value was taken. There will be no shortage of suspects, starting with rival Council members. Finding the culprit and recovering the stolen items will be a challenge – especially since everyone wants to avoid an international incident.

THE TOWER OF KNOWLEDGE

The Tower of Knowledge began as an effort by the first King of Gallivan to preserve and recover what knowledge remained from the Old Empire. He founded the Tower as a place where scholars from all over the world could come and share what they knew. Since its founding, several centuries ago, the Tower has grown into a great seat of learning and outgrown its original home.



LOCATION

The tower from which the institution takes its name now sits at the center of an extensive campus in Dun-Hymroth, the capital of Gallivan. Its Council delegation occupies a building in the commercial district of Caer Cfylen's inner city.

DELEGATES

Dean Iolair Faisech (High Elf Male, Fighter: Spellblade 10) A tough and capable administrator with a firm grasp of the implications of knowledge in the wrong hands. He sometimes frustrates his more altruistic subordinates who want to publish their discoveries widely. Although he would rather be working on a new translation rather than navigating the politics of the Legacy Council, Iolair recognizes both his duty as

the Dean of the Tower and the opportunities afforded by Council membership. He is always eager to review a newly recovered manuscript, whether it is a collection of poetry or a set of accounts.

Maddy Greenisle (Island Halfling Female, Wizard: Loremaster 7) Born in a halfling community on the shores of the Inner Sea, Maddy traveled widely in her youth, finally coming to rest in the Kingdom of Gallivan where she stayed with some distant cousins. One of them was a clerk for the Tower of Knowledge, and through her Maddy became interested in the lost knowledge of the old Empire. At first, she studied in the hopes of learning something she could trade, but eventually she became caught up in the joy of learning for its own sake.

Morden Kyre (Human Male, Wizard: Loremaster 7) Morden Kyle has one of those faces that is easy to forget. He seems shy and withdrawn. While he will listen intently to others, he rarely speaks and tries not to attract notice.

RELATIONS

The Tower of Knowledge has the following relationships with the other delegations:

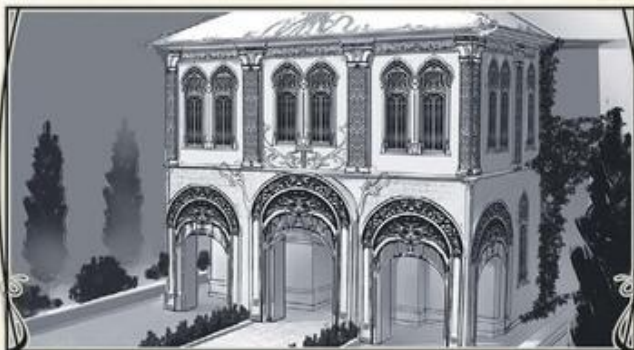
The Church of Einar. The Tower resents their interference on the Council but maintains cordial relations in the hope of finding a way to use the Church against its rivals.

The Scavengers. The Tower looks down on the Scavengers, regarding them as simple, uneducated looters – but cannot deny their usefulness.

The Arcaneum. Distrust bordering on hatred, but no overt conflict. Many members of the Tower regard the Arcaneum as its only serious rival.

The Circle of Danantar. Relations are cool but professional. Secretly many members of the Tower look down on the more practically minded Circle, regarding its members as semi-educated at best.

The Guild of Antiquarians. Grudging respect for their knowledge of antiquities, coupled with mild contempt for their location (the Snow Alliance is rather too rustic for the folk of the Kingdom) and their narrow intellectual focus. The Tower has been known to buy from them, and to steal materials that might strengthen the Principality or weaken the Kingdom.



FAVOR

Like most of the other delegations, adventurers can win favor with the Tower of Knowledge by bringing back interesting and powerful objects from the Badlands. The rarer and more powerful, the better. The Tower also appreciates reports on developments outside Gallivan that can be used to the Tower's, or the Kingdom's, advantage. Esteem can also be gained by advancing a particular art or science beyond its standing at the time of the Manacalon Empire through original research, although this is more the province of scholars and researchers than adventurers.

Those who give knowledge to the Tower's rivals, steal from the Tower, or work against the interests of the Tower or the Kingdom in some other way will lose the Tower's favor.

The Tower of Knowledge may grant favored adventurers limited access to its files, which contain a great deal of information about the Manacalon Empire and the Badlands. They can also offer basic magical equipment and services.

QUESTS

In addition to standard exploration and survey missions in the Badlands, quests from the Tower of Knowledge may include investigating and resolving thefts or stealing some object or text that another faction is trying to smuggle out of Caer Cyflen without the Council finding out.

The Tower of Knowledge especially likes to thwart the Arcaneum and its allies of the Silent Whisper, and trusted adventurers with the necessary skills may find themselves embroiled in all manner of plots and counterplots, aimed as much at hurting the Arcaneum as they are at profiting the Tower.

THE SCAVENGERS' GUILD

The Scavengers' Guild is a neutral organization with ties to the Council. The Guild has been operating in the Marches for some time, trading and searching for artifacts and other valuables that they can sell in the more civilized world. They have only started venturing into the Badlands recently, as the Council's hired adventurers have begun to investigate the area.

When a group of adventurers clears a location of monsters and other hazards, they can inform the Scavengers, who clear out any items that the adventurers left behind, sell them, and split the profits. Normally they take 20% of the proceeds. Unlike an average group of adventurers, the Scavengers have



the resources and equipment to remove and transport large and unwieldy items like statues and architectural elements, as well as large quantities of low-value items such as copper pieces.

The Guild's scavengers are practical people, motivated by profit rather than glory or academic curiosity. They will not risk their lives in dangerous places: that is what adventurers are for!

LOCATION

The headquarters of the Scavengers' Guild can be found not far from the palace district of Caer Cyflen, next to The Gravekeeper's Cask. The Guild has outposts across the Marches.

DELEGATES

The Scavengers' Guild has three seats on the Council but does not have voting rights. The Guild's delegates are:

Galin Graypeak (Snow Dwarf Male, Fighter: Mountaineer 10) Galin was the third child of a family of merchants in the Snow Alliance who traded with the Principality and the Kingdom of Gallivan. While the trade in materials and foodstuffs was his family's living, Galen was always fascinated by the tales of travelers who returned from the Marches and the Badlands, and by the strange and exotic things they brought back. As a part of his preparation to join the family business, the adolescent Galin was sent out to visit the family's trading partners and get to know their goods. On a visit to Caer Cyflen, he joined the Scavengers' Guild. This shocked his family at first, but thanks to him the House of Greypeak has a thriving new line of business in Imperial antiquities and Badlands curiosities. In Council, he wears a heavy gold chain and medallion that marks him as a senior member of the Scavengers' Guild.

Alena Swift (Human Female, Ranger: Shadow Tamer 7) An orphan from one of the poorer parts of Caer Cyflen, Alena seemed destined for a life of crime until the night she tried to break into a warehouse owned by the Scavengers' Guild. She was found there the next morning, sitting on the floor surrounded by ancient artifacts that she had unpacked and examined all through the night. Rather than turn her over to the authorities, the Guild adopted her. She ran errands, cleaned floors, and performed other menial tasks until she came of age. From her first foray into the Marches, she became one of the most successful Scavengers of recent generations. She misses the field and sometimes chafes at the tedium of Council business, but she is fiercely loyal to the Scavengers and has a sharp eye for any proposal that might advance or damage their interests.

Elorya Fairlore (High Elf Female, Wizard: Loremaster 7) Growing up in the New Empire, Elorya was fascinated by the tales of lost glory, and no one was surprised when she announced her intention of becoming a scholar. She devoured the histories at first, but her studies of Imperial law, with its institutionalized brutality and slavery, began to bother her. Eventually, she packed up her belongings, resigned her post at the New Empire's greatest university, and traveled to the Principality. She did not find a pleasant university in this rough and practical realm, but the Scavengers valued her knowledge and made her welcome. She is partly charmed and partly embarrassed by what has become of her, imagining what her family and tutors would think of her using her scholarship to help a mongrel band of ruffians – as they would see the Guild – to loot her people's heritage.

RELATIONS

As a non-voting faction, the Scavengers' Guild is mostly immune to the political machinations of the other factions. Everyone needs their services, and whatever they may think privately, everyone tries not to alienate the Guild.

The Church of Einar. The Guild respects the Church's role in trying to keep the Council honest, but finds them annoyingly sanctimonious at times.

The Arcaneum. Most Scavengers regard the Arcaneum as a bunch of crooks, willing to swindle or rob anyone to get the antiquities and lost knowledge that they see as their sole and exclusive birthright. They are too important and profitable to risk alienating them, though, so both sides hide their distaste behind smiles and keep a close watch on each other's dealings.

The Circle of Danantar. Relations are generally cordial, based on the tough and practical outlook that both groups share.

The Guild of Antiquarians. The two groups get along well, although sometimes an Antiquarian will try to overawe the Scavengers with scholarly posturing and obscure language. This is usually met with amusement from the Scavenger.

The Tower of Knowledge. The Scavengers are aware of the hunger for knowledge and power that lies beneath the Tower's scholarly veneer. But, so far, they have been straight-dealing and reliable clients.

FAVOR

The favor of the Scavengers' Guild comes with no political benefits, but adventurers can gain the Guild's favor by being reliable partners in business. This includes making sure that a location is completely clear of monsters, traps, and hazards before sending Scavengers there, and consistently sending them to



profitable places full of saleable antiquities rather than robbed-out ruins with little more than a few potsherds left to recover. Favored adventurers may be rewarded with discounts on the Guild's normal rates, first refusal on magical and other equipment that would otherwise be sold at auction, and information brought back by Guild members.

QUESTS

The Scavengers' Guild does not engage adventurers on missions as much as the other Council members do, mainly because it is used to being given missions rather than giving them. However, it is far from unknown for a Scavenger caravan to go missing in the Badlands or the Marches, and when a rendezvous is missed the Guild may send adventurers to look for their missing goods and personnel if there are not sufficient Guild forces nearby.

If a particularly large or valuable treasure must be transported, the Guild will hire extra guards for the trip, in case of attack by bandits or rival factions. They have even been known to send dummy caravans to attract robbers into an ambush, while secretly shipping the actual treasure by another route. Adventurers with suitable skills are often hired for this kind of mission.

CHAPTER 4

THE BADLANDS

RADIATING OUT FROM THE RIFT, THE Badlands is an area that was heavily affected by the magical backlash from the Cataclysm, and whose chaotic manifestations of wild magic make settlement impossible. It is an unpredictable place, where the laws of physics and sanity are regarded as mere suggestions.

HISTORY

The events surrounding the Badlands history are central not only to the local region, but to the Ferendragh as a whole. Not only was it once the home of the most powerful empire in the world, but it also lies at the epicenter of the Cataclysm, the disaster that rent the world.

THE AER-ELAI

Before the Cataclysm, the Aer-Elai was the thriving heartland of the Manacalon Empire. It was a beautiful and prosperous land made up of lush meadows, sprawling estates, and dazzling cities. At its center stood Siothyrrnas, the Eternal City, with its crystal towers and soaring arches made possible only by the magics that supported them. It was the largest and most powerful city in the world, receiving trade and tribute from almost the whole continent. There was no finer place in the world, if you were a high elf. All others were slaves, supporting the luxury and idleness of their masters with unending labor.

THE RIFT AND THE CATACLYSM

A little over a thousand years ago, the serene beauty of the Aer-Elai was shattered as two worlds collided. The great Rift opened between Solasta and Tirmar, a world from another dimension. First, human refugees came pouring into the world in unstoppable numbers. Then came the thing they were fleeing from. An evil, corrupting god named Sorr-Tarr forced part of its essence into Solasta, along with its foul minions of the Sorr-Akkath.

Worse was to come. A huge battle at the Rift ended in victory, of a sort. The Rift was closed, at least for the present, but the cost was a drain on Solasta's mana and a magical backlash that destroyed the Aer-Elai, ended the Empire, and twisted the land beyond recognition.

THE AGE OF ISOLATION

The Badlands lay behind a ring of mountains thrown up by the Cataclysm, inaccessible to all but the hardiest of explorers. Those who survived returned with tales of bizarre magical effects and horrific monsters. But they also told of ancient ruins dotting the blasted landscape, filled with priceless antiquities and powerful relics of the lost Empire. Most valuable of all were the occasional books of magic that were brought back, containing the secrets of enchantments that had been lost when the Empire



fell. As mana slowly began to return, magic became possible again. Those who commanded these ancient secrets could dream of ruling the world and prevent others from doing so.

THE COPPERHEAD ROAD

So it was for centuries, but a recent discovery has changed everything. A pass has been found through the mountains. This provides easier and somewhat safer access to the Badlands and their treasures. While the Badlands themselves are as perilous as ever, the Copperhead Road is being developed by the Legacy Council and a new age of exploration and discovery has begun.

THE PRESENT

Agents of the Legacy Council are scouring the Badlands in greater and greater numbers, along with a few hardy independents, bandits, and looters. Behind a veneer of cooperation and fair dealing, the Eastern Realms plot to sabotage, discredit, and embarrass their rivals and grab a greater share of the treasures being brought out of the Badlands. Meanwhile, the Rift still sits at the heart of the former Aer-Elai. Most on Solasta assume that it has been closed, but some scholars of magic have voiced concerns that it may not be permanently sealed.

BADLANDS TERRAIN

In the Badlands, the terrain is often as dangerous as the inhabitants. In fact, it can sometimes be hard to distinguish which is which. This is a nightmarish place, devoid of reason, monster-haunted, and incredibly dangerous.

There are some safe places, but these are few and unpredictable. Strongholds are sometimes established by powerful adventurers, organizations, or monsters. They remain stable for as long as their masters can maintain them, but the chaos without is forever battering at their walls. And sometimes, the pure randomness of chaos throws up a place that appears to be safe, sweet, and stable, just like the world beyond the Badlands. In the Badlands, appearances can be very deceptive, and an oasis of security can turn out to be a trap.

ARCHITECTURE

There are monster lairs in the Badlands, but few true settlements: an armed camp here; a fortified cave there. The same is true of resources: a place that provides nourishing food or sweet water can be gone the next morning, or be spoiled, rotten, and poisonous.

The Badlands used to be the core of the Empire, so the buildings there are examples of the high Imperial style,

although most are ruined to a greater or lesser extent. The most gorgeous of them collapsed when the mana drain of the Cataclysm cut off their supporting enchantments, and all were affected by the forces that drained and twisted the land.

A few buildings have been occupied by monsters or by rare and fearless visitors from outside the Badlands. Often their new residents have adapted them to suit their needs. Humanoids used rubble and other nearby materials to patch up ruined walls and roofs, for example. While giant spider lairs will be altered with silk and debris, including the dry husks of their most recent meals.

THE LAND

The Badlands can include almost any kind of terrain. Here are a few examples, but when creating adventures in the Badlands you should let your imagination run free:

- ▶ **Sunken City:** Part or all of an ancient Manacalon settlement is now underground. It may be beneath a piece of Tirmarian landscape that came through the Rift. It may be turned entirely upside down so that its foundations are now its roof, and the bulk of its structures are below ground.
- ▶ **Flooded District:** A whole city or city quarter sits at the bottom of a lake, making its structures more difficult to explore.
- ▶ **Abyss:** A chasm slices across the landscape, so deep that its bottom is out of sight. Perhaps there are treasures hidden in its depths. Certainly, there are monsters.
- ▶ **Ice Caves:** A huge glacier covers the landscape, pitted with caves that may be occupied by monsters, or may lead to ancient ruins beneath the ice, or both.
- ▶ **Volcano:** As the land convulsed under the effects of the Cataclysm, long dormant volcanoes awoke, and new ones burst from the ground across the Badlands. Rivers of lava still flow in some places, and lava caves are occupied by a variety of monsters.
- ▶ **Acid Lake Caverns:** Some areas are flooded by worse things than water. Through volcanic action or magical pollution, pools and even lakes of powerful acid can be found below ground.
- ▶ **Dragon Fossils:** It is said that the dragons are among the most ancient of Solasta's races. Many died in the Cataclysm, and their bleached bones can still be found here and there in the Badlands.
- ▶ **Mountains:** The high, snow-capped mountains that ring the Badlands are not the only ones. Volcanic or otherwise, mountains pierce the sky, some capped by ancient ruins and many haunted by monsters.
- ▶ **Floating City:** While some Imperial cities sunk beneath the ground in the Cataclysm, others remained where they were while the ground

receded away from them. They now hang impossibly in the sky, tempting those who see them with the promise of untouched riches, if only there were a way to reach them.

- ▶ **Misty Valley:** At first glance, a valley may look lush and inviting, but as the adage goes, you can't be too careful in the Badlands. There is no way of knowing what might be lurking in the mist. In this cursed land, not all mists are made of harmless water vapor.
- ▶ **Marsh:** Swamps outside the Badlands are dangerous enough, as any marsh halfling knows. Those within the Badlands can be filled with even greater perils than monsters and quicksand.
- ▶ **Woodlands:** They may seem like green havens of peace and comparative safety, but the forests of the Badlands may not be content to stay in the same place, and their trees and bushes may be anything but friendly.

MANA

In a desperate effort to close the Rift and cut off the tide of Sorr-Tarr invaders, the ancient Magister drew on the magical power of Solasta itself, draining the land of its mana so thoroughly that no magic could function any longer. One effect of this was the collapse of the Manacalon Empire of the high elves, which depended on magic and was helpless without it. Another was the warping of the Aer-Elai into the Badlands. The third was the loss of magic from the world.

Immediately after the Cataclysm, arcane magic simply ceased to function. Except in a few areas that were shielded from the effects, even the smallest cantrip could not be cast, and magic items lost all their power. Slowly, over centuries, most of the land healed. Over most of Solasta it has been possible to cast arcane spells up to level 8 for the last couple of centuries. There is no sign of when, or if, sufficient mana will return to permits the casting of level 9 spells.

The Badlands are as unpredictable in this respect as they are in all others. While most parts have the same level of mana as the world outside, there are pockets of high and low mana, usually no larger than half a mile across.

In low-mana areas, higher-level arcane spells become harder to cast successfully, and some become impossible. Each spell may require a slot of one or more levels higher than its normal level. In high-mana area, the reverse may be true, or variables like range, damage, and saving throws might be affected.

Because the Badlands are so unpredictable, there are no hard and fast rules for this. Instead, use your imagination and have fun. Above all, keep your players guessing!

FRACTURED LANDS

When the two worlds collided, parts of Tirmar suddenly found themselves occupying the same physical space as parts of Solasta. In some places a part of Tirmar landed on a town or other structure, burying it deep beneath a new, alien hill. In others, parts of a Tirmarian building or hill jut incongruously from the Solastan landscape.

CHAOTIC TERRAIN FEATURES

The chaotic nature of the Badlands can manifest in countless ways. The only real limit is the DM's imagination. Here are a few possibilities, but they only scratch the surface of what a party of adventurers might encounter in these wild and perilous lands.

An area permanently covered by darkness. This might be the same kind of darkness as created by the spell, or it might be impervious to all kinds of perception including darkvision and truesight. It might be easy to dispel magically, or it might resist all forms of light and counter-magic. All kinds of perils might lurk within. This could include monsters that are able to see perfectly well, while the player characters are effectively blind.

A waterfall that flows up instead of down. At first glance this might seem like an interesting but harmless effect, but it can be extremely dangerous. Any creature who ventures into the pool at the bottom of the waterfall is immediately swept up to the top, taking damage as if from a fall of the same distance.

A bridge made of bones that continually emits the sound of sighing and weeping. This may be purely cosmetic, creating a sinister atmosphere, or a successful save vs. fear might be required before a character can cross it.

A patch of ground that rises into the air at unpredictable intervals. One or more characters may suddenly find themselves stranded on a floating island several dozen feet or more above the rest of the party. Perhaps they are at the mercy of flying predators that have been watching for an opportunity to pick off a straggler. It might be a few minutes before the island sinks back down to earth, but it could also be hours or days.

A cairn of skulls standing ten feet high or more. There are skulls from several humanoid races alongside those of various monsters. The wind whistles eerily through the cairn, perhaps creating fear, as the spell, within a radius of 20 feet all around. That could be the only effect, or the cairn might spawn skeletons at random intervals. Not all of them will be humanoid.

Sliding rocks, sailing across the landscape like great ships. Perhaps they are driven by the shifting winds, or perhaps their movement is more random. The smallest of them is as large as a house, and they move quickly enough to cause severe damage to any soft-bodied creature they collide with. Crossing a field

of these moving rocks can be as perilous as crossing a busy highway in the modern world.

A plain of ice that persists despite the surrounding weather. Its slippery surface is difficult terrain, making movement and combat difficult. It may be home to predators that are able to negotiate the ice quite easily, placing adventurers at a disadvantage. The threat may come from humanoids on skates (or with bony, skate-like blades erupting from the soles of their feet), or more traditional cold-themed monsters such as ice mephitis or frost giants.

A field of grass, knee or waist high. It looks harmless, but each blade is razor sharp and diamond hard, slashing exposed flesh like a dagger and even slicing through light armor.

A forest of tree-like crystalline structures whose planes focus the sun's light on different places at different times, creating a type of shifting laser web. Clues like smoke rising from the ground will enable intelligent players to cross safely.

A forest of trees whose trunks and branches are made up of the fused and twisted bodies of various creatures. They reach out to claw and snap at passers-by.

A stable area with an idyllic-looking farm. It is maintained by a welcoming family who murder their visitors as part of a pact that keeps them and their home from being engulfed by the surrounding chaos.

An inverted castle, standing on the tops of its turrets. Everyone in the castle walks on the floors (the ceilings, from the PCs' point of view), and all the treasure is in chests on the floors, to which the PCs must climb.

A storm of violent wind and rain. The storm either stays in one place permanently or moves slowly. The rain may periodically shift to hail – up to the size of a soccer ball – or change from water to acid, blood, maggots, or some other substance.

BADLANDS LOCATIONS

MANACALON RUINS

Those who venture into the Badlands are usually in search of remnants of the fallen Manacalon Empire of the high elves. Imperial antiquities fetch a high price in the outside world, and the value of recovered magical and scientific knowledge from before the Cataclysm is higher still. The former Aer-Elai is littered with Imperial ruins. Some are almost intact while others are little more than scatters of rubble. Not all contain items of value, but monsters of one kind or another have taken advantage of any ruins that offer shelter.

There are many kinds of ruins in the Badlands. Here are a few of the more common types.



TOWN OR CITY

At the center of the Badlands, under the shadow of the Rift, stands what remains of the Imperial capital of Siothylnas. As the Cataclysm unfolded, the city's towers and other tall buildings collapsed, their supporting enchantments dispelled by the mana drain that accompanied the closing of the Rift. Those buildings that were left standing were subjected to the magical backlash that created the Badlands.

The smaller cities and towns throughout the Aer-Elai suffered a similar fate. While they are still recognizable, the effects of the Cataclysm, followed by ten centuries of decay, have taken their toll. Some buildings are reduced to rubble, while others are grotesquely fused with the landscape or buried beneath chunks of Tirmar that came through the Rift with titanic force.

Ruined cities and towns vary widely in size. A major city can cover as much as a square mile (250 hectares), while smaller towns can range between 50 and 100 acres (20-40 hectares) and villages are smaller still. Village-sized chunks of towns and cities can also be found, inexplicably moved from their original location. Some sites are substantially intact, suffering little more than the decay of ten centuries' abandonment. Others are so twisted that the streets seem to rearrange themselves while one is not looking. One may even emerge from a building or basement to find a completely new layout.

While a city may hold a wealth of treasure and information, it is also the most dangerous type of ruin to explore. Some of the Badlands' most dangerous monsters can be found roaming these rubble-choked mazes.

The occupants of towns and cities also vary widely. In some places, local wildlife has moved into the shelter of the abandoned buildings, while other parts have been partially rebuilt and adapted into lairs for more intelligent monsters, including humanoids. Perhaps most poignant of all are those settlements that are still occupied by the ghosts of their original inhabitants. They seem frozen in a moment of time right before the Cataclysm killed them and are unaware of anything that has happened since. They go about their daily business mindlessly repeating the cycle of their last moments of life. Most believe that they are not dead, unable to see the decay all around them and mistake living intruders for ghosts themselves. These ghosts can be laid to rest if they realize the truth, but some adventurers may think it kinder to leave them alone.

FORT

Imperial forts tend to follow a regular pattern: a rectangular shape surrounded by a high, crenellated wall with towers reinforcing the corners, the gates, and any weak spots. They are often surrounded by a ditch and bank to impede assaults on the walls.

Most of the space within the walls is occupied by barracks, which are laid out in a grid pattern. The fort



commander has a house at the center. This is usually large and luxurious. Beside it stands the headquarters building, and beside that the Arcaneum building which acts as accommodation and workspace for the wizards assigned to the garrison. The remainder of the fort's interior is taken up by food stores and workshops for the weaponsmiths, armorers, and other artisans who maintain and craft equipment as required.

Garrison forts attached to towns and cities are less regular in shape, and often much larger. The military depots built to support the first and second expansions were cities in their own right, with significant civilian populations providing trade, entertainment, and various other services. At the heart of the depot, usually behind a second ring of fortifications, is the Imperial teleportation circle through which troops and supplies moved to the front. Surrounding that is a ring of storehouses and workshops, and a third ring of barracks, training grounds, and armories. The whole is surrounded by a wall studded with towers, which is designed for a two-sided defense, equally strong against attackers from without as it is against an enemy force coming through the teleporter.

It is exceedingly rare for a teleporter discovered in the Badlands to be active. The Imperial teleportation network collapsed in the wake of the Cataclysm. Since the system is still imperfectly understood, there is no telling where an active teleporter might lead. Most are still set to their last used destination, so anyone chancing to pass through them will follow the troops that were sent to the battle at the Rift. These unlucky souls will find themselves in the perilous ruins of Siothylnas – a destination for which few will be prepared.

Depending on how badly they are ruined, surviving forts may be home to a similar array of creatures as a town or city, or they may have been taken over by a tribe of orcs or some other intelligent creatures. In the latter case, signs of crude repairs and refurbishment will be visible.

FARM

The peasant farms and rustic villages of other peoples were unknown in the Aer-Elai. The high elves did not dirty their hands with agricultural labor. Instead, they relied on vast armies of slaves to grow crops and raise livestock. A Manacalon farm is something like a ranch, with a luxurious villa at the heart of an estate that could be as large as a county. Depots are placed here and there, with little difference between the slave quarters and the barns and storehouses they tended. A modest overseer's house stands at the center, with a smaller but significantly better-appointed barracks for the guards. Radiating out from the estate are roads leading to nearby settlements or garrison towns, where the estate would have sold its produce.

Depending on the size of the estate, the villa at its heart can vary from comfortable to palatial. In addition to accommodation for the estate's owners, there will be storehouses and pens where produce and livestock are gathered before being sent to market. There will also be one or two small workshops that repaired, maintained, and made tools and equipment. Like all Manacalon buildings in the Badlands, these can be in almost any state of repair. In some places, no walls stand higher than a foot or two and they are hidden by overgrown vegetation. In others, they are recognizable as buildings and may even offer some shelter.

The lands of the estate can be identified by a practiced eye. Field boundaries may stand a foot or so high, creating overgrown ridges even if the stone walls themselves are no longer visible. Irrigation ditches have filled in over time, but can still be seen as a slight, linear dip in the landscape along which taller, lush vegetation indicates damper soil beneath. Beyond in the pastures and open ranges, the descendants of the farm's original flocks and herds may still wander the landscape, possibly exhibiting physical changes from the effects of the cataclysm and almost certainly attracting local predators.

TOWER

The high elves prided themselves on their mastery of magic, and there were magic schools of various sizes in almost every settlement. Some wizards preferred to conduct their experiments and research in private and built towers as homes and laboratories.

Some towers are free-standing, while others rise from sprawling villas. Any buildings around the base of the tower will be like others encountered elsewhere, such as a villa at the center of a farm or a town house of a wealthy wizard or noble. The towers themselves would have originally stood a hundred feet or more above the roofs of the other buildings.

Many towers have fallen, shorn of their supporting enchantments by the mana drain that followed the Cataclysm. Imperial architects were fond of creating impressive, impossible structures that required magic

to keep them standing. Others may lean at perilous angles or be shorn off a few stories above ground.

The interior of a tower is often built around a spiral staircase, although in some cases a small teleportation network or a magical levitation system gives access from one floor to another. Most of these magical systems are no longer functioning. Occasionally a teleporter might give access to a higher level of the tower or to the empty space that the higher level once occupied.

The rooms on the lower levels are usually stores for basic magical and alchemical supplies. Some of the contents may still be usable, although the magical effects of the Cataclysm, coupled with a thousand years of lying idle, may have unpredictably altered their expected properties. The topmost level is often an astronomical observatory. The levels in between are magical and alchemical laboratories of various kinds.

Before the closing of the Rift cut off access to the outer planes, some wizards summoned demons, devils, and other extraplanar beings, occasionally going so far as to bind them to guard their towers. While it is rare to find such creatures in Solasta at large, they might still be encountered in a ruined tower, either patiently guarding according to the last orders they received from their summoner or trapped and desperate to be released. In the latter case, they are as likely to eat their liberators as to show them any gratitude.

Undead are another popular type of guard. They may have been created by the tower's owner as unaging, devoted guards and servants, or they may have been mortals at the time of the Cataclysm, trapped in undeath and mindlessly carrying out the last orders they were given. The same is true of constructs.

Apart from these original – or slightly altered – inhabitants, a tower may be home to a variety of opportunistic colonizers. Flying snakes and other creatures of the air like to build their nests atop ruined towers. Some magical creatures are drawn to the sites by the faint residues of magic that emanate from them.

VOLCANOES AND LAVA FIELDS

When the Magister drained the land of mana to close the Rift, his action had a number of unintended effects. By far the most destructive was the breaking





of the eons-old enchantments by which the ancient dragons had regulated volcanic activity to create ideal conditions for incubating their eggs. Previously docile volcanoes erupted with titanic force, spewing lava over wide areas, and triggering earthquakes, tidal waves, and devastating floods.

The effects of these terrible events on the world outside the Badlands have been described elsewhere. Within the Badlands, new volcanoes burst from the ground at random, covering their surroundings with lava and creating fiery islands among the wastes.

Lava fields are barren expanses where plant and animal life struggle to gain a foothold. Foraging yields only one-quarter of the normal amount of food. Random encounters are half as likely as they are in other kinds of terrain.

Some lava fields are as smooth as glass. Anyone crossing them can see for miles across the flat expanse, and there is nowhere to hide. Sunlight reflects blindingly off the smooth surface. An occasional dip can act like a curved mirror, focusing the sun's rays at a certain spot in the air with the heat of a furnace.

Others are near-impassable jumbles of volcanic rocks that range from the size of a potato to the size

of a house. These expanses are difficult terrain but provide plenty of cover, both for cautious adventurers and for ambushing monsters. From time to time, a nearby volcano may spit more lava into the air, which solidifies in flight and pelts the ground below with red-hot rocks comparable to the effects of a *meteor* swarm spell.

Every creature encountered in a lava field will fall into one of two categories: those that have wandered in from outside and are struggling to survive, and those that are comfortable in the hot, desolate conditions. Naturally formed locations include caves and lava tubes, while some hollows in the lava might lead down to half-buried, ruined buildings.

The closer one comes to a volcano, the hotter the environment becomes and the greater the chance of encountering liquid lava. Lava tubes develop into sprawling underground complexes, comparable in their complexity to a European badger sett or a North American prairie dog town. These complexes can be inhabited by tribes of orcs or other monsters, and in this sparse landscape any passers-by become a vital source of food and supplies.

CHAPTER 5

THE PEOPLES OF SOLASTA

THE MAJOR PEOPLES OF SOLASTA WILL be familiar to most gamers, although each has something about it that makes it uniquely Solastan. The most prominent are elves (high elves and sylvan elves), dwarves (hill and snow dwarves), halflings (marsh and island halflings), and humans. Many other peoples may be present on Solasta but are encountered much more rarely.

All except humans are native to Solasta and have been shaped by Solasta's history. Humans arrived from Tirmar about a thousand years ago, immediately before the Cataclysm. Their adaptable nature, their relationship to their gods, and their ability to work without

recourse to magic made them invaluable in the wake of the Cataclysm. They have become as much a part of Solasta as any of the other species.

THE PEOPLES AND THE ELEMENTS

It has long been thought that the elves, the dwarves, and the halflings are reflections of the elements of air, earth, and water respectively, as seen in the following extract from the treatise *On the Nature of the Elements, and the Peoples Descended Therefrom* by the ancient high elven scholar Parassil:

ON THE NATURE OF THE ELEMENTS, AND THE PEOPLES DESCENDED THEREFROM

It has by many been Observed, that the major peoples of old Solasta have in each case an Affinity toward one of the Classical Elements: the ancient Elves unto Air, the Dwarves unto Earthe, and the Halfelinges unto Water. Though many others dispute this Hypothesis, there are Several Compelling Arguments in its Favour, and such Questions as remain Unanswered may be considered Insufficient to constitute a Comprehensive and Satisfactory Refutation.

Imprimis: The Elves

The Elves of the most Ancient Times were High Elves, without Exception. The Sylvan lineage came about from a Schism among the Elves, which accompanied the Founding of the Manacalonne Empire. Some, dissatisfied with the Firmnesse of its Rule and voicing many Complaintes of Tyrannie, withdrew themselves to the Deepest Woodes and Forests, which was the Origin of their People. Thus it can be seen plainly that Claims of an Affinity with Woode – which is no true Element, except in the Opinions of a Few – are False and without Merit.

That the High Elves of Earliest Times were descended from the Element of Air is recorded in the Oldest Annals. The Oldest Preserved Manuscript of The Dreaming of Thanendiel tells of “ye Aer shotten throw with mana, that did congeal and take forme, and that forme was the first Aelfman and Aelfmaid.” Sages there have been, like Andithuil of Marthien, who Credit the Elves’ great Facilitie with Magick to the Lightnesse of Air in Combination with the Potencie of Mana, though this is Disputed by Some.

Secundus: The Dwarves

More Clearly Manifest is the Matter of the Dwarves and their Descent from Rocke and Earthe. Their

Preference for Underground Places and their great Facility with Stonecraft and Earth-Magick of all kinds were Evidence Sufficient to prove the Argument, even absent the Great Number and Detail of the Annals they maintain, which Clearly State that the mana of the World’s Youth did permeate the Subterraneanne and Light the Sparke of Reason in Certaine Rocks, which became the First Dwarves.

Tertius: The Halfelinges

Yet clearer still is the case of the Halfelinges, who for the Most Part dislike to venture far from Watery Places. Travellers have reported that their Younglings are born with Gilles and Webbes on their Hands and Feete, and venture little out of Water before the Age at which Children of other Peoples would begin to Walk; moreover the name of Olme Fen, where the Greater Part of the Halfelinges yet Reside, is said to come from a word which in their Dialect means “home,” thereby clearly Indicating that they first Arose in those Bleake and Desolate Marshes.

Ultimus: The Humannes and the Matter of Fire

The Matter of Humannes is quickly Dismissed, for they are of Tirmar and not of Solasta. Therefore, they were never a Parte of that Genesis of Peoples that Occurred upon Solasta but are the Product of some Alien Process peculiar to their own Outlandish World.

The Most Vexatious Parte of the Argument concerns the Element of Fire, whose Descendants are not to be Discerned in the Forme of any Known People. Many Learned and Sagacious Individuals have Debated and Theorized upon the Nature and Physickal Type of the notional Children of Fire, but there is no General Agreement upon the Matter.

These three species, along with the humans whose ancestors came from Tirmar and the half-elves born of human-elfen romances, form the overwhelming bulk of Solasta's population. However, if you wish to include members of other playable species in your own games, there is nothing to stop you. Just remember that they will be incredibly rare, and wherever they go they will be objects of curiosity and not a little distrust.

HUMANS



Unlike elves, dwarves, and halflings, humans are not native to Solasta. They came here from another world, called Tirmar.

While Solasta was a world of magic, whose peoples learned to shape mana using arcane spells and rituals, Tirmar was a world of gods. Instead of studying arcane magic, humans worshiped the gods, and strengthened them through their devotion. There were gods for every aspect of life on Tirmar, even for the darkest purposes. In return, they gained a mastery of divine magic.

APPEARANCE

Humans vary widely in size, build, and coloring, encompassing almost all possibilities. Most adult humans stand between 5' 0" and 6' 6" (152-198 cm) tall and weigh 100-250 pounds (45-113 kg), though some individuals may be taller, shorter, lighter, or heavier.

Face shape is equally varied. A human face can be as narrow as an elf or as broad as a dwarf, but most fall somewhere in between. Eye color ranges from pale blue to dark brown, with grey and green being uncommon. Newborns often have dark blue or violet eyes. A few rare individuals keep this color throughout life.

Skin tone ranges from very pale pink to dark brown. Hair color varies from white through yellow, orange, and brown to black. Hair texture varies from completely straight to tight curls. The hair of most humans turns white with age. Most human males can grow facial hair starting in their mid-teens.



SOCIETY

There is no typical human society, just as there is no typical human appearance. For the most part, Solasta's humans have blended into the societies of the nations where they settled, shaping them as they helped rebuild after the cataclysm.

Humans have integrated themselves into almost every nation, and some have become powerful, well-established lords, wizards, or monarchs. They settled most of their population in Borealis and south of the Badlands. They are also numerous in Gallivan, the Snow Alliance, and the Principality of Masgarth.

Humans are short-lived and value the present and the future more highly than the past. After a millennium on Solasta their memories of Tirmar have become little more than legends to be studied by priests and scholars.

The high elves say that humans have three talents: multiplying, forgetting, and worshipping, but this does them an injustice. The greatest human virtue is their adaptability and breadth of skills. While they will never rival the high elves, some humans are competent magicians. Others are skilled artisans, even though their work might never rival that of a dwarf. Others still are intrepid explorers and clever traders, though they can seldom get the better of a halfling in either endeavor.

TRAITS

It's hard to make generalizations about humans, but your human character has these traits.

Ability Score Increase. Your ability scores each increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment. The best and the worst are found among them.

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

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

HIGH ELVES



The high elves are native to Solasta. Not even they know how old the elves are, nor how they came to be. Some elves say that their species was not created, but has existed since the beginning of time, while others claim that the first elves were born of air and mana.

Most high elves live in the New Empire, and dream of rebuilding the lost glory of Manacalon. Those high elves who survived the Cataclysm outside what would become known as the New Empire are few and far between, but well-integrated in post-Manacalon Solasta.

APPEARANCE

High elven faces are narrow and oval, with large eyes that may slant downward at the inner corners. Ears rise to a point and are slightly taller than those of humans. Hair is usually fine and straight. It can be bound up in a ponytail, bun, or more elaborate style, especially in a formal setting.

SOCIETY

High elves are renowned for their arrogance, and most regard other species as inferior – even if they are careful not to say so too loudly outside the lands of the New Empire. Their society is made up of noble bloodlines and vassal clans, and the head of a group, be it a noble house or a poor family, has unlimited power over that group.

Under the Manacalon Empire, the arts and crafts of the high elves reached a pinnacle of refinement, and high elves still set the standard for beauty and sophistication in all endeavors.



HIGH ELVEN TRAITS

High elves have the following traits in addition to those common to all elves:

Ability Score Increase. Your Intelligence score increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Extra Language. You can speak, read, and write one extra language of your choice.

COMMON ELVEN TRAITS

Your elf character has a variety of natural abilities, the result of thousands of years of elven refinement.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to dusky forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

Trance. Elves do not need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. The Common word for such meditation is “trance.” While meditating, you can dream after a fashion. Such dreams are mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common and Elvish. Elvish is a fluid language, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous. Many bards learn their language so they can add Elvish ballads to their repertoires.

SYLVAN ELVES



As the elves turned their eyes to the path of Empire, some refused and withdrew to the forests of the east, the mountains of the north, and other remote areas. Over millennia, these “Sylvan elves” evolved a history and culture of their own.

Most sylvan elves live in the forest of Colthannin or the wooded areas of the Snow Alliance, but there are sylvan elf enclaves in most major cities. Their outdoor skills make them useful as scouts and explorers in the Marches and the Badlands. They can be found almost anywhere except in the New Empire, where they are regarded as rebels and criminals.

APPEARANCE

Because their lineage split off from the high elves comparatively recently, the sylvan elves are similar in general appearance. Hair is usually worn shoulder length or longer and can be bound up in a ponytail or bun.

SOCIETY

Smaller settlements consist of a single clan, while larger ones can be made up of multiple clans. A ruling council of clan elders makes decisions for the whole community. Some elders advocate a more centralized government to permit a swift, unified response to external threats. Others see this as the first step toward subjugation.

Freedom is paramount to sylvan elves. The thought of imprisonment is so abhorrent that it is never used as a punishment. Petty crimes are punished by loss of privileges such as hunting rights or forfeiture of property. More serious ones by banishment for a fixed term or for life, on pain of death if the banished individual should return.

The sylvan elves are highly skilled woodworkers and have developed the bonsai-like art of *prendluth*, or wood-warping, which shapes living trees and bushes into buildings and furniture. Their knowledge of wood types and grains allows them to produce arrows as

sharp and penetrating as any iron-tipped shaft. Sylvan elf arts and crafts are distinguished by natural, flowing shapes and intertwined motifs.

Sylvan elves are a mix of whimsy and unsentimental pragmatism that others sometimes find baffling. They would say that they simply enjoy life and do not waste time on grief, recrimination, or self-pity.

SYLVAN ELF TRAITS

Sylvan elves have the following traits in addition to those common to all elves:

Ability Score Increase. Your Wisdom score increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Survival Expert. You have proficiency in the Athletics and Survival skills. Additionally, you have advantage on any Survival rolls related to hunting and foraging.

HALF-ELVES

Solasta’s native peoples cannot interbreed, so there



were no hybrids before the humans arrived. The high elves resisted human liaisons, so most half-elves are part sylvan elf. Because of their “impure” blood, the lot of a half-elf in the New Empire can be a harsh one.

Half-elves breed in predictable ways. Two half-elven parents will produce a half-elf, but if one parent is human the offspring will be human and if one parent is elven the offspring will be an elf.

APPEARANCE

Half-elves are as tall as humans but slighter of build. Their features are fine and delicate. The points of their ears are less pronounced than those of full-blooded elves. Their eyes are a little larger than those of humans.

SOCIETY

Half-elves adopt the culture of wherever they call home. They often know local laws and customs better

than their neighbors do. Their quick wits, silver tongues, and sharp legal minds do not always make them popular.

Among themselves, half-elves settle disputes through lively debates in which eloquence and wit are almost as important as truth. Feuds take the form of rumormongering and character assassination rather than actual violence.

Urban half-elves are active in almost every kind of art and are often employed by wealthy humans as designers. Their work is much admired for its well-judged blend of taste and daring.

HALF-ELF TRAITS

Your half-elf character has some qualities in common with elves and some that are unique to half-elves.

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

Age. Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

Size. Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

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

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



HILL DWARVES



The hill dwarves of the west are miners and engineers, stocky and strong. They live mostly underground. Their skills in working stone and metal are legendary. Numerous inventions have been developed to make life easier and improve the quality of dwarven crafts. Not least among these creations are the great pumps that work in the mines and the vast tunnel-highways and continue to keep them dry.

APPEARANCE

Hill dwarves are muscular rather than fat. Their faces are broader and more square than human faces, with deep-sunk eyes beneath heavy brows. Hair turns iron-gray in middle age, and white in old age. It is usually coarse and may have a natural wave or a moderate curl.

Hair is usually worn shoulder length and may be unbound or braided. Female dwarves often grow their hair longer and elaborately braided. Most clans have their own individual braiding styles.

All adult male dwarves have a beard. They are usually long and well cared for. Elders may have beards down to their knees. Most beards are pointed, but some are forked. A few clans favor braided beards. Female dwarves do not have beards, although some elves like to spread the rumor that they do.

SOCIETY

Each of the Hill Dwarf Kingdoms is ruled by a royal house, which is served by clans both large and small. A hill dwarf is loyal to family, clan, and realm in that order. Leaders are expected to rule wisely and to the benefit of their subjects. Clothing usually reflects the colors of a dwarf's clan. Hill dwarves favor sashes in their clan colors.

Laws are unyielding and punishments, while often harsh, focus on repaying one's debt to society. Those condemned by a dwarven tribunal can expect hard labor rather than time in a cell. Truly grave crimes may be punished by banishment or death.

Hard work is the hill dwarves' highest virtue and is the key to every successful endeavor. Honesty is expected rather than admired. Most hill dwarfs would rather die than break their word. Laziness and disloyalty are despised, while material greed is not condemned unless it leads an individual to commit crimes or betray loyalty.

HILL DWARF TRAITS

Hill Dwarves have the following traits in addition to those common to all dwarves:

Ability Score Increase. Your Wisdom score increases by 1.

Dwarven Toughness. You gain 1 additional hit point per level.

COMMON DWARVEN TRAITS

Your dwarf character has an assortment of inborn abilities, part and parcel of dwarven nature.

Ability Score Increase. Your Constitution score increases by 2.

Age. Dwarves mature at the same rate as humans, but they are considered young until they reach the age of 50. On average, they live about 350 years.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

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

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

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

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

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

Languages. You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

SNOW DWARVES



The snow dwarves came into being some 4,000 years ago, when a series of earthquakes created the Inner Sea and cut off the mountains of the north from those of the west. The snow dwarves inhabit the cold mountain ranges that border the uninhabitable polar lands. Some call this “the Snow Alliance,” although that name properly belongs to a loose confederation of snow dwarves, wood elves, and humans that dwell on or beneath the mountains and in the lands immediately bordering them.

APPEARANCE

Snow dwarves are slightly less massive than hill dwarves, but still broad compared to humans. Beards are worn by all adult males and are often braided in styles that indicate the dwarf's clan or region. Females also braid their hair in local styles.

SOCIETY

Snow dwarf society is based on isolated holds which must fend for themselves for much of the time. Snow dwarf communities are fiercely independent, although they may band together against a common threat. They see self-sufficiency and autonomy as a pragmatic necessity. One simply cannot trek across three mountain ranges in the dead of winter to the capital in Kotti Alavor to discuss every little thing.

Each hold is governed by a general assembly of all adult residents, or in the case of a larger hold, by representatives of each family. The hold's elders form a council that provides opinions based on tradition and common sense.

Like all dwarves, snow dwarves are highly skilled stoneworkers. They are also renowned for their work in antler and bone, and for the striking patterns they apply to their clothes using embroidery or dyes. Snow dwarf clothing, from reindeer-hide outerwear to heavy knitted sweaters and hats, is renowned for being both warm and hard-wearing.

The snow dwarves are also renowned for their music. Hill dwarves sometimes joke that their northern cousins have nothing else to do while confined underground during the long winter months. Most famous is the *kurkullalu*, a form of choral throat-singing which is commonly accompanied by deep, buzzing horn sounds and is said to have been inspired by the sound of glaciers grinding at the valley sides in winter. A good *kurkulla*, well performed, can reduce an otherwise stoic snow dwarf to homesick, sentimental tears.

SNOW DWARF TRAITS

Snow Dwarves have the following traits in addition to those common to all dwarves:

Ability Score Increase. Your Dexterity score increases by 1.

Crossbow Proficiency. You have proficiency with crossbows of all types.

Snow Dwarf Endurance. Cold damage that you take is reduced by 3, and you automatically succeed saving throws against the effects of extreme cold (weather). Additionally, you can cast *Protection from Energy* (Cold) as a 3rd level spell. You must finish a long rest to cast the spell again using this trait.

MARSH HALFLINGS



The first halflings evolved in the marshes of the north-east, and since very few outsiders ever ventured into the damp and trackless marshes, they developed in isolation. They are an inward-looking people, with little interest in others. While a few individuals – always young and usually foolish – have left the fens in search of adventure and glory, most never leave Olme Fen, a place to which they are uniquely adapted, and which provides for all their needs.

APPEARANCE

Marsh halflings are slender compared to island halflings, and a little shorter on average. Their faces are broader than human faces, and oval. Their eyes

COMMON HALFLING TRAITS

Your halfling character has a number of traits in common with all other halflings.

Ability Score Increase. Your Dexterity score increases by 2.

Age. A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

Size. Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

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

Languages. You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

are large in proportion to their faces and may protrude slightly. Their hair is usually worn shoulder length, either unbound, braided (often with twigs, bones, and shells), or bound by a woven grass or leather headband.

SOCIETY

Minding one's own business, looking after one's own family, and keeping one's own counsel are the cornerstones of marsh halfling philosophy. Outsiders are to be dealt with cautiously – although there is local renown to be gained by getting the better of them in trade or in some other way.

The basic social unit is the extended family. Beyond that are relatives by marriage, and beyond that, neighbors in the same settlement. Neighboring settlements trade with each other, and occasionally band together in a common interest, but despite claims made about the stilt-city of Bickerstaithe, there is no capital or overall ruler. There are very few things that marsh halflings regard as criminal, as all manner of sins can be hidden among the reeds. Feuds and compensation are the principal means of handling disputes.

Marsh halfling settlements are built of wattle-and-daub with roofs of reed thatch. Most are raised up on pilings and linked to their neighbors by timber walkways. A few are built on the rare patches of dry land,

and in more open waters some are built on floating islands of brushwood and vegetation.

MARSH HALFLING TRAITS

Marsh halflings have the following traits in addition to those common to all halflings:

Ability Score Increase. Your Constitution score increases by 1.

Darkvision. Accustomed to life in the dark and dismal marshes, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

ISLAND HALFLINGS



Unlike their inward-looking marsh halfling cousins, island halflings are driven by curiosity and a love of adventure. They are unmatched as sailors and shipwrights. Their vessels carry much of the trade that flows across the continent. Island halflings live for the smell of the sea, the breeze in their hair, and the rolling of a good ship underfoot.

APPEARANCE

Island halflings are a little taller and sturdier than marsh halflings. Males tend to be portly, females curvaceous. Their faces are broader and rounder than human faces, with large eyes that are generally full of merriment. Halflings frequently bind their hair up in a braid or ponytail or cover it with a hat or a kerchief.

SOCIETY

The family is central to the island halfling way of life. It is not uncommon to see an extended family of three or more generations in the same house. The other pillar of island halfling society is the guild or the boat. A crew is a second family, and vacant spots are usually open only to friends and relatives of existing

members. Wider society is a plutocracy. Wealth is a measure of success, a source of power, and an indicator of rank.

“Embrace life” is the island halfling philosophy. One never knows what tomorrow will bring, so one should enjoy today. The sea is a harsh mistress, and every voyage is a risk. Even on land, there are bandits, bankruptcy, and dirty politics. The only sane response to this uncertain world is to make every day a party. Days on land are normally spent doing one of two things: entertaining relatives and friends or preparing for the next voyage.

Island Halfling cooking is not for the faint of heart: he who enjoys life, enjoys spice! Their food can be a shock to the palate – not to mention the bowels – of a visiting “furriner,” but the ale and wine flow freely enough to quench the fires.

ISLAND HALFLING TRAITS

Island halflings have the following traits in addition to those common to all halflings:

Ability Score Increase. Your Charisma score increases by 1.

Perfect Balance. You gain proficiency in the Acrobatics skill. You also gain expertise with Acrobatics, which means your proficiency bonus is doubled for any ability check you make with it.

HALF-ORCS



Half-orcs are tough and hard-hearted because they must be. Those raised in an orc tribe are usually persecuted for their physical weakness and learn early to compensate with their higher intelligence – higher by orcish standards, that is. Half-orcs raised among humans suffer in a different way. Most are ridiculed for their ugliness, at least, until they grow into their adult size and strength. After that, the comments and jokes are mostly made out of earshot, for fear of physical retaliation.

Being rejected by both their parent species and belonging nowhere, half-orcs tend to stick together. In

a town or city, they often carve out their own quarter, and make sure that it is easily defensible. The same holds true for orc camps and caves.

Half-orcs breed in predictable ways. Two half-orc parents will produce a half-orc, but if one parent is human the offspring will be human and if one parent is orkish the offspring will be an orc.

APPEARANCE

Half-orcs are generally taller and stronger than humans. They have slightly protruding lower canine teeth, giving them a somewhat brutish appearance. In contrast, their skin is exceptionally smooth, and they have very fine hair, usually dark in color.

SOCIETY

Half-orcs are often found in the Marches, away from civilization. Some are members of orc tribes, while others have integrated into the society of other species. There are also a few settlements exclusively populated by half-orcs.

They can also be found occasionally in the lands of the Snow Alliance and the Principality of Masgarth, often working as bouncers, caravan guards, or criminal enforcers. The melting-pot cultures of these two nations makes them more welcoming to half-orcs and encourages integration. While they may not make many close friends of other species, they can at least hope to be treated fairly.

HALF-ORC TRAITS

Your half-orc character has certain traits deriving from your orc ancestry.

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

Age. Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Size. Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Menacing. You gain proficiency in the Intimidation skill.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You cannot use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages. You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Common script.



CHAPTER 6 CLASSES

SOLASTA'S ADVENTURING CLASSES HAVE been shaped by the world's troubled history. Some grew up on Solasta and others arrived from Tirmar, but in the present day all are an amalgam of influences from both worlds. They combine the best elements from all previous traditions and adapt them to serve the needs of the present post-Cataclysm age. While some classes, traditions, or archetypes may have originated in a certain place or among a certain people, training is open to all – or at least, to anyone with sufficient aptitude and enough coin. Only the hardest of the New Empire's hard-liners want to perpetuate the old Manacalon policies of restricting magical and other learning to high elves.

The needs of adventurers exploring the Badlands for remnants of the fallen empire have played a major role in shaping the recent development of these classes. The discovery of the Copperhead Road has seen a sharp rise in the adventuring population of the Eastern Realms. As the strongest and luckiest adventurers return and report on their experiences, the temples and the schools of magic and martial skills adapt their teachings based on the new information these hardy souls bring back from the deadly and almost unexplored Badlands.

BARBARIAN



Barbarian tribes can be found wandering the most isolated corners of Solasta, including the dangerous Badlands and the Marches. Although many are human, other species are also famed for their barbarians, including the marsh halflings who have tribes roaming the remote corners of the swamps, and the snow dwarf communities that prefer open tundra to stuffy mountain halls. No matter their tradition or species, most barbarians gather in small communities that subsist by hunting, gathering, and herding. The perilous lands they inhabit also satisfy any thirst they may have for bloodshed, battle, and adventure.

PATH OF THE CLAW

Barbarians that follow the Path of the Claw are descendants of dragons that can unleash the terrible power of their lineage. Barbarian tribes that teach the Path of the Claw hold dragons in high regard. They craft artwork, shrines, and clothing that celebrates their dragon ancestry. They also make offerings to their ancestors before going into battle or when facing times of hardship. True Claw Barbarians are rare, as most aspirants cannot manifest the dragon within. However, when one manages to unleash this inner draconic rage, few can stand against them.



DRAGON ANCESTRY

Starting at 3rd level, when you adopt this path, you choose a dragon type as your ancestor. The associated damage type is used by your path's features.

DRAGON ANCESTRY

| Dragon Type | Damage Type |
|------------------|-------------|
| Brass, Gold, Red | Fire |
| Silver, White | Cold |
| Bronze, Blue | Lightning |
| Copper, Black | Acid |
| Green | Poison |

DRACONIC WRATH

Starting at 3rd level, when you take the Attack action while raging, you can forgo one of your attacks to breathe a 30-foot cone of elemental damage.

Every creature in the area must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier, taking a number of d10s damage equal to half your barbarian level on

a failed save, or half as much damage on a successful one. The damage type of Draconic Wrath is determined by your dragon ancestry. Using Draconic Wrath counts as attacking a hostile creature for the purpose of extending your rage.

You can use this ability once per rage.

DRAGON SCALES

Starting at 6th level, you can grow hardened scales on your forearms, helping to deflect incoming blows. While raging, you also gain resistance to the damage type of your ancestor, and gain a bonus to AC equal to your Rage Damage bonus while not wielding a shield.

DRAGON'S BLESSING

Starting at 10th level, once on each of your turns when you hit a creature with a melee weapon attack, you can cause the attack to deal an extra 2d6 damage of the elemental type of your ancestor. While raging, this extra damage is increased to 4d6 instead.

FRIGHTFUL STRIKE

Starting at 14th level, your attacks strike fear into the enemy's heart. While raging, after you hit a creature with a melee attack, the target must succeed a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier or become frightened until the start of your next turn. If a creature's saving throw is successful, it becomes immune to your Frightful Strike for the next 24 hours.

PATH OF THE MAGEBANE

Among survivors of the Cataclysm, some felt that magic was to blame. Of the many groups that arose from that turbulent era, few are as feared as Magebane Barbarians. Fiercely independent, they have a profound hatred for magic-users, whom they blame for almost destroying the world. For Magebane Barbarians, physical prowess is the only way of life.



WARCRY

Starting at 3rd level, while raging, when you see a hostile creature within 30 feet of you casting a spell, you can use your reaction to unleash a powerful warcry before the casting is finished. All friendly creatures within 30 feet of you gain advantage on their next saving throw against spells, or until 1 minute has passed.

Additionally, all enemies within 30 feet of you must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier, taking 1d6 + your barbarian level in psychic damage on a failed save, or half as much damage on a successful one. After a failed save, a target is also deafened until the start of your next turn.

You can use this ability once per rage.



ENEMY OF MAGIC

Starting at 6th level, creatures you damage with a melee weapon attack have disadvantage on the saving throw they make to maintain concentration against that attack. Additionally, when raging, your melee weapon attacks deal an extra 1d8 force damage.

REJECT MAGIC

Starting at 10th level, you gain advantage on saving throws against spells. Additionally, when you use Warcry, you gain resistance to damage from spells for 1 minute.

CLEAVE MAGIC

Starting at 14th level, you become able to overpower magic through pure might. While raging, after you hit a creature or object with a melee weapon attack, you can decide to cleave all magic from it. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, you make a Strength Check against a DC equal to 10 + the spell's level. On a successful check, the spell ends.

Alternatively, you can decide to make a melee attack against any lingering magical effect directly, provided you can reach it; such as *Flaming Sphere*, *Cloudkill*, or even *Wall of Force*. This attack lands automatically, but the same rules apply to dispel the spell.

You can only use this feature once per turn.

PATH OF STONE

Stone Barbarians take great pride in their ability to thrive in the most hostile of environments, having fled North towards the frozen landscapes of the Snow Alliance to escape the Cataclysm. Although regarded as isolationist and aloof by outsiders, in the years after the Cataclysm many Stone Barbarians left their tribes to lead desperate survivors through the challenging times to come.



STONE RESILIENCE

Starting at 3rd level, while raging, you gain temporary HP equal to your Barbarian level at the end of each of your turns. They are lost if any of them are left when your rage ends.

STRENGTH FROM WITHIN

Starting at 6th level, whenever you make a saving throw, you can choose to replace the ability modifier with your Constitution modifier instead.

ROCK SOLID

Starting at 10th level, while raging, you gain a +1 bonus to AC per hostile creature that you can see within 5 feet of you, up to a maximum of +4.

UNYIELDING STRENGTH

Starting at 14th level, you gain a bonus to your melee weapon damage rolls equal to your Constitution modifier.

BARD



Bards are found across Solasta, drawing on the musical traditions of all species. There are bardic colleges in every major city, each catering for multiple traditions. Humans and half-elves have no particular favorites among the range of musical instruments available on Solasta, but some have deep roots in a particular culture.

The snow dwarf *kurkullalu* is a form of choral throat-singing which is commonly accompanied by deep,

buzzing horn sounds and is said to have been inspired by the sound of glaciers grinding at the valley sides in winter. The mountain horn is another popular instrument. Carved from a hollow tree trunk and up to a dozen feet long, it was originally used for signaling across the mountain valleys.

Horns and drums are preferred by the hill dwarves, who also use them for communicating over long distances both above and below ground. Favored instruments among the marsh halflings are bird-bone flutes and whistles, as well as high-pitched bagpipes made of duck skins and stringed instruments built around turtle shells. Island halflings use drums and trumpets for ship-to-ship signaling as well as music, and love whistles, fiddles, and lutes for dancing.

High elf musical traditions include vast orchestras and elaborate operas, and their bards can use a range of sophisticated stringed instruments. Wind instruments are less popular, since the high elves dislike the need to blow out their cheeks or purse their lips in order to blow into them. Sylvan elves use a range of wooden flutes and whistles, as well as stringed instruments of great delicacy.

COLLEGE OF HEROISM

With their deep repertoire of songs and seemingly endless tales of heroic deeds, Heroism Bards are often seen as nothing short of heroes themselves. Their inspiring performances can embolden even the most timid heart against fear and doubt, and their indomitable spirit is an inspiration for all. No matter how grim a situation may be, Heroism Bards stand ready with an appropriate song to hand, leading others to ever greater feats, just like the heroes of old.



BOLSTER MORALE

Starting at 3rd level, whenever an ally rolls one of your Bardic Inspiration dice, they can roll it again and choose which roll to use.

HEROIC TALE

Starting at 3rd level, you can use an action to bolster an ally you can see within 30 feet for 1 hour. The target gains advantage on all saving throws and can't be frightened for the duration of Heroic Tale.

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

NEVER THE END

Starting at 6th level, the inspiration you draw from the many heroic stories and songs you know allows you to push through, even in the most difficult times.

When you have no Bardic Inspiration left you can still give Bardic Inspiration. When you do so, you roll

a Bardic Inspiration die and take psychic damage equal to twice the number rolled. This damage can't be reduced or prevented in any way.

SONG OF HEROES

Starting at 14th level, as an action, you can activate Song of Heroes for 1 minute or until your concentration ends (as if you were concentrating on a spell). During this time, you can use your bonus action to grant all allies other than yourself within 30 feet of you advantage on all their saving throws and resistance against all damage until the end of your next turn.

You can use this feature once per long rest.

COLLEGE OF HOPE

Long years of misery awaited the survivors of the destruction wrought by the Cataclysm. From that despair stepped forth the Bards of the College of Hope, determined in their mission to ensure that the light of hope in people's hearts should not be snuffed. Entertainers, counselors, and healers, they travel the lands soothing pain and bringing rare smiles to the less fortunate.



WORDS OF HOPE

Starting at 3rd level, when you grant a Bardic Inspiration to an ally, they roll one of their Hit Dice and gain temporary Hit Points equal to the roll + your Charisma Modifier. Additionally, they can spend that Hit Dice to heal for the same amount.

WANDERING HEALER

Starting at 3rd level, *Prayer of Healing* is added to your list of Known Spells and does not count in the total number of Spells Known. This spell can't be replaced when leveling up.

Starting at 6th level, *Mass Healing Word* and *Revivify* are added to your list of Known Spells and do not count in the total number of Spells Known. These spells can't be replaced when leveling up.



INVIGORATING BALLAD

Starting at 6th level, you can perform a rousing ballad to empower yourself and a number of friendly creatures within 60 feet of you equal to your Charisma modifier (minimum of one creature) by expending one Bardic Inspiration die at the end of a short or long rest.

You roll a Bardic Inspiration die, increasing each target's hit point maximum by the number rolled + your Charisma modifier until the end of your next short or long rest, and healing them for the same amount.

AT ROAD'S END

Starting at 14th level, when an ally you can see within 60 feet of you is reduced to 0 hit points, but not killed outright, you can use your reaction to restore them to half of their maximum hit points instead.

You can use this feature once per long rest.

COLLEGE OF TRADITION

Music is art. Art is order. Tradition Bards are descended from the Song-Wizards of the once highly regarded Manacalon Conservatory of Music, which was destroyed along with the rest of the Empire during the Cataclysm. Music theory, choreography, and dramaturgy are just a fraction of what one must master before applying to the College of Tradition. Those skilled enough to gain entry receive the finest training in music and magic in all of Solasta.



AURA OF PREMINENCE

Starting at 3rd level, when you make a Charisma (Intimidation) or Wisdom (Insight) check, you can treat a roll of 9 or lower as a 10.

ANCIENT TRADITION

Starting at 3rd level, when your Spellcasting feature lets you learn or replace a bard cantrip or spell of 1st level or higher, you can choose the new spell from either the wizard or bard spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a bard spell for you.

VERBAL ONSLAUGHT

Starting at 6th level, as an action, you can expend one of your Bardic Inspiration to dress down a creature within 60 feet of you with such fierceness that they must succeed an Intelligence saving throw or become completely befuddled. Whenever the target makes an attack roll, an ability check, a damage roll or a saving throw, you can roll the Bardic Inspiration die you just used and subtract the number from the creature's roll. You can do that an unlimited number of times until the start of your next turn on a failed save, or only once on a successful one. The creature is immune if it can't hear you.

Once you use this feature, you cannot use it again until you finish a short or long rest.

MANACALON'S PERFECTION

Starting at 14th level, as a bonus action, you can use Manacalon's Perfection on an ally. Both you and your ally gain one Bardic Inspiration die, and when you or your ally would normally roll it you instead use the highest number possible. Using Manacalon's Perfection does not expend a use of Bardic Inspiration.

Once you use this feature, you cannot use it again until you finish a short or long rest.

CLERIC



Although the gods first came to Solasta with their human followers a thousand years ago, people of all species have become clerics. Some belong to a temple hierarchy, while others prefer to live the life of a wandering healer or a contemplative hermit. The gods can be served in many ways.

Conversely, there are many in the temple hierarchies who are not clerics, instead serving as clerks, artisans, scholars, guards, or working in countless other roles.

BATTLE DOMAIN

The Battle Domain is associated with Einar, the god of valor and fidelity, and with Misaye, the goddess of luck and rogues in her aspect as the bringer of luck on the battlefield. Clerics who choose this domain are true warrior-priests,



inspiring the faithful in battle and spreading terror among their deity's foes.

DOMAIN SPELLS

At each indicated cleric level, you add the listed spells to your spells prepared. These spells are always prepared and do not count against the number of spells you can prepare.

BATTLE DOMAIN SPELLS

| Cleric Level | Spells |
|--------------|---------------------------------------|
| 1st | <i>Magic Missile, Shield</i> |
| 3rd | <i>Branding Smite, Enlarge/Reduce</i> |
| 5th | <i>Phantom Steed, Haste</i> |
| 7th | <i>Stoneskin, Fire Shield</i> |
| 9th | <i>Hold Monster, Telekinesis</i> |

ARMED AND READY

When you choose this domain at 1st level, you gain proficiency with Martial Weapons. You can also perform the somatic and material components of spells even when you have weapons or a shield in one or both hands.

DIVINE FORTITUDE

When you choose this domain at 1st level, you can use a bonus action to empower your body and become more fit for battle. You gain temporary hit points equal to three times your cleric level.

Once you use this feature, you cannot use it again until you finish a long rest.

CHANNEL DIVINITY: DECISIVE STRIKE

Starting at 2nd level, you can channel divine strength through your weapon to deal a decisive blow to your enemies. When you hit a creature with a melee weapon attack, you can use your Channel Divinity to deal an additional 2d6 + your cleric level force damage. The target must succeed a Constitution saving throw or become incapacitated until the beginning of your next turn.

HERALD OF BATTLE

Starting at 6th level, you emanate a magical aura that enhances your allies' battle senses. You and friendly creatures within 10 feet of you gain a +1 bonus to attack and damage rolls. You must be conscious to grant this bonus.

EXTRA ATTACK

Starting at 8th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

GODLY MIGHT

Starting at 17th level, your Channel Divinity becomes empowered. Whenever you use Decisive Strike, all



hostile creatures within 10 feet of the target other than the target also take the same amount of force damage. They must also succeed a Constitution saving throw or become incapacitated until the beginning of your next turn.

ELEMENTAL DOMAIN

The Elemental Domain is associated with Arun, the god of nature. The prime god of the elements and the ancient head of the Tirmarian pantheon, Arun was the first deity to whom humans prayed when they were struggling to survive amid a hostile natural world. Now, on Solasta, Arun's followers are mostly found in rural communities and barbarian tribes. Nevertheless, the powers granted by this ancient god are impressive.

Clerics who choose the elemental domain can harness the primal forces of nature to their will, causing terrifying destruction and shrugging off attacks that use those forces.



DOMAIN SPELLS

At each indicated cleric level, you add the listed spells to your spells prepared. These spells are always prepared and do not count against the number of spells you can prepare.

ELEMENTAL DOMAIN SPELLS

| Cleric Level | Spells |
|--------------|--|
| 1st | <i>Burning Hands, Thunderwave</i> |
| 3rd | <i>Levitate, Scorching Ray</i> |
| 5th | <i>Lightning Bolt, Sleet Storm</i> |
| 7th | <i>Control Water, Stone Shape</i> |
| 9th | <i>Cone of Cold, Conjure Elemental</i> |

BONUS CANTRIP

When you choose this domain at 1st level, you learn one cantrip that deals fire, cold or lightning damage from any class. It is a cleric cantrip for you, and doesn't count against the number of cleric cantrips you know.

PRIMAL HARMONY

When you choose this domain at 1st level, you can weave elemental energy into your spells. When you cast a spell that deals damage, you can decide to change the spell damage type to fire, cold or lightning damage.

CHANNEL DIVINITY: WRATH OF THE ELEMENTS (2ND LEVEL)

Starting at 2nd level, you can use your Channel Divinity to call upon one of the elements to aid you.

Call upon Wind. As an action, you create a strong blast of wind. Each creature in a 30-foot line must make a Strength saving throw, taking 2d8 + your cleric level bludgeoning damage on a failed save, or half as a much on a successful one. After a failed save, a target is also pushed 5 feet directly away from you and knocked prone. A creature is not affected if it has total cover from you.

Call upon Ice. As an action, you can attempt to freeze a hostile creature within 60 feet of you. The target must make a Dexterity saving throw, taking 2d8 + your cleric level cold damage on a failed save, or half as a much on a successful one. After a failed save, a target is also restrained until the beginning of your next turn.

Call upon Thunder. As an action, you teleport up to 20 feet to an unoccupied space that you can see. A thunderclap rings out, and any creature within 5 feet of you after you teleport must make a Constitution saving throw, taking 2d8 + your cleric level thunder damage on a failed save, or half as a much on a successful one. After a failed save, a target is also deafened until the beginning of your next turn.

CHANNEL DIVINITY: ZEALOT OF THE ELEMENTS (6TH LEVEL)

Starting at 6th level, you can use your Channel Divinity to turn elemental damage into a shield. When you are about to take cold, fire or lightning damage, you can use your reaction to become immune to that damage type until the start of your next turn. At the start of your next turn, you gain temporary hit points equal to the damage you would have taken from that damage type (ignoring vulnerability, resistance, and immunity) and you gain resistance to that damage type for 1 minute.

POTENT SPELLCASTING

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

MASTER OF THE ELEMENTS

Starting at 17th level, you gain resistance to fire, cold and lightning damage. Additionally, when you use Channel Divinity: Zealot of the Elements, you gain immunity to that damage type for 1 minute instead of resistance.

INSIGHT DOMAIN

The Insight Domain is associated primarily with Pakri, the goddess of law and learning. Just like their divine mistress, clerics who choose this domain can see and understand more than common mortals, tapping into some of her wisdom.



DOMAIN SPELLS

At each indicated cleric level, you add the listed spells to your spells prepared. These spells are always prepared and do not count against the number of spells you can prepare.

INSIGHT DOMAIN SPELLS

| Cleric Level | Spells |
|--------------|---------------------------------------|
| 1st | <i>Comprehend Languages, Identify</i> |
| 3rd | <i>Detect Thoughts, Augury</i> |
| 5th | <i>Clairvoyance, Tongues</i> |
| 7th | <i>Arcane Eye, Locate Creature</i> |
| 9th | <i>Legend Lore, Scrying</i> |

DIVINE INTUITION

When you choose this domain at 1st level, you gain proficiency with the Insight skill, and your proficiency bonus is doubled for any ability check you make that uses it. You also become proficient in your choice of two of the following skills: Deception, Intimidation, Persuasion, Performance.

INSPIRED DIPLOMAT

When you choose this domain at 1st level, you can focus on a creature you are talking to and quickly figure out how best to influence it. If you speak to a creature that can understand you for at least 1 minute, you can add your Wisdom modifier to any of your Charisma checks trying to influence it.

CHANNEL DIVINITY: FOREKNOWLEDGE

Starting at 2nd level, you can use your Channel Divinity to see the immediate future and efficiently get out of harm's way. As an action, you present your holy symbol and focus your attention on a creature you can see within 60 feet of you. The creature has disadvantage on attack rolls against you while you are focused on it.

You can use a bonus action on a subsequent turn of yours to switch your focus to another creature. Channel Divinity: Foreknowledge lasts for 1 minute or until you are incapacitated or die.

DIVINE EYE

Starting at 6th level, you are always under the effects of *See Invisibility* and *Detect Magic*.

Additionally, your proficiency bonus is doubled for any ability check when looking for traps, hidden doors, or hidden objects.

POTENT SPELLCASTING

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



CHANNEL DIVINITY: DIVINE FOREKNOWLEDGE

Starting at 17th level, when you use Channel Divinity: Foreknowledge, you instead gain the effects of a *Foresight* spell for 1 minute.

LAW DOMAIN

The Law Domain is associated with Einar, the god of valor and fidelity, and Pakri, the goddess of law and learning. Clerics who choose this domain can imbue their attacks with full majesty of the law, smiting evil-doers and comforting the righteous.



DOMAIN SPELLS

At each indicated cleric level, you add the listed spells to your spells prepared. These spells are always prepared and do not count against the number of spells you can prepare.

LAW DOMAIN SPELLS

| Cleric Level | Spells |
|--------------|---|
| 1st | <i>Shield of Faith, Sleep</i> |
| 3rd | <i>See Invisibility, Zone of Truth</i> |
| 5th | <i>Counterspell, Hypnotic Pattern</i> |
| 7th | <i>Resilient Sphere, Faithful Hound</i> |
| 9th | <i>Geas, Hold Monster</i> |

COMMANDING PRESENCE (1ST LEVEL)

When you choose this domain at 1st level, you gain proficiency with martial weapons and the Intimidation skill. Your proficiency bonus is doubled for any ability check you make that uses the Intimidation skill.

UNYIELDING ENFORCER

When you choose this domain at 1st level, your faith protects you against forced movement. When you are subjected to an effect that would move you against your will, knock you prone, or both, you have advantage on any ability check or saving throw you make to resist it.

CHANNEL DIVINITY: HOLY RETRIBUTION

Starting at 2nd level, you can use your Channel Divinity to punish those who harm you.

When you are damaged by a creature within 5 feet of you that you can see, you can use your reaction to immediately make a melee weapon attack against it. If that attack hits, it deals an additional 2d6 + twice your cleric level psychic damage, and the opponent must succeed a Wisdom saving throw or become Frightened until the end of their next turn.

WORD OF THE LAW

Starting at 6th level, you can easily disturb your foes' focus. As a bonus action, a creature you can see within 60 feet of you that is currently concentrating on a spell must succeed on an Intelligence saving throw against your spellcasting DC or lose its concentration.

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

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon 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 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

ANATHEMA

Starting at 17th level, you can use your action to designate a creature that you can see within 60 feet of you and imprison it with divine energy. The creature immediately takes psychic damage equal to 2d6 + your cleric level and becomes restrained for up to 1 minute.

At the end of each of its turns, the target can make a Wisdom saving throw. On a failed save, the target takes psychic damage equal to 2d6 + your cleric level. On a successful save, it takes half as much damage and the effects of Anathema end.

Once you use this feature, you cannot use it again until you finish a short or long rest.

MISCHIEF DOMAIN

The Mischief Domain is associated with Misaye, who smiles upon all those who stand in defiance of the rules, and is naturally beloved by gamblers, swindlers, rogues and other unruly types. One does not only pray to Misaye for luck, but also for change and freedom, and to be liberated from all obligations in order to pursue one's dreams.



DOMAIN SPELLS

At each indicated cleric level, you add the listed spells to your spells prepared. These spells are always prepared and do not count against the number of spells you can prepare.

MISCHIEF DOMAIN SPELLS

| Cleric Level | Spells |
|--------------|--|
| 1st | <i>Silent Image, Grease</i> |
| 3rd | <i>Blur, Invisibility</i> |
| 5th | <i>Hypnotic Pattern, Nondetection</i> |
| 7th | <i>Confusion, Greater Invisibility</i> |
| 9th | <i>Dream, Mislead</i> |

BORROWED LUCK

When you choose this domain at 1st level, your deity grants you the ability to alter fate through luck. When you fail an attack roll, an ability check, or a saving throw, and you don't have disadvantage on that roll, you can use your reaction to reroll the d20. You must use the new roll, even if you had advantage.

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

You can decide to use Borrowed Luck even if you no longer have any uses left. However, doing so will curse you with bad luck. For each time you use Borrowed Luck beyond the limit, the DM can give you disadvantage on one attack roll, ability check, or saving throw until you finish a long rest.

TRICKSTER

When you choose this domain at 1st level, you gain proficiency in the Deception skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Sleight of Hand, Stealth, Performance, or Persuasion.

You also learn the *Vicious Mockery* cantrip if you do not already know it, which is cleric cantrip for you and doesn't count against the number of cleric cantrips you know.

CHANNEL DIVINITY: PLAYFUL WHISPERS

Starting at 2nd level, you can use your Channel Divinity to create confusion on the battlefield. As an action, you become invisible and each hostile creature within 10 feet of you must make a Wisdom saving throw. On a failure, a creature must roll a d8 at the start of its turn to determine the effect, which lasts until the start of your next turn.

Your invisibility wears off at the start of your next turn or when you attack or cast a spell.

d8 Behavior

- 1 The creature has advantage on its attack rolls.
- 2 The creature has disadvantage on its attack rolls.
- 3 The creature uses its action and movement to make a melee attack against the nearest creature. If it can't reach anyone, the creature does nothing this turn.
- 4 The creature has a speed of 0.
- 5 The creature is blinded.
- 6 The creature is restrained.
- 7 The creature is incapacitated.
- 8 The creature can act and move normally.

ELUSIVE TARGET

Starting at 6th level, after you are hit by a melee attack roll, you can use your reaction to gain the benefits of the Dodge Action and Disengage Action until the end of your next turn.

POTENT SPELLCASTING

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

BOTTOMLESS LUCK

Starting at 17th level, you can use your bonus action to gain advantage on your attack rolls, ability checks, and saving throws for 1 minute.

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

OBLIVION DOMAIN

The Oblivion Domain is associated with Maraïke, the goddess of life and death, in her darker aspect as mistress of death and dying. Clerics who choose this domain are usually members of the Order of Oblivion, and not as welcome as their counterparts of the Order of Life Regnant. Still, they walk the world doing their duty as servants of their grim goddess.



DOMAIN SPELLS

At each indicated cleric level, you add the listed spells to your spells prepared. These spells are always prepared and do not count against the number of spells you can prepare.

OBLIVION DOMAIN SPELLS

Cleric Level Spells

| | |
|-----|--------------------------------------|
| 1st | <i>Sleep, Inflict Wounds</i> |
| 3rd | <i>Calm Emotions, Silence</i> |
| 5th | <i>Remove Curse, Speak with Dead</i> |
| 7th | <i>Banishment, Blight</i> |
| 9th | <i>Dream, Contact Other Plane</i> |

BONUS CANTRIP

When you choose this domain at 1st level, you learn the *Chill Touch* cantrip if you do not already know it, which is a cleric cantrip for you and doesn't count against the number of cleric cantrips you know.

GATE KEEPER

When you choose this domain at 1st level, allies within 30 feet of you have advantage on death saving throws while you are conscious. Additionally, you always have advantage on your death saving throws.

CHANNEL DIVINITY: HERALD OF PAIN

Starting at 2nd level, you can use your Channel Divinity to cause devastating pain among your foes.

As an action, you present your holy symbol, and each hostile creature within 30 feet of you must make a Wisdom saving throw, taking necrotic damage equal to 1d8 + your cleric level on a failed saving throw, or half as much damage on a successful one. After a failed save, a target also has disadvantage on attack rolls and ability checks for up to 1 minute.

At the end of each of its turns, a creature can repeat the saving throw, ending the effect for itself on a success.

PEACEFUL REST

Starting at 2nd level, magic can't put you to sleep, and you can remain awake during a long rest and still gain its benefits as long as you do not perform any strenuous activity during that time. Additionally, you and any friendly creature within 60 feet of you magically awaken if any of you are sleeping naturally when combat begins.

MARK OF FATE

Starting at 6th level, you can focus on a creature to curse it. As a bonus action, you mark a target that you can see within 60 feet of you for 1 minute. Whenever the marked target takes damage for the first time on a turn, the damage is increased by an amount equal to half your cleric level. At the end of each of its turns, the target can make a Wisdom saving throw, removing the mark on a success.

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

POTENT SPELLCASTING

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

MARKED FOR DEATH

At 17th level, whenever you use your Mark of Fate feature, choose one ability score. While marked, the target has disadvantage on any attack roll, saving throw, or ability check that uses the chosen ability.

SUN DOMAIN

The Sun Domain is associated with Arun, the Tirmarian god of nature and the elements. It developed from ancient farmers' worship of the sun and its life-giving power. Clerics who choose this domain use the power of sunlight to heal the faithful and smite the unworthy, ensuring respect for Arun and for nature in general.



DOMAIN SPELLS

At each indicated cleric level, you add the listed spells to your spells prepared. These spells are always prepared and do not count against the number of spells you can prepare.

SUN DOMAIN SPELLS

| Cleric Level | Spells |
|--------------|------------------------------------|
| 1st | <i>Color Spray, Faerie Fire</i> |
| 3rd | <i>Continual Flame, Heat Metal</i> |
| 5th | <i>Daylight, Plant Growth</i> |
| 7th | <i>Fire Shield, Wall of Fire</i> |
| 9th | <i>Flame Strike, Hallow</i> |

HOLY RADIANCE

When you choose this domain at 1st level, you learn the *Sacred Flame* and *Light* cantrips if you do not already know them, which don't count against the number of cleric cantrips you know. When you cast *Sacred Flame*, the target has disadvantage on its saving throw.

CHANNEL DIVINITY: HERALD OF THE SUN

Starting at 2nd level, you can use your Channel Divinity to clad yourself in blazing fire. As an action, you start shedding bright light in a 10-foot radius and dim light for an additional 10 feet for 1 minute or until you are incapacitated or die. Any creature that moves within 10' of you or starts their turn there either takes half your cleric level in fire or radiant damage (your choice) if they are hostile, or gains half your cleric level in temporary hit points if they are friendly.

Once a creature is affected by this feature, it can't be affected again until the start of its next turn.

SOOTHING HAND

Starting at 6th level, you can touch an ally as a bonus action and remove one of the following conditions from them: Charmed, Frightened, or Incapacitated.

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

POTENT SPELLCASTING

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

SUN BLESSED

Starting at 17th level, you gain resistance to fire and radiant damage. Once on each of your turns when you deal fire or radiant damage, you can decide to let it run wild and deal an additional 2d8 damage of the same type to one target. Other hostile creatures within 20 feet of it that aren't behind total cover also take the same amount of damage.

DRUID



Solasta's druid tradition has two distinct origins stemming from the sylvan elves and the marsh halflings. Both peoples developed deep ties to nature and came upon the natural truths that underpin druidic practice and belief independently of each other. Among the sylvan elves, druids are called *gweddeth* and their spells tend to influence forests and winds. The marsh halflings call their druids the marshwise, and their spells are more commonly slanted toward water and spirits.

Over the millennia, these two traditions developed and influenced each other and extended across Solasta as they attracted members of all species. There is also talk of a druidic circle specializing in the chaotic and unnatural terrain of the Badlands, but this seems to be no more than rumor.

CIRCLE OF BALANCE

Druids from the Circle of Balance are rare and elusive, even amongst their peers. Little is known about them, beyond their ancient origins in the wild magics of the Cataclysm. The contradictory whispers that do mention Balance Druids paint them in a very mixed light: some talk of gentle healers, others tell of merciless executioners that slaughter with impunity. In reality, both are true: nature giveth and nature taketh away.



CIRCLE SPELLS

The Circle of Balance grants you access to some spells when you reach certain levels in this class, as shown on the Circle of Balance Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF BALANCE SPELLS

| Druid Level | Spells |
|-------------|--------|
|-------------|--------|

| | |
|-----|------------------------------------|
| 2nd | <i>Cure Wounds, Inflict Wounds</i> |
|-----|------------------------------------|

| | |
|-----|--|
| 3rd | <i>Lesser Restoration, Prayer of Healing</i> |
|-----|--|

| | |
|-----|------------------------------------|
| 5th | <i>Mass Healing Word, Revivify</i> |
|-----|------------------------------------|

| | |
|-----|---------------------------|
| 7th | <i>Death Ward, Blight</i> |
|-----|---------------------------|

| | |
|-----|---|
| 9th | <i>Mass Cure Wounds, Antilife Shell</i> |
|-----|---|

GIFT OF LIFE

Starting at 2nd level, when you cast a spell of 1st level or higher which restores hit points to a creature, they also regain an additional amount of hit points equal to half your druid level at the start of their next turn.

COLD EMBRACE

Starting at 6th level, when you cast a spell of 1st level or higher, hostile creatures hit by that spell attack or who fail a save against that spell take necrotic damage equal to your Proficiency Bonus and can't regain hit points until the start of your next turn.

LIFE DRAIN

Starting at 10th level, whenever a creature other than yourself that you can see within 30 feet of you takes damage, you can use your reaction to heal a different creature you can see within 30 feet by half of the amount of damage taken.

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

REVERSE THE CYCLE

Starting at 14th level, the Circle of Balance protects its disciples from an early death. When you are reduced to 0 hit points and thereby fall unconscious, all hostile creatures within 60 feet of you must roll a Constitution saving throw, taking 2d8 + half your druid levels necrotic damage on a failed save, or half as much on a successful one. You then regain hit points equal to the total amount of damage dealt and immediately rise to your feet.

If there are no hostile creatures within 60 feet of you, or if you decide not to use the feature when reduced to 0 hit points, Reverse the Cycle does not activate.

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

CIRCLE OF THE KINDRED SPIRIT

Circle of Kindred Spirit druids bond with and nurture a sacred nature spirit deep in their very souls. These kindred spirits, who can take many different forms, protect their bonded companions as long as they continue to foster an abiding harmony between civilization and nature.



SUMMON KINDRED SPIRIT

Starting at 2nd level, you can summon the spirit bound to your soul. As an action, you can expend one use of your Wild Shape feature to summon your kindred spirit to an unoccupied space within 5 feet of you that you can see, instead of assuming a beast form. It takes the form of an animal of your choice that you are familiar with, scaled up or down to be Small or Medium in size (your choice) and uses the accompanying Kindred Spirit stat block. The limitations are the same as Wild Shape for creatures with swimming or flying speed, unlocking at level 4 and 8 respectively.



As its physical form draws upon the druid, its stat block scales with the druid's ability scores.

The Kindred Spirit is friendly to you and your companions and obeys your commands. In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. It acts independently to the best of its capabilities if you do not give it clear orders. If the Kindred Spirit is reduced to 0 hit points, its ties to you are forcibly severed as it disappears, and you take a number of d4s of force damage equal to your level. The spirit manifests until it is reduced to 0 hit points, until you dismiss it using an action, or until you die.

As an action, when you already have a summoned Kindred Spirit, you can resummon it and change its form if you so choose by expending one use of your Wild Shape feature. The new spirit appears in an unoccupied space within 5 feet of you that you can see, and the old spirit disappears.

MAGICAL SPIRIT

Starting at 6th level, your Kindred Spirit's attacks are now considered magical. You can also change the Spirit Strike damage type to force.

Additionally, when you cast a spell of 1st level or higher, your Kindred Spirit gains Temporary Hit Points equal to half your druid level.

SHARED PAIN

Starting at 10th level, Kindred Spirits can attack twice, instead of once, whenever they use Spirit Strike on their turn.

Additionally, when you or your Kindred Spirit take damage, you can use your reaction to split the damage evenly between the two of you (after Damage Resistance and Vulnerability calculations).

KINDRED SPIRIT

Small or Medium Animal

Armor Class 10 + your Wisdom Modifier

Hit Points 10 + Half of your Hit Points

Speed 40 ft, Swim 40 ft (level 4), Fly 40 ft (level 8)

Ability Scores Same as your scores

Languages Understands the languages you speak, but can't speak

Proficiency Bonus Equal to your Proficiency Bonus

Limited Telepathy. The Kindred Spirit can magically communicate with the Druid if they are within 100 feet of each other.

Pack Tactics. The Kindred Spirit has advantage on an attack roll against a creature if at least one ally is within 5 feet of the creature, and the ally isn't incapacitated.

ACTIONS

Spirit Strike. Melee Weapon Attack: your Spell Attack Modifier to hit, reach 5 ft, one target. Hit: 1d8 + your Wisdom modifier bludgeoning, slashing, or piercing damage (your choice).

TWO AS ONE

Starting at 14th level, you have learned to fight in perfect harmony with your Kindred Spirit.

When your Kindred Spirit hits a creature with an attack, you have advantage on your attacks against the creature and it has disadvantage on saving throws against any spell you cast until the start of your Kindred Spirit's next turn.

When you cast a spell on a creature, your Kindred Spirit's attacks deal an additional 2d8 force damage against it until the start of your next turn.

Additionally, your Kindred Spirit automatically succeeds on its saving throws against your spells (unless you decide otherwise).

CIRCLE OF WINDS

As the Cataclysm raged and disastrously disrupted all magic on Solasta, some among the druids took it upon themselves to restore the world's flow of mana by reshaping the prevailing winds.

These Druids formed the first Circle of Wind. Millenia later, Circle of Wind Druids still travel the world, often in extremely hostile regions, doing whatever they can to heal the land.



CIRCLE SPELLS

Being part of the Circle of Winds grants you access to some spells when you reach certain levels in this class, as shown on the Circle of Winds Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF WINDS SPELLS

| Druid Level | Spells |
|-------------|--|
| 2nd | <i>Feather Fall, Expeditious Retreat</i> |
| 3rd | <i>Gust of Wind, Levitate</i> |
| 5th | <i>Fly, Gaseous Form</i> |
| 7th | <i>Freedom of Movement, Conjure Minor Elementals</i> |
| 9th | <i>Conjure Elementals, Mislead</i> |

CARRIED BY THE WINDS

Starting at 2nd level, when you cast a spell of 1st level or higher, you gain the benefits of the Disengage Action, your movement becomes unaffected by difficult terrain, and your speed increases by 10 feet until the end of your turn.

SHELTERING BREEZE

Starting at 6th level, you can use a bonus action to shelter your allies. You and friendly creatures within 30 feet of you gain advantage on all saving throws until the start of your next turn.

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

TAILWIND

Starting at 10th level, after you cast a spell or cantrip on your turn, you can empower a creature within 120 feet of you that you can see. The target's speed increases by 20 feet and they can take the Disengage action as a bonus action until the end of their turn.

UNFETTERED

Starting at 14th level, your speed permanently increases by 5 feet and you permanently gain a +3 bonus to initiative.

Additionally, it becomes almost impossible to pin you down. If you are grappled, paralyzed, or restrained against your will, you can choose to immediately gain the benefits of *Freedom of Movement* for 1 minute.

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

FIGHTER



There are many kinds of fighters on Solasta. Some are elite, like the New Empire's Iron Legions. Many are professional soldiers in the service of some nation or another. Others are sellswords and adventurers, making a living wherever there is fighting to be done.

COMMANDER

Standing firm at the battlefield's center, roaring orders to their troops, the commander leads by example. Most of these disciplined warriors hail from the Kingdom of Gallivan. They are expert leaders who can easily turn the tide of a battle, greatly increasing the effectiveness of their allies with their presence alone.



BONUS PROFICIENCIES

Starting at 3rd level, you gain Proficiency in the Intimidation and Persuasion skills. If you are already proficient in one (or both skills), you gain proficiency in one (or two) of the following skills of your choice: Athletics, Investigation, Insight, Perception, Survival.

Additionally, whenever you make a Charisma (Intimidation) or Charisma (Persuasion) check, you gain a bonus to that check equal to your Strength modifier.

ROUSING SHOUT (3RD LEVEL)

Starting at 3rd level, you can use a bonus action to give yourself and friendly creatures within 30 feet of you advantage on their next attack until the start of your next turn.

You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a Short or Long Rest.

At 10th level, Rousing Shout's range increases to 60 feet.

COORDINATED DEFENSE

Starting at 7th level, whenever you take the Attack action, you can forgo one of your attacks to grant yourself or an ally within 30 feet of you the benefits of the Dodge Action until the start of your next turn.

You can use Coordinated Defense as many times as you can attack each turn.

INVIGORATING SHOUT

Starting at 10th level, Rousing Shout now also grants affected targets temporary hit points equal to your fighter level for 1 minute.

TAKE THEM DOWN

Starting at 15th level, after you hit a creature with a weapon attack, you mark them until the start of your next turn. While marked, the target takes an additional 1d6 damage whenever they are hit with an attack. The damage type is the same as the attack.

LAST STAND

Starting at 18th level, you become an unyielding beacon of hope on the battlefield. When you or an ally within 60 feet of you that you can see has fewer than half of their hit points remaining, you can use your reaction to activate Last Stand and emanate an aura of determination in a 60-foot radius.

While in the aura, you and friendly creatures gain a +2 bonus to attack rolls, a +2 bonus to AC, a +2 bonus to all Saving Throws and having 0 hit points doesn't make you or your allies unconscious. Taking damage while at 0 hit points still causes death saving throw failures as normal, and three death saving throw failures still result in death.

During Last Stand, you make a Constitution Saving Throw at the end of each of your turns, starting at DC 10 and increasing by 5 each turn. Each time you fail, you suffer one level of exhaustion. The DC resets to 10 when you finish a Long Rest. You can end Last Stand at any time (requires no action), and it ends early if you become unconscious or die.

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

MOUNTAINEER

Most of Solasta's martial traditions have their roots in the elite army corps of the Manacalon Empire or the Tirmarian Inquisition.

Mountaineers are born out of the ashes of the Cataclysm. For generations, the Marches and the mountains that stand between the Badlands and the more civilized nations have been infested by orcs and other monsters. Many of these creatures make their lairs in dark tunnels, narrow canyons, and cramped ruins. This is the world of the mountaineer.

Mountaineers are specially trained to fight and survive in rocky and vertical environments. They are masters of the shield, which is as much a weapon as a protection in their skilled hands. While mountaineers do not fit the ideal of the elegant, noble warrior, they are impressively efficient monster killers.

SHIELD EXPERT

Starting at 3rd level, you gain the ability to use a shield as a 1d4 bludgeoning damage martial weapon.

When you take the Attack action, you can use a bonus action to try to shove or make one melee weapon attack with your shield at a target within 5 feet of you. You use your Strength modifier for the attack and damage rolls.

Additionally, if you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you. If you are subjected to an effect that



allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

CLOSE QUARTERS

Starting at 3rd level, you can move through the space of any creature that is of a size larger than yours.

Additionally, when you move a creature that is no more than one size larger than you that is within 5 feet of you, you can decide to swap places with it instead of pushing it away.

TUNNEL FIGHTER

Starting at 7th level, when you are within 5 feet of a wall or other obstacle that could grant you total cover, you gain a +2 bonus to AC.

SHIELD BASH

Starting at 10th level, when you hit a creature with your shield, it must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, the target's speed is halved and it can't take a Bonus Action or a Reaction until the start of your next turn.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses of it when you finish a short or long rest.

WATCHFUL SENTRY

Starting at 15th level, when a creature you can see attacks a target that is no more than one size larger than you that is within 5 feet of you, you can use your reaction to swap place with the target and force that attack to target you instead. That movement does not provoke opportunity attacks.

EXPERT TUNNEL FIGHTER

Starting at 18th level, Tunnel Fighter also works when you are within 5 feet of a friendly creature no less than one size smaller than you that isn't unconscious, and grants an additional +2 bonus to your weapon attack rolls.

SPELLBLADE

To the high elves of the Manacalon Empire, magic was just as much a weapon as a sword or bow, and their soldiers received limited training allowing them to cast low-level spells. This tradition has survived and become popular among all species, especially in the Principality of Masgarth where the Circle of Danantar is regarded as the best training school for spellblades outside the New Empire.



SPELLBLADE SPELLCASTING

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

SPELLCASTING (3RD LEVEL)

Beginning when you choose this archetype at 3rd level, you gain the ability to cast wizard spells.

Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional cantrip at 10th level.

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

Spells Known of 1st Level and Higher. You know three 1st-level wizard spells of your choice, which you must choose from the conjuration, evocation, transmutation, or enchantment spells on the wizard spell list.

The Spells Known column of the Spellblade Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be a conjuration, evocation, transmutation, or enchantment spell of your choice, and must be of a level for which you have spell slots.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be from one of the four schools mentioned above.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells since you learn your

spells through study and memorization. You 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 a wizard 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

INTO THE FRAY

Starting at 3rd level, you can use any melee weapon you are proficient with as a spellcasting focus for your wizard spells and can perform their somatic components with the weapon instead of your hand.

Additionally, being within 5 feet of a hostile creature does not impose disadvantage on your ranged spell attack rolls.

MAGIC CONDUIT

Starting at 7th level, when you cast a cantrip or a spell of 1st level or higher that has an original casting time of 1 action, you also imbue the weapon you are currently wielding until the end of your next turn. While imbued, your weapon attacks deal an additional 1d10 force damage.

ARCANE SHIELD

Starting at 10th level, when you cast a spell of 1st level or higher, you gain Temporary Hit Points equal to five times the spell slot level used.

SWIFT CAST

Starting at 15th level, when you cast a spell that has a casting time of 1 action, you can change the casting time to 1 bonus action for this casting.

Once you use this feature, you must finish a short or long rest before you can use it again.



ARCANE DANCE

Starting at 18th level, you can hone your focus and attune to the magic surrounding you for a short moment. You can use a bonus action to gain the following benefit for 1 minute.

- ▶ When you cast a spell of 1st level or higher, you gain a bonus to AC, attack rolls, and saving throws equal to the spell slot level used until the end of your next turn. This bonus does not stack with itself.

Once you use this feature, you must finish a short or long rest before you can use it again.

MONK



The first to call themselves monks were human, members of ascetic warrior orders on Tirmar. Some were religious in origin, devoting themselves to become perfect weapons in the service of Arivad before he fell to the evil Sorr-Tarr. Others were members of warrior cultures or had other reasons to perfect the arts of weaponless combat. On Solasta, they encountered other traditions among the elves, dwarves, and halflings. Each group learned from the others, adding their techniques and abilities to their own, to create a perfect fusion.

While the practitioners of this art are still called monks in the Common Tongue, few are religious in nature. Still, they often live and train in remote and austere communities known as monasteries, and their

traditions include spiritual and mental disciplines in addition to the physical prowess for which they are more famous.

WAY OF FREEDOM

The Way of Freedom was originally developed by Manacalon slaves. As they were forbidden weapons by their masters, they secretly practiced unarmed techniques. When the Cataclysm came, it was a disaster for most, but for many Manacalon slaves it was their chance for liberation. The first Freedom Monks were at the forefront of those slave revolts, leading the charge with astonishing speed and ferocity.

SWIFT STEPS

Starting at 3rd level, you can use Flurry of Blows without taking the Attack action on your turn. Additionally, when you use Flurry of Blows, you gain advantage on your next attack roll, and you gain the benefits of the Dash action until the end of your turn.

SWIRLING DANCE

Starting at 6th level, when a creature within 5 feet of you that you can see misses you with an attack, you can use your reaction to make a melee attack against that creature.

UNENDING STRIKES

Starting at 11th level, when you use Flurry of Blows, you can make up to one additional attack with it. If three Flurry of Blows attacks hit their target on your turn, you regain 1 ki point.

FOREVER FREE

Starting at 17th level, you can remove one of the following conditions from yourself at the start of each of your turns: Paralyzed, Restrained, or Grappled.

Additionally, when you use your Step of the Wind, you become able to walk on air. You gain the benefits of both the Dash and Disengage actions, and you have a flying speed equal to your walking speed until the end of your turn.



WAY OF LIGHT

In the wake of the Cataclysm's darkness and horror, a group of monks specialized in protecting survivors against the monsters that lurked in the dark. The veterans of this tumultuous era founded the Way of Light. Its practitioners focus on bringing light into darkness and hunting down predators who prey on unsuspecting victims.



LUMINOUS KI

Starting at 3rd level, you gain the *Light* cantrip if you don't already know it. You can cast the *Light* cantrip without material components.

Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, they start emitting bright light in a 5-foot radius around them and dim light for an additional 10 feet until the end of your next turn. The affected creature can't benefit from being invisible while under the effects of Luminous Ki.

When an enemy creature starts their turn under the effect of Luminous Ki, they take radiant damage equal to one roll of your Martial Arts die.

BLINDING FLASH

Starting at 6th level, as a bonus action, you can spend 2 Ki Points to generate a blinding burst of light. All creatures within 15 feet of you must roll a Constitution saving throw, taking radiant damage equal to three rolls of your Martial Arts die on a failed save or half as much on a successful one. After a failed save, a target is also blinded and affected by Luminous Ki until the end of your next turn.

A creature is immune if it can't see you.

RADIANT STRIKES

Starting at 11th level, when you hit a creature under the effect of Luminous Ki with an unarmed strike, you deal an additional 1d6 radiant damage and regain 1 ki point.

You can regain no more than 1 ki point per turn using this feature.

ONE WITH THE LIGHT

Starting at 17th level, if no creature is under the effect of Luminous Ki at the start of your turn, the closest enemy to you within 30 feet becomes affected with Luminous Ki.

Additionally, you gain the following benefits while you are in bright light.

- ▶ You can change your unarmed strike damage type to radiant.
- ▶ Once per turn, when a creature hits you with an attack, you can spend 1 ki point to make it reroll its attack. The creature must use this new roll.

WAY OF SURVIVAL

Monks following the Way of Survival are often described as gentle monsters. Their intimidating bodies are often latticed with brutal training scars, but they are known for their peaceful and humble demeanors. Even when threatened physically, Survival Monks rarely retaliate, instead waiting for their attackers to tire and give up of their own accord.



DEFENSIVE STANCE

Starting at 3rd level, you gain a +2 Bonus to AC while you are not wearing any armor and aren't incapacitated.

Additionally, when you use Patient Defense, you gain advantage to your attack rolls until the start of your next turn.

UNBREAKABLE BODY

Starting at 6th level, at the start of your turn, if you have taken damage since the start of your last turn, you regain hit points up to half your Monk level or the total amount of damage taken, whichever is lower.

Additionally, when you use Patient Defense, you gain resistance to all damage types until the start of your next turn.

UNMOVING STRENGTH

Starting at 11th level, your unarmed strikes and monk weapon attacks deal extra damage equal to your Constitution modifier.

IMMORTAL

Starting at 17th level, you become near unkillable. When you are reduced to 0 hit points, you can decide to immediately regain half your maximum hit points and half of your maximum ki points.

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

Additionally, when you are subjected to an effect that would kill you instantaneously without dealing damage, that effect is negated.

PALADIN



Paladins are elite warriors, sworn to fight against evil using the divine power of their patron deity as well as their martial skills. The details of their oath can vary, but all of Solasta's paladins are tireless champions of truth, right, and justice. Between tours of duty guarding temples and performing other sacred duties, paladins wander the land spreading justice and righting wrongs in accordance with their sacred oaths.

OATH OF JUDGMENT

Paladins who swear the Oath of Judgment believe that no sin can be overlooked, no matter how small, and that the punishment must fit the crime. Incorruptible and fervent in their quest, they are relentless in their pursuit of justice.



TENETS OF JUDGMENT

Though the exact words and strictures of the oath of Judgment vary, paladins of this oath share these tenets.

Judgment has no friends. It doesn't matter whether you are a prince or a beggar, judgment awaits you.

Judgment is merciful. Delivering judgment is no small task; you must consider the circumstances as well as the sin.

Judgment is final. The only valid appeal lies with the gods, in the afterlife. A ruling of a judgment paladin can't be contested.

OATH SPELLS

You gain oath spells at the paladin levels listed. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

OATH OF THE JUDGMENT SPELLS

| Paladin Level | Spells |
|---------------|-------------------------------------|
| 3rd | <i>Guiding Bolt, Inflict Wounds</i> |
| 5th | <i>Silence, Heat Metal</i> |
| 9th | <i>Haste, Fear</i> |
| 13th | <i>Blight, Resilient Sphere</i> |
| 17th | <i>Scrying, Wall of Force</i> |

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Weight of Justice. As a bonus action when you hit a creature with a melee weapon attack on your turn, you can use your Channel Divinity to pour your determination into your weapon. They must succeed a Charisma saving throw or be restrained for up to 1 minute.

The target can make a Charisma saving throw at the end of each of their turns to end the effect.

Purge Corruption. As a bonus action, you can use your Channel Divinity to end one condition of your choice on a friendly creature within 30 feet of you. The condition can be blinded, poisoned, charmed, deafened, restrained, paralyzed, stunned, or frightened.

AURA OF RIGHTEOUSNESS

Starting at 7th level, while you are conscious, when you or any friendly creature within 10 feet of you make an attack, they can add your Proficiency Bonus to their damage roll.

At 18th level, the range of this aura increases to 30 feet.

RETRIBUTION

Starting at 15th level, whenever a creature within 30 feet of you damages you or a friendly creature in your Aura of Righteousness, you can use your reaction to deal 2d8 + your Charisma modifier psychic damage to the creature.

FINAL JUDGMENT

Starting at 20th level, you can lock yourself and the target of your judgment in a deadly duel.

As a bonus action, you can mark a creature you can see within 30 feet of you for 1 minute and gain the following benefits.

- ▶ At the start of each of your turns, you can end one effect on yourself that is causing you to be blinded, charmed, deafened, frightened, grappled, incapacitated, paralyzed, poisoned, restrained or stunned.
- ▶ Once on each of your turns, you can teleport to an unoccupied space within 5 feet of the marked creature as part of the Attack action as long as it is on the same plane as you. You deal an additional 6d10 force damage to it the next time you hit it with a melee weapon attack during this turn.
- ▶ Damage you deal to the marked creature ignores their damage resistance.
- ▶ You have resistance to all damage dealt by creatures that aren't marked.

Additionally, whenever the marked creature attacks someone other than you, they must make a Charisma saving throw. On a failed save, the creature must target you instead. If it is not possible, the attack misses.

The mark disappears if you die, fall unconscious or if you attack someone else than the marked creature.

OATH OF THE MOTHERLAND

Trained by the oldest communities of Solasta, these paladins dedicate their lives to restoring the pre-apocalyptic world, saving the land from its decay, and bringing life back where it belongs, despite its violent and volcanic nature. They reject the term "Badlands" and instead call it the "Motherland."



TENETS OF THE MOTHERLAND

Though the exact words and strictures of the oath of the Motherland vary, paladins of this oath share these tenets.

The Motherland belongs to the people. Whatever monsters and thieves have taken from the rightful inhabitants of the Motherland, all these things must be returned to them.

Preserve the Motherland. The delicate balance of the Motherland must be respected, including its volcanic temper. Mortal activities must be destroyed if they unbalance the natural way.

Death to the corrupters of the Motherland. All monsters, invaders, and others who would claim the Motherland for themselves will face merciless death by fire.

OATH SPELLS

You gain oath spells at the paladin levels listed. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

OATH OF THE MOTHERLAND SPELLS

| Paladin Level | Spells |
|---------------|---|
| 3rd | <i>Bane, Burning Hands</i> |
| 5th | <i>Branding Smite, Scorching Ray</i> |
| 9th | <i>Fireball, Protection from Energy</i> |
| 13th | <i>Wall of Fire, Stoneskin</i> |
| 17th | <i>Flame Strike, Wall of Stone</i> |

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Fiery Wrath. As an action, you can use your Channel Divinity to make fire spurt from the ground and envelop a creature you can see within 30 feet of you. The target rolls a Dexterity saving throw, taking 2d6 + your paladin level of fire damage on a failed save, or half as much damage on a successful one. After a failed save, a target is also engulfed in flames for up to 1 minute, taking your paladin level in fire damage at the start of each of its turns.

A creature can use an action on its turn to extinguish the flames.

Fiery Presence. As an action, you can use your Channel Divinity to burn as brightly as the sun. Hostile creatures within 30 feet of you that are not behind total cover must succeed a Constitution saving throw or be blinded for up to 1 minute. At the end of each of its turns, a blinded target can make another Constitution saving throw. On a success, it is no longer blinded.

VOLCANIC AURA

Starting at 7th level, you and friendly creatures within 10 feet of you gain resistance to fire and +1 bonus to AC.

At 18th level, the range of this aura increases to 30 feet.

HEART OF LAVA

Starting at 15th level, you are immune to fire and your skin covers with stone scales when you are in danger, reducing bludgeoning, piercing, and slashing damage that you take by 5.

Additionally, your attacks and spells ignore resistance to fire damage.

BLAZING AVENGER

Starting at 20th level, you gain the ability to become an avatar of the Motherland. As a bonus action, you gain the following benefits for 1 minute.

- ▶ Your melee weapon attacks deal an additional 2d6 fire damage.
- ▶ If a creature is immune to fire damage, fire damage you deal against it is halved instead of negated.
- ▶ Once on each of your turns, when you hit a creature with a melee weapon attack, you can force it to make a Dexterity saving throw. On a failed save,

the creature is engulfed in flames as it were affected by your Channel Divinity: Fiery Wrath. If a target's saving throw is successful or the effect ends for it, the target is immune to this effect for the next 24 hours.

Once you use this feature, you cannot use it again until you finish a long rest.

OATH OF TIRMAR



These paladins belong to an old order that is descended from the Tirmarian Inquisition. They are devoted to the destruction of their ancient enemies, the legendary shape-shifting Sorr-Akkath. Their tenets retain the pain inflicted by their ancestors and integrate the need to avoid being deceived and fighting the wrong enemies. They conduct their rituals in the old language of Tirmar and bear symbols of the old Inquisition. Since many believe that the Sorr-Akkath are either fictitious boogeymen or became extinct long ago, paladins of this oath are sometimes regarded as dangerously obsessed.

TENETS OF TIRMAR

Truth must prevail. Evil roots itself in lies and deception. Truth is the key to the triumph of good.

Bring light to the darkness. Light is the weapon of truth against the secrets and lies of darkness. Bring the light and you will vanquish evil.

Do not let evil blind you. Let not your zeal bring suffering to the innocent. Evil will try to trick you into doing so.

OATH SPELLS

You gain oath spells at the paladin levels listed. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

OATH OF THE TIRMAR SPELLS

| Paladin Level | Spells |
|---------------|------------------------------------|
| 3rd | <i>Faerie Fire, Shield</i> |
| 5th | <i>See Invisibility, Moonbeam</i> |
| 9th | <i>Daylight, Dispel Magic</i> |
| 13th | <i>Compulsion, Banishment</i> |
| 17th | <i>Hold Monster, Wall of Force</i> |

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Golden Speech. As a bonus action, you can use your Channel Divinity to easily grasp people's attention. For the next 10 minutes, you have advantage on Charisma (Persuasion) and Charisma (Intimidation) checks.

Enforce Reality. As a bonus action when you hit a creature with a melee weapon attack on your turn, you can use your Channel Divinity to apply the effects of the Dispel Magic spell onto the target. Additionally, if the creature is not in its natural shape due to magic or supernatural means, it must succeed a Charisma saving throw or instantly revert to its original form. After a failed save, they can't assume a different form for 1 hour.

TIRMARIAN GRUDGE

Starting at 3rd level, your Divine Smite deals an additional 1d8 damage if the target is a shapechanger as if it were an undead or a fiend, and your Divine Sense also detects shapechangers on top of celestials, fiends, and undead.

If you are playing in the Solasta Campaign Setting, you also become proficient in the Tirmarian language.

AURA OF VIGILANCE

Starting at 7th level, while you are conscious, you and friendly creatures within 10 feet of you have blindsight out to a range of 10 feet.

At 18th level, the range of this aura increases to 30 feet, and the range of blindsight increases to 30 feet.

HUNT THEM DOWN

Starting at 15th level, you become the bane of all shapechangers, giving you the following benefits.

- ▶ Whenever you hit a creature with a melee weapon attack, you reduce their speed by 15 feet until the start of your next turn. This effect stacks.
- ▶ Using Divine Sense grants you Truesight with a range of 60 feet until the end of your next turn.

VIGILANT PURIFIER

Starting at 20th level, you permanently gain advantage on Initiative rolls and can no longer be surprised.

Additionally, as a bonus action, you become an avatar of vigilance against wolves in sheep's clothing. For the next minute, you gain the following benefits.

- ▶ Once on each of your turns when you hit a creature with a melee weapon attack, you can force it to make a Charisma saving throw. On a failed save, it becomes restrained until the start of your next turn and it instantly reverts to its original form and can't assume a different form for 1 hour. If a target's saving throw is successful, the target is immune to this effect for the next 24 hours.
- ▶ You have advantage on attack rolls against shapechangers and any other creatures not in their natural shape due to magic or supernatural means. Such creatures also have disadvantage on their attack rolls against you.
- ▶ Hostile creatures with 20 hit points or fewer who start their turn within 30 feet of you fall

unconscious and remain so until they are no longer within 30 feet of you or until their hit points are above 20 hit points.

Once you use this feature, you cannot use it again until you finish a long rest.

RANGER



Wanderers of Solasta's wilderness, rangers prefer to sleep in the woods rather than a town inn, listening to the sounds of nature rather than the chatter of civilized folk. Trained survivalists and hunters, they are fierce in battle and stealthy when stalking a foe. Excellent trackers and archers, they can also cast spells that channel the powers of nature.

MARKSMAN

Heirs to the high elf archery traditions of the old Empire, marksmen are undisputed masters of their art. Amongst the deadliest combatants on Solasta, their specialized training allows them to accurately target their enemies in almost any situation, including close-quarters combat. They are also taught to fletch arrows in all environments, ensuring they are also effective deep behind enemy lines.



ADDITIONAL PROFICIENCY

Starting at 3rd level, you gain proficiency with fletcher's tools. As part of a short rest, you can craft up to five arrows. As part of a long rest, you can craft up to twenty.

You must have enough wood on hand to produce these arrows.

REACTION SHOT

Starting at 3rd level, when a creature you can see that is not within 5 feet of you casts a spell or makes a ranged attack, you can use your reaction to make a ranged weapon attack against them.

STEPBACK SHOOTER

Starting at 7th level, when you make a ranged weapon attack against a creature on your turn, it can't make opportunity attacks against you for the rest of your turn.

Additionally, being within 5 feet of a hostile creature does not impose disadvantage on your ranged weapon attack rolls.

FOCUS FIRE

Starting at 11th level, after you hit a creature twice with a ranged weapon on your turn, you can immediately make an additional attack with that ranged weapon against the same target.

You can only use this feature once per turn.

EXTRA ATTACK (2)

Starting at 15th level, you can attack three times whenever you take the Attack action on your turn.

SHADOW TAMER

Used to wandering the desolate Badlands, shadow tamers know the lore and languages of darkness, traps, and the underground world. They walk without fear where others would hesitate to tread. Simply put, a shadow tamer is at ease where others are not. The countless hazards of the Badlands include darkness, monsters, rough terrain, bad weather, and chaos. Shadow tamers take all these dangers in their stride. Heights, depths, darkness, monsters: none of these bother them. In fact, they make them deadlier. In a monster's den, they are the greater monster.



SHADOW TAMER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Shadow Tamer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

SHADOW TAMER SPELLS

| Ranger Level | Spells |
|--------------|------------------------|
| 3rd | <i>Entangle</i> |
| 5th | <i>Invisibility</i> |
| 9th | <i>Meld into Stone</i> |
| 13th | <i>Faithful Hound</i> |
| 17th | <i>Scrying</i> |

HUNTER IN THE DARK

Starting at 3rd level, you gain darkvision with a range of 60 feet. If you already have darkvision from your species, its range increases by 30 feet.

Additionally, when you make a weapon attack against a creature that is in dim light or darkness or marked by your Tracking Sight, the creature takes extra damage equal to your proficiency bonus.

TRACKING SIGHT

At 3rd level, as a bonus action, you can mark a target that you can see for 1 hour. The marked target is perfectly visible to you even through total cover as long as they are within the range of your darkvision.

Once you use this feature, you cannot use it again until you finish a short or long rest.

PROWLER

Starting at 7th level, your darkvision range increases by 30 feet, and your darkvision now allows you to see normally in magical and nonmagical darkness as if it were bright light.

Additionally, whenever a creature that is in dim light or darkness or marked by your Tracking Sight makes an attack roll against you, you can use your reaction to impose disadvantage on it.

SWIFT RETALIATION

Starting at 11th level, when a hostile creature you can see misses you with an attack, you can make a weapon attack against them (no action required).

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

PREDATOR AND PREY

Starting at 15th level, after you hit a creature with an attack, you gain a +2 bonus to AC and have proficiency in all saving throws against that creature's attacks and spells until the start of your next turn.

SWIFT BLADE

Originally removing themselves from the Manacalon Empire, the sylvan elves long kept a neutral stance towards their high elven brethren. However, as the Empire grew ever larger, the Swift Blades formed in response. Tasked to slow down the Empire's militaristic expansion by removing high priority targets, they were fast, hard to catch, and extremely deadly. As Swift Blades prefer to get up close and personal to make sure of the kill, they quickly gained a fearful reputation across Solasta.



BLADE DANCE

Starting at 3rd level, when you are wielding a melee weapon in each hand, you gain a +2 bonus to AC.

QUICK STEPS

Starting at 3rd level, your speed increases by 10 feet.

Additionally, when you take the Dash action, opportunity attacks against you are made with disadvantage.

UNCATCHABLE

Starting at 7th level, you become extremely hard to pin down. When you take damage, you can use your reaction to become invisible until the end of your next turn.

Once you use this feature, you can't do so again until you finish a short or long rest.

BLADE FLURRY

Starting at 11th level, when you engage in two-weapon fighting, you can make two attacks instead of one as a bonus action with the weapon you're holding in your other hand. If you have the Two-Weapon fighting style, you add your ability modifier to the damage of both these attacks.

Additionally, when you use your reaction to make an opportunity attack while wielding two one-handed melee weapons, you can also make one attack with the weapon you're holding in your other hand as part of the opportunity attack.

BATTLE FOCUS

Starting at 15th level, on your turn, you can enter a heightened state of battle focus (no action required). You gain the following benefits until the start of your next turn.

- ▶ Your melee weapon attacks deal an additional 1d8 damage of the weapon damage type.
- ▶ Your melee weapon attacks score a critical hit on a roll of 18, 19, or 20 on the d20.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses of it when you finish a long rest.

ROGUE



Rogues are unpredictable people. They are versatile, diverse, and full of surprises, all of which makes them hard to describe in a few words. Those who survive long enough can choose from a range of specialist paths that lead to very different careers.

DARKWEAVER

Trained by a secret society that extends throughout the kingdoms of Solasta, Darkweavers have developed techniques to exploit darkness and strike fear into their enemies and have mastered the arts of crafting and using poison.



They are mostly known for their uncanny climbing ability and their skilled use of the advantage of height. Firing arrows from above, they can strike down their targets with a brutal efficiency that ground-based archers cannot match. They can also drop onto unsuspecting targets with lethal effect. Moving unseen in the darkness or waiting in a shadowed corner of the ceiling, the venomous Darkweaver is evasive and deadly.

SPIDER'S BLESSING

Starting at 3rd level, you gain proficiency with the poisoner's kit and you can use the bonus action granted by your Cunning Action to apply poison to your weapon or a piece of ammunition. Whenever you use a

poison, you can choose to substitute its DC with your Poison DC equal to 8 + your proficiency bonus + your Intelligence modifier.

Additionally, you gain a climbing speed equal to your walking speed.

HANGING PREDATOR

Starting at 3rd level, you gain an additional way to use your Sneak Attack: you don't need advantage on your attack roll to use Sneak Attack against a creature if it is at a lower elevation than you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

WEB CRAWLER

Starting at 9th level, moving through difficult terrain costs you no extra movement. You also have advantage on saving throws against spells and effects that would make you restrained or paralyzed.

Additionally, attacks you make and poisons you use ignore resistance to poison damage. If a creature is immune to a poison damage, poison damage you deal against it is halved instead of negated.

VENOMOUS BITE

Starting at 13th level, you can infuse a weapon with magical poison through an hour-long process using a poisoner's kit. The weapon loses its infusion if you die or if you infuse a different weapon.

When you deal Sneak Attack damage with your infused weapon, your target must roll a Constitution saving throw against your Poison DC, taking 2d6 + your intelligence modifier in poison damage on a failed save, or half as much damage on a successful one. After a failed save, a target is also poisoned until the end of your next turn.

Additionally, you can now inflict the poisoned condition on creatures that are immune to it.

RAVAGING TOXICITY

Starting at 17th level, when you hit a creature that is poisoned with a weapon attack, you can double the damage of that attack against the creature.

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

HOODLUM

Not all rogues are stealthy, agile individuals who creep through the shadows. Sometimes the guild just needs muscle. Usually former mercenaries or gangland enforcers, hoodlums are bullies who gang up on their victims. Never fighting fair, they pull every trick in the book to get an edge on their opponents. After all, for someone to win, there must be a loser. And hoodlums have already lost too much.



MEAN MUG

Starting at 3rd level, whenever you make a Charisma (Intimidation) check, you can add your Strength modifier to that check.

THE RIGHT TOOLS

Starting at 3rd level, you gain proficiency with martial weapons, medium armor, and shields.

Additionally, you can use your Sneak Attack with melee weapons that don't have the finesse property.

MENACING

Starting at 9th level, when you deal Sneak Attack damage on your turn, the target has disadvantage on attack rolls against you until the start of your next turn.

DIRTY FIGHTING

Starting at 13th level, you can use a bonus action to catch a creature that you can see within the reach of your melee weapon off-guard. The target must succeed a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier or be blinded and incapacitated until the end of your next turn. A creature who is affected by this feature cannot be affected by it again for 24 hours.

THE OTHER CHEEK

Starting at 17th level, your hit point maximum increases by an amount equal to three times your level. Whenever you gain a level thereafter, your hit point maximum increases by an additional 3 hit points.

Further, when you use Uncanny Dodge and the attacker is within the reach of your melee weapon, you can immediately make an attack with that weapon against it as part of your reaction. You can use your Sneak Attack against that target even if you don't have advantage on that attack roll, but not if you have disadvantage on it.

SHADOWCASTER

Trained in the arcane arts as well as in roguish skills, shadowcasters are stealthy magic users whose abilities make it almost impossible to guard against their attacks. They move with greater freedom than other rogues, being capable of teleporting short distances. Masters of the discipline are said to be able to evade even the most accurate blows by just vanishing.



SPELLCASTING (3RD LEVEL)

Beginning when you choose this archetype at 3rd level, you gain the ability to cast wizard spells.

Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional cantrip at 10th level.

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

Spells Known of 1st Level and Higher. You know three 1st-level wizard spells of your choice, which you must choose from the conjuration, evocation, necromancy, or transmutation spells on the wizard spell list.

The Spells Known column of the Shadowcaster Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be a conjuration, evocation, necromancy, or transmutation spell of your choice, and must be of a level for which you have spell slots.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be from one of the four schools mentioned above.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells since you learn your spells through study and memorization. You 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 a wizard 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

SHADOW CASTING

Starting at 3rd level, you gain an additional way to use your Sneak Attack. You can use your Sneak Attack when you damage enemies with spells which require an attack roll as if you were using a finesse or a ranged weapon. All the other rules for Sneak Attack still apply to you.

Additionally, you can choose to replace your Intelligence modifier with your Dexterity modifier when making a melee or ranged spell attack.

SHADOWCASTER SPELLCASTING

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

INTO THE SHADOWS

Starting at 9th level, you can quickly fall back into your own shadow and reappear somewhere else. As a bonus action, you teleport up to 25 feet to an unoccupied space that you can see. You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses of it when you finish a short or long rest.

SHADOW RETRIBUTION

Starting at 13th level, you learn two cantrips from any class. The chosen cantrips count as wizard spells for you and are included in the number in the Cantrips Known column of the Shadowcaster Spellcasting table.

Additionally, when you are damaged by a spell and you can see the caster, you can use your reaction to cast a cantrip at them. The cantrip must have a casting time of 1 action and must target only that creature. The creature must also be within range of the cantrip.

SHADOW ESCAPE

Starting at 17th level, you gain an additional way to use Into the Shadows. When you are hit by an attack, you can use your reaction to use Into the Shadows to teleport up to 25 feet to an unoccupied space that you can see and negate the effect and damage of that attack.

SORCERER



Sorcerers are rare on Solasta, but not unknown. Some have an innate magical ability as the result of a quirk in their ancestry. Others were born out of the mana starvation that followed the cataclysm when their ancestors learned to drain magic from all that surrounded them – locations, objects and even people – and channel it to cast spells or create potions or scrolls. Although they called themselves mana painters, their enemies called them mana thieves.

Another effect of the Cataclysm was that some people were changed, becoming mana, light, and shadow as well as flesh and blood, or becoming at one with spirits of the dead. The descendants of these individuals, often called “children of the rift” or “haunted souls”, gained an innate ability to cast spells through instinct rather than study.

CHILD OF THE RIFT

The prolonged instabilities caused by the existence of the Rift connecting Tirmar and Solasta has given birth to many new magic wielders across Solasta. These sorcerers are colloquially known as the children of the rift. Many are haunted by strange visions from worlds they have never known and the ability to cast spells they should not be able to access.



ORIGIN MAGIC

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Child of the Rift Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

When you gain a level in this class, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be from the sorcerer or cleric spell list, and it becomes a sorcerer spell for you.

CHILD OF THE RIFT SPELLS

| Sorcerer Level | Spells |
|----------------|--|
| 1st | <i>Guiding Bolt, Healing Word</i> |
| 3rd | <i>Lesser Restoration, Zone of Truth</i> |
| 5th | <i>Spirit Guardians, Revivify</i> |
| 7th | <i>Banishment, Guardian of Faith</i> |
| 9th | <i>Greater Restoration, Hallow</i> |

BETWEEN TWO WORLDS

Starting at 1st level, whenever you finish a long rest, you gain proficiency in two skills, languages, or tools of your choice. Your proficiency bonus is doubled for any ability check you make that uses them. These proficiencies last until the end of your next long rest.

RIFT WALK

Starting at 6th level, whenever you use Metamagic on a spell, you can teleport up to 30 feet to an unoccupied space that you can see immediately after casting that spell.

RIFT DEFLECTION

Starting at 14th level, when you are about to take damage, you can use your reaction and spend 1 sorcery point to become resistant to a damage type of your choice until the start of your next turn.



GREATER RIFT WALK

Starting at 18th level, you can now teleport up to 60 feet to an unoccupied space that you can see when using Rift Walk. Additionally, you can bring one creature within 5 feet of you that is no more than one size larger than you with you when doing so. If the target is not willing, it can make a Dexterity saving throw to avoid getting teleported with you.

HAUNTED SOUL

Like all Solastan sorcerers, the so-called “haunted souls” are the result of the Cataclysm. The unprecedented death resulting from that terrible event caused some with a deep magical affinity to be permanently haunted by spirits. Most simply went mad and few survived for long. However, a small number learned to live with and control the spirits, leading to an entirely new form of magic.



ORIGIN MAGIC

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Haunted Soul Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an enchantment or a necromancy spell from the sorcerer, warlock, or wizard spell list, and it becomes a sorcerer spell for you.

HAUNTED SOUL SPELLS

| Sorcerer Level | Spells |
|----------------|--------------------------------------|
| 1st | <i>Bane, Inflict Wounds</i> |
| 3rd | <i>Enthrall, Ray of Enfeeblement</i> |
| 5th | <i>Animate Dead, Bestow Curse</i> |
| 7th | <i>Compulsion, Phantasmal Killer</i> |
| 9th | <i>Dream, Geas</i> |

A HELPING HAND

Starting at 1st level, you learn the *Chill Touch* spell, which doesn't count against the number of sorcerer cantrips you know.

Whenever you cast a spell of 1st level or higher that has a casting time of 1 action, you can cast *Chill Touch* as a Bonus Action on the same turn.

VENGEFUL SPIRIT

Starting at 6th level, when a creature within 60 feet of you that you can see damages you, you can use your

reaction and spend 2 sorcery points to haunt it until the end of your next turn. Attack rolls made against the haunted target have advantage.

Additionally, you gain resistance to necrotic damage.

SOUL DRAIN

Starting at 14th level, you can touch a creature that has died within the last minute as an action. You regain expended sorcery points up to half the enemy's number of Hit Dice or half your Sorcerer level, whichever is lower.

Once you use this feature, you cannot use it again until you finish a long rest.

HORRIFYING FORM

Starting at 18th level, you can spend 6 sorcery points as a bonus action to let the haunted spirit take partial possession of you. As you transform, you let out a ghastly wail and all hostile creatures within 60 feet of you that can hear you must make a Constitution saving throw or be paralyzed until the end of your next turn. While in this form, you gain the following benefits.

- ▶ You gain a flying speed equal to your current speed.
- ▶ You become immune to necrotic damage.
- ▶ Whenever you use Metamagic on a spell, you can reduce the sorcery points spent by 1 (minimum 0).
- ▶ Once per turn, you can focus your dreadful gaze onto a creature you can see within 60 feet of you (no action required). The target must succeed a Wisdom saving throw or become frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to it for the next 24 hours.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.

MANA PAINTER

After the Cataclysm, most spellcasters died or completely lost the ability to use magic. However, as the years passed, rare children were born with the natural ability to draw mana to them from the surrounding environment and then manipulate it. Referred to as Mana Painters, they were highly regarded in the first centuries following the Cataclysm as they could still actively use magic, and were thus a source of much hope.



ORIGIN MAGIC (1ST LEVEL)

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the

Mana Painter Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

When you gain a level in this class, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be from the sorcerer or druid spell list, and it becomes a sorcerer spell for you.

MANA PAINTER SPELLS

| Sorcerer Level | Spells |
|----------------|------------------------------------|
| 1st | <i>Entangle, Faerie Fire</i> |
| 3rd | <i>Spike Growth, Heat Metal</i> |
| 5th | <i>Call Lightning, Wind Wall</i> |
| 7th | <i>Control Water, Giant Insect</i> |
| 9th | <i>Awaken, Tree Stride</i> |

MANA SHIELD

Starting at 1st level, whenever you cast a spell of 1st level or higher, you gain temporary hit points equal to three times the level of the spell.

MANA ABSORPTION

Starting at 6th level, whenever you make a saving throw against a spell, you can choose to replace the ability modifier with your Charisma modifier instead.

MANA DRAIN

Starting at 14th level, when you see a creature within 60 feet of you casting a spell, you can use your reaction to leech its magic. The targets of the spell have advantage on their saving throws against it, and its damage is halved if it deals any damage. The first time you use this power after each long rest, you also regain a number of sorcery points equal to the level of the spell leech. Once you use this feature, you can't use it again until you finish a short or long rest, unless you spend 5 sorcery points to use it again.

MANA CONDUIT

Starting at 18th level, as a bonus action you can over-infuse yourself with magic. For the next minute, you gain the following benefits.

- ▶ When casting a spell, you can decide to use two different Metamagic options at once.
- ▶ Whenever you use Metamagic on a spell, you can decide to substitute any number of sorcery points spent by taking the same amount of d8 in force damage instead. This damage ignores resistance and immunity.

Once you use this feature, you cannot use it again until you finish a long rest.

WARLOCK



Ever since the Cataclysm, Solasta has been cut off from the outer planes, making it impossible for a prospective warlock to contact any otherworldly patron who could grant power. So, while warlocks are known from the ancient chronicles of both Solasta and Tirmar, it is widely believed that they no longer exist.

However, recent events have led some scholars to disagree with this assessment. Their theories are controversial and widely disbelieved, but there is a school of thought that suggests that at least some Sorr-Akkath spellcasters may be warlocks instead of clerics or wizards. Since so little is known of the Sorr-Akkath – including whether or not they truly exist – much more information will be needed before this question can be resolved.

Further, there are said to be ancient, powerful entities somehow trapped within Solasta, some of whom are willing to offer great gifts in exchange for service.

THE HIVE

Originally created by the Manacalon Empire to dispose of undesired waste and unruly slaves, the Redeemers changed dramatically in the centuries following the Cataclysm. Few are the scholars who have gained any insight on these insect-like creatures, as they are incredibly



hostile and dangerous. Yet, some claim that the Redeemers are actually controlled by an entity that one needs but listen to in order to be granted extraordinary powers...

EXPANDED SPELL LIST

The Hive lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

HIVE EXPANDED SPELLS

| Spell Level | Spells |
|-------------|---|
| 1st | <i>Detect Magic, Faerie Fire</i> |
| 2nd | <i>Acid Arrow, Detect Thoughts</i> |
| 3rd | <i>Protection from Energy, Stinking Cloud</i> |
| 4th | <i>Giant Insect, Stoneskin</i> |
| 5th | <i>Cloudkill, Insect Plague</i> |

WEAKENING PHEROMONES

Starting at 1st level, after you damage a creature with a spell, you can affect it with pheromones for up to 1 minute (no action required). A creature affected by pheromones has disadvantage on their next saving throw, after which the pheromones dissipate.

Once you use this feature, you cannot use it again until you finish a short or long rest.

MAGIC COUNTER

Starting at 6th level, you learn *Counterspell*, and it doesn't count against the number of warlock spells you know. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a short or long rest. You can also cast it using any spell slots you have.

Whenever *Counterspell* requires you to make an ability check (or your target to make a saving throw) as part of casting it, you can add your proficiency bonus to the ability check (or spell save DC).

ANTIMAGIC CHITIN

Starting at 10th level, you have advantage on saving throws against spells.

REACTIVE CARAPACE

Starting at 14th level, when you are about to take damage from a spell, you immediately gain temporary Hit Points equal to 1d10 + your Warlock level (no action required) until the end of your next turn.

Once you use this feature, you cannot use it again until the end of your next turn.

THE TIMEKEEPER

The Cataclysm not only caused the land to split and for magic to spiral out of control, in many places it also broke time. For centuries after that ruinous event, rumors circulated that a mysterious entity from outside of time was reaching through temporal anomalies to grant great power in exchange for fixing the time rifts that afflicted Solasta, although the reasons why the "Timekeeper" should want to do this are as uncertain as its existence.



EXPANDED SPELL LIST

The Timekeeper lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

TIMEKEEPER EXPANDED SPELLS

| Spell Level | Spells |
|-------------|--|
| 1st | <i>Longstrider, Magic Missile</i> |
| 2nd | <i>Blur, Knock</i> |
| 3rd | <i>Haste, Slow</i> |
| 4th | <i>Resilient Sphere, Freedom of Movement</i> |
| 5th | <i>Raise Dead, Wall of Force</i> |

TEMPORAL DISTORTION

Starting at 1st level, when you cast a spell of 1st level or higher, hostile creatures hit by that spell attack or who fail a save against that spell cannot take reactions until the start of their next turn.

TIME SHIFT

Starting at 6th level, when you are damaged, you can use your reaction to jump back in time. You briefly vanish from your current plane of existence (as in the *Blink* spell) into a time rift, negating the damage and effects you received from the immediate event that caused you to Time Shift.

At the start of your next turn, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near).

After you use this feature, you can't use it again until you complete a long rest.

ACCELERATE

Starting at 10th level, you can use a bonus action to briefly accelerate an ally within 30 feet. They gain the effects of the *Haste* spell until the start of your next turn, but they do not suffer from lethargy when this feature ends.



You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

TIME WARP

Starting at 14th level, 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 long rest before you can use it again.

THE TREE

Legends claim that deep in the swamps of the Lost Valley stands an ancient tree that can grant wishes. Lost in an endless labyrinth of greenery and protected by swarms of monsters, there are many who have lost their lives trying to reach this mythical tree. The few who emerged alive are changed, both physically and mentally, wreathed in roots and somehow imbued with powerful magics...



EXPANDED SPELL LIST (1ST LEVEL)

The Tree lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

TREE EXPANDED SPELLS

| Spell Level | Spells |
|-------------|---|
| 1st | <i>Entangle, Fog Cloud</i> |
| 2nd | <i>Barkskin, Spiked Growth</i> |
| 3rd | <i>Bestow Curse, Conjure Animals</i> |
| 4th | <i>Confusion, Conjure Woodland Beings</i> |
| 5th | <i>Contagion, Dominate Person</i> |

PIERCING BRANCHES

Starting at 1st level, small piercing branches sprout from your skin. Whenever an enemy makes a melee attack against you, they take 1d4 piercing damage.

BLESSING OF THE TREE

Starting at 6th level, both your blood and your skin starts changing color ever so slightly. You can't be poisoned, and you gain resistance against poison and necrotic damage.

EXPLOSIVE GROWTH

Starting at 10th level, you can now control the growth of the branches covering you, making it more dangerous to approach you. As a bonus action, the branches covering your body grow incredibly fast before returning to their normal size, all creatures within 5 feet of you must make a Dexterity saving throw, taking a number of d4s equal to your warlock level of piercing damage on a failed save, or half as much on a successful one. After a failed save, a target is also restrained until the end of your next turn and, if it is no more than one size larger than you, is shoved 5 feet away from you.

Once you use this feature, you cannot use it again until you finish a short or long rest.

ONE WITH THE TREE

Starting at 14th level, you gain the following benefits.

- ▶ You gain a +2 AC bonus, and you are always considered under the effect of half-cover against ranged attacks.
- ▶ Your Piercing Branches feature now deals an additional 1d4 poison damage.

WIZARD



Under the rule of the Manacalon Empire, magical teachings were composed of eight schools, whose symbols may be found in many archaeological remains. Those symbols are still sometimes used in spellbooks, but they are less relevant to modern magical traditions.

COURT MAGE

In a society where magic is prevalent, it is only natural to have spellcasters in the role of bodyguards. Originally an order of the Manacalon Empire, court mages are wizards who specialize in protecting their clients with steel and magic.

Having a court mage at your side is seen as a symbol of prestige as only the wealthy, or those considered irreplaceable, are ever granted one.



ALWAYS PREPARED

Starting at 2nd level, you gain proficiency with shields.

Additionally, you gain the Protection Fighting Style, allowing you to use a reaction when wielding a shield to impose disadvantage on an attack roll made against a target other than you that is within 5 feet of you. If you already have this Fighting Style from another class, you may replace the option from that class with a different one available to the class.

SPELL SHIELD

Starting at 2nd level, you can use an action to create a powerful spell shield around yourself and a friendly creature you can see within 30 feet of you.

A spell shield has a hit point maximum equal to three times your wizard level. Whenever a creature under the effect of Spell Shield takes damage, the shield takes the damage instead. If this damage reduces the shield to 0 hit points, it disappears and the creature takes any remaining damage.

The spell shield also disappears after 10 minutes, when you use this feature again, or if a shielded creature becomes separated by more than 30 feet from you. At level 14, the range of the spell shield increases to 60 feet.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

CAREFUL PROTECTOR

Starting at 6th level, you can use a bonus action to teleport to an unoccupied space within 5 feet of a creature protected by Spell Shield other than yourself.

Additionally, when you are within 5 feet of a friendly creature and you are not incapacitated, they gain a +2 bonus to AC.

SHIELD RESONANCE

Starting at 10th level, you can choose one damage type when you create your Spell Shield. You and your shielded ally gain resistance to that damage type while under the effect of Spell Shield.

SHIELD SHATTER

Starting at 14th level, when a Spell Shield is reduced to 0 hit points, it shatters in a bright flash. Hostile creatures within 15 feet of it must succeed a Constitution saving throw or become blinded, deafened, and silenced (incapable of casting spells that include a verbal component) until the end of their next turn. Additionally, the remaining strands of magic create a last layer of protection on its former target, granting them resistance to all damage types until the start of their next turn.

GREENMAGE

This arcane tradition was born among the sylvan elves and reflects their close relationship with nature. The original greenmages patrolled the borders of the sylvan lands, using their magic to back up guard patrols and discourage would-be invaders. After the Cataclysm they were forced to develop non-magical methods, which made them all the stronger when Solasta's mana slowly returned. In the centuries since then, wizards of all species have studied the greenmage tradition.



In addition to its nature-related spells, this tradition incorporates an unusual degree of martial training, including archery and outdoor survival. Any greenmage is quite at home in a forest environment. It is said that the most learned and powerful greenmages can imbue their bows and arrows – and even their bodies – with magical qualities.

GREEN MAGIC

Starting at 2nd level, you gain access to an expanded list of spells when you learn a wizard spell. The following spells are added to the wizard spell list for you.

GREEN MAGIC SPELLS

| Spell Level | Spells |
|-------------|---|
| 1st | <i>Entangle, Speak with Animals</i> |
| 2nd | <i>Animal Messenger, Locate Animals or Plants</i> |
| 3rd | <i>Call Lightning, Speak with Plants</i> |
| 4th | <i>Freedom of Movement, Dominate Beast</i> |
| 5th | <i>Commune With Nature, Tree Stride</i> |

WARDEN OF THE FOREST

Starting at 2nd level, you gain proficiency with light armor and shortbows. Additionally, you gain the Archery Fighting Style, granting you a +2 bonus to attack rolls you make with ranged weapons. If you already have this Fighting Style from another class, you may replace the option from that class with a different one available to the class.

ENTANGLING SHOT

Starting at 6th level, after you hit an enemy with a ranged weapon, you can use your bonus action to transform the ammunition into a vine. The target takes piercing damage equal to your Wizard level and must succeed on a Strength saving throw or be restrained until the end of your next turn.

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

LEAF SCALES

Starting at 10th level, when a hostile creature damages you with a ranged attack or a spell, you can use your reaction to halve the damage you take from it.



INFUSED SHOT

Starting at 14th level, when you attack with a ranged weapon, you can use your Intelligence modifier instead of Dexterity for the attack and damage rolls.

Additionally, as a bonus action, you can touch a piece of ammunition and cast a spell of 1st level or higher that has a casting time of 1 action and doesn't have a range of Self. The spell has no immediate effect when cast in this way; instead, its magic is stored in the piece of ammunition. If the spell requires concentration, you must maintain concentration as you would normally. If you hit a creature by firing the infused ammunition from a ranged weapon, the stored spell takes effect, targeting the creature you hit or using its location as the spell's point of origin. The magic stored in the ammunition then dissipates. The stored magic also dissipates if your attack misses, after 1 minute, or if you use this feature again.

If the spell requires an attack roll, it automatically succeeds against the creature you hit. If the spell requires targets to make a saving throw, the creature hit by the infused shot has disadvantage on their first saving throw against the spell. The spell automatically fails if the target is not valid, such as trying to cast *Charm Person* on a non-humanoid creature or *Haste* on an unwilling creature.

Once you hit a creature with an infused shot, you cannot infuse another piece of ammunition until you finish a short or long rest.

LOREMASTER

This tradition was built over centuries of continuing efforts to salvage the lost magical knowledge of the Manacalon Empire. Loremasters are highly skilled at finding and learning new magic, and in their insatiable quest continuously train their memory to retain ever more spells. It has been said that knowledge is power, and Loremasters are masters of knowledge.



KEEN MIND

Starting at 2nd level, you gain proficiency in the Arcana and History skills. If you are already proficient in one (or both skills), you gain proficiency in one (or two) of the following skills of your choice: Investigation, Nature, Religion, Medicine.

Additionally, you reduce by half the time and money you require to craft scrolls and potions.

PURSUIT OF KNOWLEDGE

Starting at 2nd level, choose one additional level 1 spell and one additional cantrip from any class. The chosen cantrip is a wizard cantrip for you and doesn't count against the number of wizard cantrips you know. The

chosen spell counts as a wizard spell for you and is added to your spellbook.

SPELL ACADEMIC

Starting at 6th level, each time you gain a wizard level you can now add three wizard spells of your choice to your spellbook instead of two, and you may select one of the spells from any class provided it has the ritual tag. The chosen spell counts as a wizard spell for you and is added to your spellbook.

ARCANE MEMORY

Starting at 10th level, you can prepare an additional number of spells equal to your Proficiency Bonus.

Additionally, once per day when you finish a short rest, you can replace one spell from your list of prepared spells with another one from your spellbook.

ARCANE PROFESSOR

Starting at 14th level, you gain one extra 1st level, 2nd level, 3rd level, and 4th level spell slots. Additionally, you learn 4 cantrips from any class. The chosen cantrips count as wizard cantrips for you and don't count against the number of wizard cantrips you know.

SHOCK ARCANIST

This tradition is one of the most ancient on Solasta, dating back to the armies of the Manacalon Empire. Shock Arcanists are elite battle-mages, specializing in offensive and destructive magic. Most of their training focuses on making these spells more powerful, which is the origin of the "Arcane Shock." Experts in this tradition can overload their spells with mana, making them more destructive. However, losing control of the excess mana risks a dangerous magical backlash.

Legend has it that the greatest shock arcanists of the Manacalon Empire could also cast spells as a group, utilizing a magical resonance that greatly amplified a spell's power. However, this art seems to have been lost since the Cataclysm.

ARCANE WARFARE

Starting at 2nd level, when you cast a spell whose damage roll increases when cast at higher levels, you can cast it as if you were using a slot of one level higher.

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

ARCANE SHOCK

Starting at 6th level, you gain the ability to overload your spells with unstable power to increase their effect at the cost of a detrimental backlash upon yourself. You

start with one Arcane Shock option: Power. Until 14th level, you can use only one Arcane Shock option on a spell when you cast it.

The first time you use this power after each long rest, you don't suffer from the drawback of Arcane Shock.

ARCANE SHOCK: POWER

Starting at 6th level, when you cast a spell of 1st level or higher, you can use your Arcane Shock to let its magic run wild. You roll damage for the spell twice and use the higher of the two rolls.

However, after casting the spell you take psychic damage equal to twice the level of spell slot used. This self-inflicted damage cannot be reduced in any way.

PREPARED FOR WAR

Starting at 10th level, you have pushed the limits of your endurance with the backlash of Arcane Shock. Your wizard Hit Dice are converted to d8s, and your hit point maximum immediately increases by 10 in consequence. Whenever you gain a Wizard level thereafter, your hit point maximum increases by 1d8 (or 5) + your Constitution modifier instead of 1d6 (or 4) + your Constitution modifier.

ARCANE SHOCK: PIERCE

Starting at 10th level, when you cast a spell of 1st level or higher, you can pour even more magic into your Arcane Shock. The spell bypasses the Magic Resistance feature (often possessed by powerful extraplanar entities), as well as any type of damage resistance.

However, after casting the spell you take psychic damage equal to three times the level of spell slot used. This self-inflicted damage cannot be reduced in any way.

ARCANE SHOCK: OVERWHELM

Starting at 14th level, you can use your Arcane Shock to overload your spell with power. When you cast a spell of 1st level or higher that allows its targets to take half damage on a successful saving throw, you can cause them to take full damage regardless of the outcome of their saving throw.

However, after casting the spell you are blinded and deafened until the end of your next turn.

WRATH OF THE MAGISTER

Starting at 14th level you have mastered the ancient arts of the Shock Arcanists. You can now apply multiple Arcane Shock options to a spell, combining their effects and drawbacks.

Additionally, when using Arcane Warfare, you now cast the spell as if you were using a slot of two levels higher instead.



CHAPTER 7 BACKGROUNDS

TAVERNS AND BUSY MARKETPLACES echo with excited tales of the untold riches and lost lore that await discovery in the Badlands. Adventurers from all walks of life chase inflated rumours, sometimes creating parties comprised of the most unlikely bedfellows.

ACADEMIC

You had two passions growing up: history and magic. Your teachers saw your interest in all things old and magical, and ensured that your potential was nurtured. Your mission in life is to discover the secrets of the past, both magical and mundane – and you are ready to risk your life in the pursuit of discovery. You knew of the Guild of Antiquarians, of course, but you wanted more from life than being stuck in a library all day. So, you took your backpack and set out to discover the wonders of Solasta for yourself.



Skill Proficiencies (Bookworm): Arcana, Nature, Insight.
Languages: Two of your choice.

Equipment: Common clothes, a notebook to keep track of your adventures, 25 gp.

FEATURE: RUNAWAY SCHOLAR

You were once being considered for acceptance into a scholarly organization such as the Guild of Antiquarians, and had a mentor who sponsored you, but you decided not to enlist. You still have ties to the organization and to your former mentor. Relations could be friendly, or they might be strained because of your refusal.

SUGGESTED CHARACTERISTICS

Academics are shaped by what they read and the teachers with whom they study. Their interests and researches affect their reactions and mannerisms. Their flaws can be some fringe idea taken to an extreme, or a trait that is harmless in the sheltered world of academia but can cause problems elsewhere.

d8 Personality Trait

- 1 A book is an irresistible distraction for me.
- 2 I quote academic texts in every possible situation. An unsupported assertion is suspect.
- 3 I take a long time to think before speaking, making sure I have considered every angle.
- 4 I am tolerant (or intolerant) of other fields of study and respect (or dismiss) those who study them.
- 5 I am competitive, and often challenge others to tests of knowledge.
- 6 I am fiercely loyal to my alma mater, and will defend its honor at all costs.
- 7 I dislike the so-called 'real world', preferring a secluded life of the mind.
- 8 I know no fear, for my thirst for discovery overrides all other considerations.

d6 Ideal

- 1 **Knowledge.** Everything is knowledge, and knowledge is everything.
- 2 **Education.** Knowledge is useless unless it is shared.
- 3 **Prestige.** I am determined to be the most respected scholar in my – or any – field.
- 4 **Power.** Knowledge is power, and power belongs in the hands of the educated.
- 5 **Progress.** Increased knowledge improves life for everyone, even if practical applications are not immediately apparent.
- 6 **Loyalty.** I am the first in my family to become an academic, and I am determined to make them proud.

d6 Bond

- 1 I have an academic rival whom I am determined to surpass.
- 2 There is a particular mystery blocking progress in my field of study, and I am determined to be the one who solves it.
- 3 My teachers and fellow students looked down on me for some reason, and I will have my revenge.
- 4 Everything I learn is to help improve life for everyone – not just other academics.
- 5 My mentor died before cracking a particular problem, and I will solve it in his or her honor.
- 6 My particular field of study is considered foolish by mainstream academics, but I will prove them wrong.

d6 Flaw

- 1 I am not interested in anything outside my own narrow research field.
- 2 I am absent-minded, and hopeless at day-to-day tasks.
- 3 I find non-academics puzzling, and have difficulty dealing with them.
- 4 I have an unthinking habit of correcting errors in others' grammar and thinking.
- 5 I question everything I am told, and must find the truth through logical inquiry.
- 6 My devotion to my studies means I know far less than the average person about anything outside my field.

ACOLYTE

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily a cleric—performing sacred rites is not the same thing as channeling divine power.



Skill Proficiencies (Religious Training): Insight, Religion.

Tool Proficiency: Herbalism kit.

Languages: One of your choice.

Equipment: Common clerical clothes, a book with holy texts from your religion, herbalism kit, 15 gp.

FEATURE: SHELTER OF THE FAITHFUL

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion

will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you 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.

SUGGESTED CHARACTERISTICS

Acolytes 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.

d8 Personality Trait

- 1 I idolize a particular 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 Nothing can shake my optimistic attitude.
- 5 I quote (or misquote) sacred texts and proverbs in almost every situation.
- 6 I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.
- 7 I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.
- 8 I've spent so long in the temple that I have little practical experience dealing with people in the outside world.

d6 Ideal

- 1 **Tradition.** The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)
- 2 **Charity.** I always try to help those in need, no matter what the personal cost. (Good)
- 3 **Change.** We must help bring about the changes the gods are constantly working in the world. (Chaotic)
- 4 **Power.** I hope to one day rise to the top of my faith's religious hierarchy. (Lawful)
- 5 **Faith.** I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful)
- 6 **Aspiration.** I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings. (Any)

d6 Bond

- 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 who branded me a heretic.
- 3 I owe my life to the priest who took me in when my parents died.
- 4 Everything I do is for the common people.
- 5 I will do anything to protect the temple where I served.
- 6 I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

d6 Flaw

- 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 pick a goal, I become obsessed with it to the detriment of everything else in my life.

ARISTOCRAT

Born among the lords of your people, you have received a higher education. Your manners and speech are formal and rigid, and you have difficulties when dealing with low-ranking individuals. A life of privilege gave you enough perks to start your adventuring life with a comfortable package.



Skill Proficiencies (Higher Education): History, Persuasion, Intimidation.

Languages: Two of your choice.

Equipment: Fine clothes, a sigil ring of your family, 40 gp.

FEATURE: BLUE BLOOD

People from the nobility recognize you as one of them. They may even know your family and title, which can be helpful in some situations.

SUGGESTED CHARACTERISTICS

Raised in a life of wealth and privilege, aristocrats often have trouble adjusting to harsher realities. Their attitudes and mannerisms reflect this, and their flaws often revolve around the dissonance between the world they are used to and the world they encounter.

d8 Personality Trait

- 1 I like the finer things in life, and will not accept food, drink, lodging, or anything else that is less than the very best.
- 2 I treat the lower orders with kindness. They can't help being poor, ignorant, and unable to help themselves.
- 3 I have an unshakeable faith in my own quality to see me through any situation.
- 4 My family is renowned and respected, but it can climb higher. I will see to it that it does.
- 5 I find the lower orders a little threatening, and avoid them when I can.
- 6 I find the lower orders interesting, and actively try to make their acquaintance.
- 7 I know the aristocracy exists only as long as the social order is maintained, and try to avoid upsetting the balance of things.
- 8 I live to be an example to others – especially the lower classes.

d6 Ideal

- 1 **Tradition.** Society must remain as it is, despite what others may claim. Any deviation from tradition threatens to plunge society into chaos.
- 2 **Power.** Power must remain in the hands of those who are best suited, by breeding and education, to wield it.
- 3 **Inherent Quality.** Those born into the aristocracy are inherently superior to others in every way.
- 4 **Faith.** The gods placed some mortals above others, and they did so for a reason.
- 5 **Charity.** Just as a shepherd must care for the sheep, an aristocrat must take care of those less fortunate.
- 6 **Loyalty.** Any word of deed that casts a blot on the family name is unforgivable.

d6 Bond

- 1 My family disowned me for some trifling misdeed. I will have my revenge.
- 2 My worthless brother stands to inherit everything, unless I can outshine him in some way that the family cannot ignore.
- 3 My family has fallen on hard times, and I must rebuild its wealth, power, and prestige.
- 4 I am devoted to a group of friends from my college days (or my military service), and act as though those days never ended.
- 5 I will have justice from the political rivals who murdered my parents and cast my family down for their own gain.
- 6 I am the last of my line. If it must go extinct with me, it will go out in a blaze of glory.

d6 Flaw

- 1 I am a snob, and look down anyone who is not an aristocrat.
- 2 I am competitive, and will try to best any fellow aristocrat in some way.
- 3 I cannot resist good food and drink, and will binge to excess.
- 4 My loyalty to my family (or my ambition) leads me to be too ruthless at some times and too trusting at others.
- 5 I see others as expendable, especially if they are not aristocrats.
- 6 My personal code of honor sometimes leads me to take unnecessary risks.

LAWKEEPER

You have an instinct for spotting trouble and the force of personality to nip it in the bud. As a deputy, you learned how to spot a lie and how to discourage a troublemaker with nothing but a cold-eyed stare. And if keeping the peace and protecting the innocent required you to break a few heads, you were ready. After a while, though, dealing with petty criminals every day just wasn't enough. You took what you had learned and embarked on a life of travel and discovery. The Marches and the Badlands have a whole different level of lawlessness – enough to keep you interested, you're certain.



Skill Proficiencies: Perception, Intimidation.

Weapon Proficiency: Martial weapons.

Language: One of your choice.

Equipment: Common clothes, a lawkeeper's badge from your home, 10 gp.

Alignment: Any non-chaotic.

FEATURE: SHIELD OF THE LAW

Your history as a lawkeeper gives you additional influence with certain bodies in your home. You have advantage when making Persuasion checks in dealings with the law enforcement authorities of your home nation.

SUGGESTED CHARACTERISTICS

Lawkeepers are shaped by their service in a city watch or other law enforcement organization, and their behavior is often based on their perception of circumstances in terms of crime and punishment. Their flaws are often traits that serve them well when pursuing and capturing criminals, but are less useful in other contexts.

d8 Personality Trait

- 1 I speak little and listen constantly.
- 2 I maintain eye contact longer than most people find comfortable.
- 3 I am not above getting my hands dirty.
- 4 I would rather prevent crimes and reform criminals than investigate and punish.
- 5 I pretend to be less intelligent than I am, so people will underestimate me.
- 6 I prefer the fringes of society, where it's just me and the criminals.
- 7 I trust no one, and believe no one.
- 8 I consider myself a student of human nature.

d6 Ideal

- 1 **Law.** No one is above the law, and all must be punished the same.
- 2 **Justice.** Sometimes it is necessary to break the law in order to obtain justice.
- 3 **Respect.** The system only works if those below respect those above.
- 4 **Vengeance.** Make an example of one criminal, and you deter a dozen others.
- 5 **Honor.** Wrongs must be righted – always.
- 6 **Protection.** The law exists to protect the weak from the strong.

d6 Bond

- 1 I will someday get even with those who framed me for a crime I did not commit.
- 2 I exposed corruption and paid the price. Those I crossed will send people after me.
- 3 I am haunted by the one case I couldn't solve.
- 4 The criminals and I are locked in an endless dance. No one else matters.
- 5 I serve the common people, who look to the law for protection.
- 6 I saw my parents murdered, and vowed to protect others.

d6 Flaw

- 1 I judge everyone harshly, including myself. No one is perfect, and that bothers me.
- 2 I lose track of the line between reasonable force and wanton violence.
- 3 I trust no one – not even fellow lawkeepers.
- 4 I see the bad in everyone and the good in no one.
- 5 I have too much confidence in my own reasoning.
- 6 I need people to respect me – but I'll settle for being feared.



LOWLIFE

Born in the streets, you have always been discarded by most commoners, and learned to survive with close to nothing. This made you a tough and resolved individual. Manners and education are not your strong suit, but you have learned to compensate with other qualities.



Skill Proficiencies: Sleight of Hand, Deception

Tool Proficiency: Thieves' tools

Equipment: Worn clothes.

FEATURE: UNDERGROUND NETWORK

You have ties with the underworld, whether you like or not. You know the rules and codes of the streets and can deal with the criminal community easily. You have advantage when making Persuasion checks in dealings with the underworld of your home nation.

SUGGESTED CHARACTERISTICS

Lowlives have grown up in the underworld of the poor and the criminal. They learned early that the world gives nothing away, and are governed primarily by self-interest. Their flaws can stem from their limited view of the world or their flexible sense of morality.

d8 Personality Trait

- 1 My eyes are constantly darting from side to side, looking for threats and potential exits.
- 2 I seem to be half-asleep sometimes, so people will underestimate me.
- 3 I hold people's gaze until they become uncomfortable.
- 4 I have a habit of cleaning under my nails with a dagger as I speak.
- 5 I take trouble to avoid being noticed.
- 6 I dislike anyone richer than I am, and scheme to take something from them.
- 7 I am not devout, but I have a superstitious belief in luck.
- 8 I am uncomfortable in clean and well-lit surroundings.

d6 Ideal

- 1 **Profit.** No one says money isn't everything unless they are comfortably off.
- 2 **Class Strife.** The rich and the poor have always been at odds.
- 3 **Reputation.** It is good to be respected, and better to be feared.
- 4 **Justice.** Rob the rich to feed the poor and you'll always have friends.
- 5 **Ambition.** One day, I'm going to run this town.
- 6 **Strength.** There are those who do what it takes, and those who don't last.

d6 Bond

- 1 I can count on my crew whenever I am in my old neighborhood.
- 2 There's a price on my head, and people are after me.
- 3 I first stole to feed my family, and they are still my main priority.
- 4 I have a dangerous rival somewhere in the underworld.
- 5 I was raised in an orphanage, and still feel a bond with it.
- 6 There's a legendary treasure that I just can't get out of my head.

d6 Flaw

- 1 I can't warm to anyone of a higher social status.
- 2 The prospect of a rich haul can make me greedy and careless.
- 3 I take unnecessary risks in order to build a legend.
- 4 I sometimes think I'm cleverer than I actually am.
- 5 I trust no one except myself.
- 6 I believe a little too much in "honor among thieves".



PHILOSOPHER

You have spent almost all of your life reading books and learning about the world of Solasta – and even other worlds. You are passionate about knowledge and an expert when it comes to study. Now you've decided to take a new path, to explore and discover the world by yourself.



Skill Proficiencies: Medicine, Persuasion.

Tool Proficiency: Herbalism kit.

Languages: Two of your choice.

Equipment: Common clothes, herbalism kit, 20 gp.

FEATURE: HERBALIST

Unlike most of your former classmates, you have chosen the path of adventure, making you much more practical and efficient when it comes to finding useful plants in the wild. You collect plants and craft potions 25% faster than anyone spending his life in a lab.

SUGGESTED CHARACTERISTICS

Philosophers are shaped by their education much as academics are, but generally have a less inward-looking view. To them, almost everything is a source of interest, and their thirst for knowledge drives almost every thought and action. Their flaws tend to be an extension of their attitudes, which are not helpful in every situation.

d8 Personality Trait

- 1 I speak at great length about everything, using the longest words I know.
- 2 I prefer books to people.
- 3 I speak in aphorisms, making them up if necessary.
- 4 I am unhappy in dirty and uncomfortable places.
- 5 I am always focused on the big picture rather than the day-to-day reality.
- 6 I am intolerant of those who cannot hold their own in philosophical discourse.
- 7 I became disillusioned with academic study, and prefer to learn from experience.
- 8 I am happier among nature than in a library.

d6 Ideal

- 1 **Understanding.** The purpose of living is to know the world and understand how it works.
- 2 **Learning.** Learning is living. Stop learning, and you begin to die.
- 3 **The World.** The world has a lot of offer to one who can live in harmony with it.
- 4 **Curiosity.** There is a whole world out there, full of people to meet and things to know.
- 5 **Ambition.** The greatest philosophers are not in the past. They are yet to come, and I will be one of them.
- 6 **Faith.** I respect the gods, but my true faith is knowledge.

d6 Bond

- 1 I idolize a particular classical philosopher and see everything through the lens of their teachings.
- 2 I have heard of some lost works by an ancient philosopher, and have become obsessed with finding them.
- 3 I will do anything to advance current knowledge in my chosen field of study.
- 4 I am fanatically loyal to a particular mentor or alma mater.
- 5 A philosophical problem has intrigued me since my earliest studies. I will solve it.
- 6 Legend tells of a herb (or some other substance) that everyone today believes is just a myth. I will prove them wrong.

d6 Flaw

- 1 I can't resist explaining something to someone – even if they know more about it than I do.
- 2 I expect reality to match theory every time, and am confused when it does not.
- 3 I am often absent-minded, lost in my own thoughts.
- 4 When I start a research project, nothing can sway me until it is finished.
- 5 If something takes my interest, I lose sight of everything else – including my own safety.
- 6 My faith in reason can lead me to false conclusions, for the world is not always logical.

SELLSWORD

You spent your youth in a mercenary company, and ever since your fighting skills have been available to whoever can afford them. Bloodshed and companionship have forged your character and made you both tough and bitter.



Skill Proficiencies: Athletics, Intimidation

Armor Proficiency: Medium Armor.

Languages: One of your choice.

Equipment: Worn clothes, a ribbon from a past military campaign, 10 gp.

FEATURE: WARRIOR

You have been a soldier all your life, and everyone who knows soldiers and soldiering can see it. This gives you advantage when talking to guards, soldiers and officers.

SUGGESTED CHARACTERISTICS

Sellswords have been hardened by years of service, seeing others less tough than themselves fall by the wayside. Their own toughness is sometimes an advantage and sometimes a problem. Many of their flaws stem from traits that have been over-developed by their harsh lives.

d8 Personality Trait

- 1 I take little interest in others, unless I am planning to fight them.
- 2 Everything is a job for pay. I have no other interests.
- 3 I have seen more than most, and am impossible to impress or awe.
- 4 I like food and drink to be plentiful rather than fancy.
- 5 I can sleep anywhere at a moment's notice, and wake up fully alert.
- 6 I am slow to warm to people, but loyal once I do.
- 7 I like to impress others with tales of my exploits.
- 8 I am always on the lookout for my next job.

d6 Ideal

- 1 **Victory.** In this life, you either win or you die. I intend to live.
- 2 **Courage.** Mental weakness is more dangerous than any wound.
- 3 **Reputation.** A good name brings good work, and a legend lets you set your own terms.
- 4 **Ambition.** There are no old sellswords. I plan to win or buy some land and climb the ladder.
- 5 **Pragmatism.** If it works, it's good. If it doesn't, it's bad. That is the whole of my morality.
- 6 **Luxury.** Fighting is hard and dirty work. I intend to enjoy the fruits of my victories.

d6 Bond

- 1 Somewhere out there is a foe I failed to beat. For now.
- 2 A sworn enemy is on my trail. I must be ready for them.
- 3 I'll fight for anyone who pays, but there is one cause that is dear to my heart.
- 4 I long to re-establish a dissolved mercenary company of which I was once a member.
- 5 There is a particular nation, or species, or other kind of enemy for which I harbor a particular hatred.
- 6 I still feel a bond of loyalty toward a particular nation, or species, or other class of person with which I was once close.

d6 Flaw

- 1 I am so hard-hearted I find it difficult to enjoy anything.
- 2 I sometimes lose control in combat and become frighteningly violent.
- 3 I trust no one and have few close friendships.
- 4 I find it hard to settle down in one place.
- 5 I am sometimes troubled by nightmares.
- 6 I am quick to see someone or something as a threat, even if they are not.

SPY

You have spent years working as a low-level diplomatic aide, learning the tricks or spycraft between the Principality, the New Empire, and the Kingdom of Gallivan. You have chosen not to take side and never became an official spy, but you have retained the skills necessary for your emancipation.



Skill Proficiencies: Stealth, Deception.

Tool Proficiency: Poisoner's kit.

Languages: Two of your choice.

Equipment: Fine clothes, poisoner's Kit, 25 gp.

FEATURE: TRADECRAFT

You've lived in the shadows long enough to recognize a fellow spy when you see one. You can communicate secretly with other spies using a secret language of keywords and subtle gestures.

SUGGESTED CHARACTERISTICS

Subtle and charming, spies focus on manipulating others while avoiding being manipulated themselves. Masters of complex situations and cunning stratagems, their suspicious natures are often useful in their professional life but make them less well suited to other situations.

d8 Personality Trait

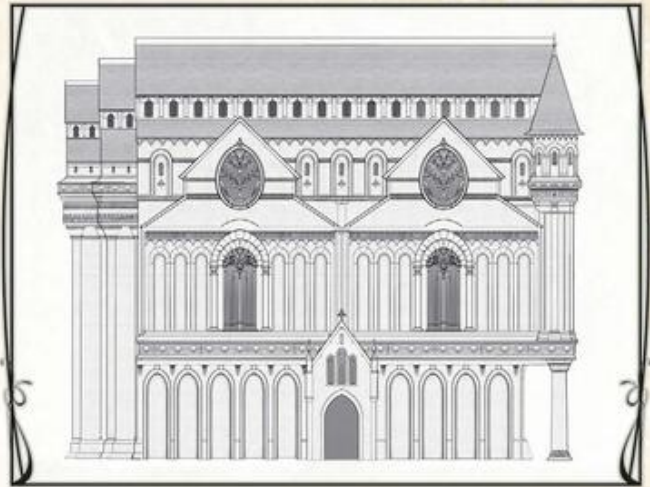
- 1 I find it easy to adopt a false persona.
- 2 I never tell anyone anything true about myself.
- 3 I am a charming conversationalist, drawing people out without their realizing it.
- 4 I am at ease with all kinds of people, from the highest to the lowest.
- 5 I listen more closely than I seem to, no matter who is speaking.
- 6 I always sit with my back to a wall and a clear view of all entrances.
- 7 I am very creative and resourceful, especially under stress.
- 8 I never say die.

d6 Ideal

- 1 **Information.** Information is everything. Having it, trading it, and keeping it from others is the only true power.
- 2 **Survival.** Nothing else matters, and anything I do to stay alive is justifiable.
- 3 **Caution.** Anyone who knows me can hurt me.
- 4 **The Mission.** If I set out to get something, I get it. Always.
- 5 **Reputation.** I need to be trusted by people who trust no one, which means I can never afford to fail.
- 6 **Patriotism.** I do what I do out of loyalty, and so no one else needs to soil their hands.

d6 Bond

- 1 I have a very useful and highly-placed asset somewhere, who must be protected at all costs.
- 2 I crossed an agent – or worse, a nation – and now my life is in danger.
- 3 I came so close to acquiring some vital information before being thwarted. I am determined to get it.
- 4 I was framed by some unknown person and cast out of my agency. I need to find out who and why, and get my position back.
- 5 I have a strange, love-hate relationship with a rival agent who has crossed my path more than once.
- 6 I have a mentor who is now retired – officially, at least – but amassed many enemies over a long career.



d6 Flaw

- 1 I am always looking for complexity, and can overlook simple explanations and solutions.
- 2 I have been someone else so many times, and for so long, I am not sure who I truly am.
- 3 I instinctively avoid telling anyone anything, even if they are a friend.
- 4 I have no true friends – just people I use.
- 5 I have no heart, and sometimes this worries me – but perhaps not as much as it should.
- 6 I have no problem doing things that others would find horrifying.



CHAPTER 8

MONSTERS

THE WILD AND CHAOTIC BADLANDS ARE populated by a wide variety of monsters, and there are very few limits on the creatures that can be found there. In practical terms, all aberrations, beasts, constructs, giants, humanoids, monstrosities, oozes, plants, and undead (except vampires) can be found in the Badlands, either ranging widely across the twisted landscape or making their lairs in caves, ruins, and other suitable locations.

The closing of the Rift cut off all access to outer planes, therefore no celestials, elementals, or fiends are found anywhere on Solasta – except, possibly, for a handful of survivors from the time before the Cataclysm. It is rumored that fey of various kinds live deep in the Forest of Colthannin and in other sylvan elf lands. On rare occasions they might be encountered in the Badlands or elsewhere.

Dragons are rare on Solasta, and make their lairs in the remotest of the volcanic mountains. It is said that they were more numerous in the ancient past, before their war with the elves, and that they need the volcanoes' heat to incubate their eggs.

In addition to the monsters found in the 5.1 System Reference Document, there are some monsters and monster variants that are uniquely Solastan. They are described in the rest of this chapter.

THE FALLEN

The fallen were a product of the Cataclysm, born of the despair of humanity as it realized the Sorr-Akkath had followed them from Tirmar.

As humanity arrived on Solasta, hope soared in their hearts. When it became clear that the Sorr-Akkath had followed them from Tirmar, the high priest of the Order of Oblivion succumbed to desperation and madness. He raised the fallen in an army to fight the Sorr-Akkath, tainting the peace of the grave with the uncleanness of undeath. Because he knew that this was not a prayer Maraike would answer, he and his followers couched their invocation in the form of a curse. They hoped that this would induce Maraike to grant their plea and overlook their twisting of her tenets, but they were mistaken.

Maraike was forced to act, and she cursed the conspirators and their creations with a curse of her own: the Curse of Sorrow. The fallen, as they called themselves, were no longer permitted to raise the dead, and the relief of death was denied them. The light of day became painful to them, even deadly. They were to stand as a warning to all living peoples that evil must not be fought with evil, and that the goddess of

oblivion can deny her embrace if she so chooses.

Sorr-Tarr saw an opportunity in the Curse of Sorrow, and added a curse of his own. He gave the fallen powers of contamination. He knew they would hate him for it, but also knew they would not refuse the powers as it would give them the chance to keep fighting him. Thus, the fallen are under a double curse: one from Maraike and one from Sorr-Tarr. The curse of Maraike gives the fallen significant weaknesses, while the curse of Sorr-Tarr gives them significant powers.

Almost nothing is known of the original fallen beyond the fact that there were twelve of them, priests and paladins of Oblivion, fallen from grace. Their names were stricken from the records of their orders and no one has reported encountering any of them in recent centuries, so they are not described here. However, their creations, the defilers, are a menace to the living. Undead hordes created by the Curse of Sorrow have ravaged the land more than once. Now, the name “fallen” is applied to the defilers and the broods as well as to their original creators.

Sorr-Tarr gave the fallen unnatural life, but they required unnatural sustenance: the flesh, the blood, or the mind of living, sentient beings. As Sorr-Tarr planned, the fallen prey mostly on humans because they are more readily available than Sor-Akkath. However, the Fallen harbor a deep hatred of the Soraks, and will always attack them before any other foe.

DEFILERS

The defilers are the lieutenants of the fallen, able to travel by day. Realizing their vulnerability in daylight hours, the fallen sought to create obedient yet powerful servants and protectors. After long and torturous experiments, they made the first defilers. Today, some humans with a thirst for long life or power volunteer to become defilers, which makes the process less painful and more likely to succeed. As well as protecting their undead masters from enemies, they go out into the world on their behalf, dealing with slavers to procure sustenance and handling any other errands.

Defilers retain the appearance that they had in life, but their glowing red eyes betray their true nature. Most were humans in life. While it is theoretically possible for elves to become defilers, none has ever been reported. Halfling or dwarven defilers are rare. Most defilers are vain by nature, and have sought immortality to enjoy life in all its aspects. They are fond of fine clothing, and are sufficiently convinced of their superiority in battle that they seldom bother with armor.

DEFILER

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 18 (+4) | 18 (+4) | 15 (+2) | 16 (+3) | 14 (+2) |

Saving Throws Str +9, Dex +9, Wis +7

Skills Perception +8, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attack

Senses darkvision 120 ft., passive Perception 17

Languages any languages it knew in life

Challenge 11 (7,200 XP)

Shapechanger. If the defiler is not in sunlight, it can use its action to polymorph into a Medium cloud of dark mist, or back into its true form. While in mist form, the Defiler cannot take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it cannot pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage.

Legendary Resistance (3/day). If the defiler fails a saving throw, it can choose to succeed instead.

Call Darkness (3/Day). The defiler can cast darkness up to 3 times per day.

Languor of the Grave (3/Day). The defiler can cast slow up to 3 times per day.

Unholy Life. The defiler regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in dim or bright light. If the defiler takes radiant damage, this trait doesn't function at the start of the defiler's next turn.

Spider Climb. The defiler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Remembered Proficiencies. Any proficiencies, and any class features and abilities that a defiler had prior to death are kept in undeath, such as weapons, armor, and

spellcasting ability. Note that this feature can make the defiler significantly more dangerous than the Challenge Rating shown above if it was already powerful before death.

Create Brood. See box.

Defiler Weaknesses. The defiler has the following flaws:

Light Sensitivity. While in dim light, the defiler has disadvantage on attack rolls. While in bright light, the defiler has disadvantage on every roll.

Hated Enemies. All defilers hate the Sorr-Akkath with such a passion that they will ignore all other enemies in order to attack them.

ACTIONS

Multiattack. The defiler makes two attacks, only one of which can be a bite attack.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the defiler regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) slashing damage, and make a DC 14 Constitution save or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Frenzy (3/Day). A defiler can use an action to make all broods within 60 feet of it go into a frenzy until the start of the defiler's next turn. Broods under the effect of Frenzy have their negative conditions removed and gain advantage on their melee attack rolls, but attack rolls made against them have advantage as well.

Curse of Sorrow (3/Day). The defiler can use an action to curse any humanoid creature it can see within 120 ft. The target must make a DC 17 Wisdom saving throw or quickly decay into a sorrow zombie. At the end of each of its turn, the target's Constitution score is reduced by 1. The target dies if this reduces its Constitution to 0, and rises back as a sorrow zombie on its next turn. A *Remove Curse* spell ends this effect, as does killing the defiler who originally laid the curse, and the target's Constitution score returns to its original value after it finishes a long rest.



A DEFILER'S LAIR

The site a defiler chooses for its lair will usually remind it of the luxury it either enjoyed or hoped for in life. However grim and desolate the surroundings, the lair will be furnished and decorated with the best objects that defiler can obtain, in the best taste it can imagine. Furnishings may be old and worn, but all were once rich and luxurious.

LAIR ACTIONS

- ▶ **Sense Living.** A defiler can automatically sense the presence of the living within its lair. It can never be surprised in its lair by any living creature.
- ▶ **Deep Gloom.** A defiler's lair is swathed in darkness. Light, whether from a mundane or magical source, is always diminished. Bright light becomes dim light and dim light becomes darkness.

BROOD

The brood are the foot soldiers of the fallen and defilers and are raised through unholy rites, unwillingly. The rites ensure their total obedience to orders, and yet they are keen to exploit loopholes in their orders and have been known to show some independence if not kept on a tight leash. An experienced defiler knows how to formulate orders to avoid loopholes, an inexperienced one less so.

CREATING DEFILERS

Creating a defiler is not an easy endeavor and each fallen has their own preferred method. Regardless of other variations, all methods have two common requirements. First, the would-be defiler must sacrifice something or someone he or she holds dear as part of the ritual, usually in the most twisted way. For example, a merchant could use his wealth to buy slaves for the fallen to eat or make into broods. A knight could lead his followers into a massacre. A noble lady could be required to kill her children or grandchildren and end her mortal line. Secondly, the postulate defiler must withstand a test of endurance, for the pain of the transformation is considerable.

At the height of the ritual, the defiler absorbs part of the fallen's soul and the fallen absorbs part of the defiler's soul. This is the key to ensuring the defiler's obedience. Because the ritual takes something from the fallen, it is not undertaken lightly. It is rumored that each ritual of creation slightly diminishes a fallen's power, effectively limiting the number of defilers under one individual's control. It has been suggested that the ritual can be undertaken no more than once a year.

CREATING BROODS

Both fallen and defilers can create a brood. The process is the same, but the fallen can create broods much more quickly than defilers can.

The main requirement to create a brood is an unwilling victim, who is often tortured and twisted in many ways before it is killed. The ritual always takes place in complete darkness and involves capturing the victim's soul at the instant of death and trapping it in the body, bound by immaterial chains to the brood's creator.

The manner of death determines the type of brood created:

- ▶ The brood of flesh suffocates eating a piece of the creator's body.
- ▶ The brood of blood is drowned in the creator's blood.
- ▶ The brood of dread is forced to relive the moment of terror which transformed its creator into a fallen or a defiler, and literally dies of fear.

The ritual is quite brief, lasting one hour or less. The number of broods controlled by a defiler or a fallen varies depending on the controller's power.

BROOD OF FLESH

The brood of flesh feed on the flesh of other sentient beings. They normally appear as humans with a muscular build and brutish appearance.

A BROOD OF FLESH'S LAIR

The brood of flesh does not have a lair of its own, residing instead in the lair of the defiler who created it.

LAIR ACTIONS

- **Sense Living.** A brood of flesh can automatically sense the presence of the living within its lair. It can never be surprised in its lair by any living creature.



BROOD OF FLESH

Medium undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 18 (+4) | 18 (+4) | 11 (+0) | 10 (+0) | 12 (+1) |

Saving Throws Dex +5, Con +7, Wis +3

Skills Perception +3, Stealth +5

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attack

Senses darkvision 120 ft., passive Perception 13

Languages any languages it knew in life

Challenge 5 (1,800 XP)

Unholy Life. The brood of flesh regains 10 hit points at the start of its turn if it has at least 1 hit point and is not in dim or bright light. If the brood takes radiant damage, this trait does not function at the start of the brood of flesh's next turn.

Spider Climb. The brood of flesh can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Brood of Flesh Weaknesses. The brood of flesh has the following flaws:

Light Sensitivity. While in dim light, the brood of flesh has disadvantage on attack rolls. While in bright light, the brood of flesh has disadvantage on every roll.

Unholy Appetites. The brood of flesh must feed on the blood of a victim. For every 3 days spent without feeding, its maximum hit points decrease by 8 (1d8 + 4). After 15 days without feeding, the brood of flesh will go into a frenzy and leave its lair to attack the first living being it finds for sustenance, without regard for its own safety.

Hated Enemies. All broods hate the Sorr-Akkath with such a passion that they will ignore all other enemies to attack them.

ACTIONS

Multiattack. The brood makes two attacks: one with its bite and one with its claw.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) slashing damage, and make a DC 13 Constitution save or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 9 (1d8 + 4) piercing damage plus 14 (4d6) necrotic damage. The brood of flesh regains hit points equal to the necrotic damage taken by the target.



BROOD OF BLOOD

Medium undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 18 (+4) | 16 (+3) | 11 (+0) | 10 (+0) | 12 (+1) |

Saving Throws Dex +6, Wis +2

Skills Perception +2, Stealth +6

Damage Resistances necrotic

Senses darkvision 120 ft., passive Perception 12

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Unholy Life. The brood of blood regains 10 hit points at the start of its turn if it has at least 1 hit point and is not in dim or bright light. If the brood takes radiant damage, this trait does not function at the start of the brood of blood's next turn.

Spider Climb. The brood of blood can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Brood of Blood Weaknesses. The brood of blood has the following flaws:

Light Sensitivity. While in dim light, the brood of blood has disadvantage on attack rolls. While in bright light, the brood of blood has disadvantage on every roll.

Unholy Appetites. The brood of blood must feed on the blood of a victim. For every 3 days spent without feeding, its maximum hit points decrease by 7 (1d8 + 3). After 15 days without feeding, the brood of blood will go into a frenzy and leave its lair to attack the first living being it finds for sustenance, without regard for its own safety.

Hated Enemies. All broods hate the Sorr-Akkath with such a passion that they will ignore all other enemies to attack them.

ACTIONS

Multiattack. The brood makes two attacks, only one of which can be a bite.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) slashing damage, and the target must make a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (1d10 + 3) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the brood of blood regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Blood Spit (Recharge 5-6). The brood of blood spits a large amount of blood in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 17 (5d6) necrotic damage, and then be blinded for 1 minute on a failed save. On a successful save, the creature takes half as much damage and is not blinded. Blinded targets can repeat a DC 13 Constitution saving throw at the end of each of their turn, ending the effect on themselves on a success.

BROOD OF BLOOD

The broods of blood need the blood of other sentient beings to sustain their unnatural life. They normally appear as humans of medium build and normal appearance.

A BROOD OF BLOOD'S LAIR

The brood of blood does not have a lair of its own, residing instead in the lair of the defiler who created it.

LAIR ACTIONS

- **Sense Living.** A brood of blood can automatically sense the presence of the living within its lair. It can never be surprised in its lair by any living creature.

BROOD OF DREAD

The broods of dread need the fear, terror, or despair of other sentient beings to sustain their unnatural life. They normally appear as humans of slender build.

A BROOD OF DREAD'S LAIR

The brood of dread does not have a lair of its own, residing instead in the lair of the defiler who created it.

LAIR ACTIONS

- **Sense Living.** A brood of dread can automatically sense the presence of the living within its lair. It can never be surprised in its lair by any living creature.

BROOD OF DREAD

Medium undead, lawful evil

Armor Class 14 (natural armor)

Hit Points 71 (11d8 +22)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 16 (+3) | 14 (+2) | 10 (+0) | 16 (+3) | 12 (+1) |

Saving Throws Dex +5, Wis +5

Skills Perception +5, Stealth +5

Damage Resistances necrotic

Senses darkvision 120 ft., passive Perception 15

Languages any languages it knew in life

Challenge 3 (700 XP)

Unholy Life. The brood of dread regains 10 hit points at the start of its turn if it has at least 1 hit point and is not in dim or bright light. If the Brood takes radiant damage, this trait does not function at the start of the brood of dread's next turn.

Spider Climb. The brood of dread can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Brood of Dread Weaknesses. The brood of dread has the following flaws:

Light Sensitivity. While in dim light, the brood of dread has disadvantage on attack rolls. While in bright light, the brood of dread has disadvantage on every roll.

Unholy Appetites. The brood of dread must feed on the blood of a victim. For every 3 days spent without feeding, its maximum hit points decrease by 6 (1d8 + 2). After 15 days without feeding, the brood of dread will go into a frenzy and leave its lair to attack the first living being it finds for sustenance, without regard for its own safety.

Hated Enemies. All broods hate the Sorr-Akkath with such a passion that they will ignore all other enemies to attack them first.

ACTIONS

Multiattack. The brood of dread makes two attacks, only one of which can be a bite attack or its Frightening Visage

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) slashing damage, and the target must make a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) piercing damage plus 10 (3d6) necrotic damage.

Frightening Visage. The brood of dread targets one creature it can see within 60 feet of it. If the target can see the brood of dread, it must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the brood of dread's next turn.

SORROW ZOMBIES

Sorrow zombies are created by the defiler's curse of sorrow ability. They look very similar to normal zombies but are tougher and have some special abilities.

SORROW ZOMBIE

Medium undead, lawful evil

Armor Class 8

Hit Points 30 (4d8 + 12)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 13 (+1) | 6 (-2) | 16 (+3) | 3 (-4) | 6 (-2) | 5 (-3) |

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/2 (100 XP).

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Contagion of Sorrow. Any living humanoid slain by a sorrow zombie rises immediately as another sorrow zombie.

Explosive End. If the sorrow zombie dies, its body bursts into black corrosive liquid. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 4 (2d4) necrotic damage on a failed save, or half as much damage on a successful save.

ACTIONS

Slam. Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 2 (1d4) necrotic damage.

GIANT SPIDERS

Whether because of magical influences from the Cataclysm or for some other reason, the Badlands are home to a variety of giant spiders. Some are no smaller than a large dog, while others are as big as a small cottage.

BADLANDS SPIDER

These beasts are found in almost every part of the Badlands, regardless of terrain. They prey on anything they can subdue.

BADLANDS SPIDER

Medium beast, unaligned

Armor Class 12

Hit Points 11 (3d6)

Speed 30 ft. climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 8 (-2) | 16 (+3) | 10 (+0) | 2 (-4) | 11 (+0) | 4 (-3) |

Skills Stealth +8

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Challenge 1/4 (50 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 10 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

DEEP SPIDER

As their name suggests, deep spiders live underground and avoid the light. They are formidable in darkness, but even a torch can cast enough light to repel them.

DEEP SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 30 (4d10+8)

Speed 40 ft. climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 16 (+3) | 10 (+0) | 2 (-4) | 11 (+0) | 4 (-3) |

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive

Perception 10

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Light Hypersensitivity. The spider takes 5 radiant damage when it starts its turn in sunlight. While in bright light, it has disadvantage on attack rolls and ability checks.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

FIRE SPIDER

Fire spiders are found mostly in the volcanic areas of the Badlands. In order to survive in these hostile conditions, they have developed thick carapaces and a significant tolerance to heat.

FIRE SPIDER

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 45 (7d10+7)

Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 18 (+4) | 12 (+1) | 2 (-4) | 11 (+0) | 4 (-3) |

Skills Stealth +6

Damage Resistances fire

Senses blindsight 10 ft., darkvision 60 ft., passive

Perception 10

Challenge 2 (300 XP)

Spider Climb. The fire spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the fire spider knows the exact location of any other creature in contact with the same web.

Web Walker. The fire spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage plus 9 (2d8) fire damage.

Fire Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by fire webbing and takes 4 (1d8) fire damage. Additionally, a target restrained by fire webbing takes 4 (1d8) fire damage at the start of their turn until they are no longer restrained. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 10; immunity to fire, bludgeoning, poison, and psychic damage).

SPIDER QUEEN

The giant spiders of Solasta are sometimes encountered in colonies, ruled over by a monstrous spider queen. A spider queen is never encountered outside the lair, and her subjects will give their lives to defend her.

SPIDER QUEEN

Huge beast, unaligned

Armor Class 17 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft. climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 16 (+3) | 17 (+3) | 4 (-3) | 11 (+0) | 4 (-3) |

Skills Stealth +9, Perception +3

Senses blindsight 10 feet, darkvision 60 feet, passive

Perception 13

Challenge 5 (1,800 XP)

Spider Climb. The spider queen can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider queen knows the exact location of any other creature in contact with the same web.

Web Walker. The spider queen ignores movement restrictions caused by webbing.

Light Hypersensitivity. The spider queen takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The spider queen makes two attacks: one with its bite and one with its claw.

Claw. Melee weapon attack: +7 to hit, reach 10 ft. one target. Hit: 13 (2d8+4) bludgeoning damage.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) piercing damage, and must make a DC 14 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Giant Web (Recharge 5-6). The spider queen spits out webbing in a 30-foot cone. Each creature in that area must succeed a DC 14 Dexterity saving throw or become restrained. As an action, the restrained target can DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 20; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

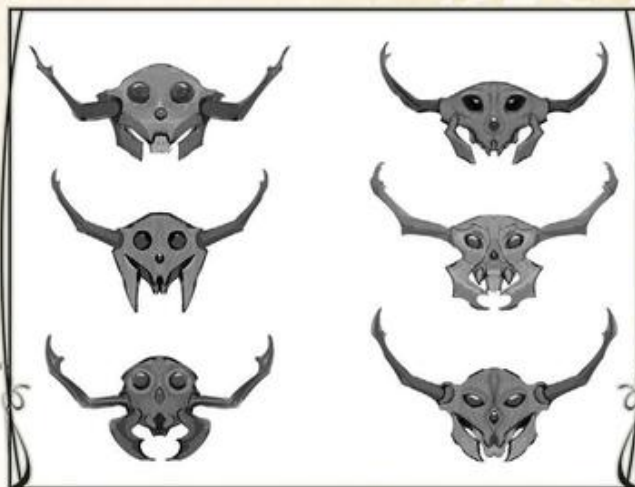


THE REDEEMERS

The redeemers are burrowing monsters, native to Solasta. They were magically altered from smaller native insects to dispose of magical waste. Each type had a function, and they were carefully supervised by the mages of the Arcaneum. Specific spells were needed to create them, and magical rings were used to control them.

The mindless drones called pilgrims were widely used in the Manacalon Empire. They fed on the dead. This included those who were to be denied burial because they were slaves or as a punishment for some crime. Their enhanced digestive systems also cleansed magical residues and contamination through a strange alchemical process called *traesfaer*, whose secrets have been lost in the sands of time. They gained their nickname from a common form of punishment inflicted on Manacalon slaves. Called “redemption” with a cruel irony, it involved the slave being killed and eaten by the creatures.

There are three castes of redeemers, specialized to particular tasks.



REDEEMER PILGRIM

Pilgrims are the workers of redeemer society. They are smaller and weaker than the others, and encountered in larger numbers.

REDEEMER PILGRIM

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 80 (12d8+24)

Speed 30 ft (20 ft burrowing)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 16 (+3) | 14 (+2) | 10 (+0) | 10 (+0) | 10 (+0) |

Saving Throws Dex +5, Con +4

Skills Perception +2, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft, tremorsense 60 ft, pheromone 60 ft, passive Perception 12

Challenge 4 (1,100 XP).

Pheromones. Redeemers communicate with each other by releasing pheromones.

Magic Sense. Redeemers can sense magical energies, allowing them to immediately identify spellcasters.

ACTIONS

Multiattack. The redeemer pilgrim makes two attacks: one with its bite and one with its claw.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. Hit: 14 (3d6 + 4) piercing damage plus 3 (1d6) acid damage. If the target is a spellcaster, they must make a DC 10 Wisdom saving throw or lose one random remaining 1st level spell slot. The redeemer pilgrim regains 1d8 hit points if it absorbs a spell slot.

Pheromone Spray: *Ranged Attack.* +5 to hit, 30 ft., one creature. Hit: 15 (6d4) acid damage. The target is marked and all redeemers within sensing range (60 ft) will attack a marked target over an unmarked one (even spellcasters). The spray's odor lasts for 6 hours or until the character and their clothes can be washed thoroughly. During this time, the character has disadvantage on all charisma checks.



REDEEMER ZEALOT

Zealots are the redeemers' warrior caste. They are more intelligent than the pilgrims and able to give orders to other redeemers through pheromones. They can coordinate attacks quite efficiently by this means. While they are not necessarily aggressive, they will do anything to protect the nest or to secure resources for their community.

REDEEMER ZEALOT

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 119 (14d10+42)

Speed 40 ft (20 ft burrowing)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 16 (+3) | 16 (+3) | 12 (+1) | 10 (+0) | 10 (+0) |

Saving Throws Dex +6, Str +8

Skills Perception +3, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft, tremorsense 60 ft, pheromone 60 ft, passive Perception 13

Challenge 7 (2,900 XP).

Pheromones. Redeemers communicate with each other by releasing pheromones.

Mage Hunter. Redeemers can sense magical energies, allowing them to immediately identify spellcasters. The redeemer zealot prioritize attacking spellcasters above others.

Hive Discipline. Any redeemer within 30 ft. of a redeemer zealot has advantage on its attack rolls if at least one other redeemer is within 5 feet of its target and the ally is not incapacitated.

ACTIONS

Multiattack. The redeemer zealot makes two claw attacks, or one stomp attack and one bite attack.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 15 (2d6 + 5) slashing damage.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft. Hit: 14 (2d8 + 5) piercing damage plus 3 (1d6) acid damage. If the target is a spellcaster, they must make a DC 12 Wisdom saving throw or lose one random remaining spell slot (3rd level or lower only). The redeemer zealot regains 1d10 hit points per spell slot level absorbed.

Stomp. A zealot can choose to stomp on the ground or on an adversary of medium size or smaller.

Stomp on the Ground. This is a distress call, attracting all redeemers within tremorsense range that are not currently engaged in combat.

Stomp on an Adversary. Melee Weapon Attack: +8 to hit, reach 5 ft. Hit: 10 (1d10 + 5) bludgeoning damage, and make a Strength check (DC 16) or be knocked prone.

Shocking Antenna (Recharge 5-6). The redeemer zealot emits a lightning discharge from its antenna in a 60 ft. line. Each creature in the line must make a DC 14 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. Creatures wearing metal armors have disadvantage on their saving throw.

REDEEMER JUGGERNAUT

The juggernauts are specialized for burrowing and tunnelling. Their crushing jaws can chew through soil and rock, leaving distinctively smooth-sided tunnels.

REDEEMER JUGGERNAUT

Huge beast, unaligned

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft (20 ft burrowing)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 16 (+3) | 20 (+5) | 14 (+2) | 10 (+0) | 10 (+0) |

Saving Throws Dex +7, Str +9

Skills Perception +4, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft, tremorsense 60 ft, pheromone 60 ft, passive Perception 14

Challenge 11 (7,200 XP).

Pheromones. Redeemers communicate with each other by releasing pheromones.

Magical Hunter. Redeemers can sense magical energies, allowing them to immediately identify spellcasters. The redeemer juggernaut prioritizes attacking spellcasters above others.

Magic Dispersion. Attacking a redeemer juggernaut with spells is a losing proposition. When the redeemer juggernaut is targeted by a spell, roll 1d6. On a 5-6, the spell is thrown back at the caster as if by a ring of spell turning. Otherwise, the spell is simply absorbed by the redeemer juggernaut with no effect nor damage.

Magic Absorption. The redeemer juggernaut automatically absorbs all magical energies in its vicinity. Any creature or surface it comes in contact with is automatically affected by dispel magic. Spells of 4th level or higher are only affected if the redeemer juggernaut succeed an Intelligence check DC 10 + the spell's level. If the redeemer juggernaut fails to dispel a spell, it can try again on its next turn.

Stone Eater. The redeemer juggernaut can chew through stone as quickly and easily as it does through dirt. Its burrowing speed is not reduced by even the hardest rock or metal.

ACTIONS

Multiattack. The redeemer juggernaut makes three attacks: one with its bite and two with its claws.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 14 (2d8 + 5) slashing damage.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft. Hit: 19 (4d6 + 5) piercing damage plus 7 (2d6) acid damage. If the target is a spellcaster, they must make a DC 14 Wisdom saving throw or lose one random remaining spell slot (5th level or lower only). The redeemer juggernaut regains 1d12 hit points per spell slot level absorbed.

Stunning Roar (Recharge 5-6). The redeemer juggernaut's roar affects all hostile creatures within 20 ft. of it. Each target must make a DC 17 Constitution saving throw, taking 27 (6d8) sonic damage and becoming stunned until the start of the redeemer juggernaut's next turn on a failed save, or half as much damage and no additional effect on a successful one.

Let's be clear, mage. You see a Juggernaut, you run. You fly. You use whatever magic you have at your disposal to get as far away as possible. These creatures instantly recognize who can cast spells and who can't. It doesn't matter if you actually do it or not, as soon as they get close to you it's over. They are designed to hunt you. They will devour your magic. And that's in the best-case scenario. In the worst? Your spells bounce back at you. So, I strongly recommend you don't cast fireballs at them.

— Amietta Redleaf

CHAPTER 9

THE SORR-AKKATH

THE SORR-AKKATH ARE A MYSTERY. Most on Solasta think of them as an empty legend, a mere fairytale to frighten children into good behavior. Others believe they were once real, but are now extinct. The contents of this chapter are for the DM only. Player characters must learn the truth for themselves.

The Soraks have not been active on Solasta – at least, not visibly active – since the closing of the Rift. It is widely believed that those few who crossed into Solasta were wiped out by the Tirmarian inquisitors and the paladins of Einar shortly after the Cataclysm. Some even question whether they really existed, or whether they were made up to bolster the Inquisition’s authority during its first, uncertain years on Solasta. Be that as it may, the creatures appear in an array of folktales and fairytales as deceivers and tricksters.

BRIEF GLOSSARY OF THE SORR-AKKATH

Sorr-Akkath. (sing. & pl. – “Beloved of Sorr-Tarr”) The name these creatures call themselves, and the one used in this book. Most Solastans aware of the Sorr-Akkath call them by other terms. Only highly educated people call them Sorr-Akkath.

Soraks. An abbreviation of Sorr-Akkath. It is probably the most widely used slang term for the creatures.

Imposters. A term used by Tirmarian inquisitors and others from the Church of Einar. It refers to the Sorr-Akkath’s shapeshifting abilities and their policy of replacing people in high office.

Imps. An abbreviation of “Imposters,” a name for the Sorr-Akkath used by inquisitors’ lackeys, mercenaries, and other associates. True imps, like other fiends, have all but vanished from Solasta since the closing of the Rift cut off access to the outer planes, so the term causes little confusion – except when a scholar of the planes and their magics refers to “imps” meaning the tiny fiend of the same name.

Creeps, Snakes, Worms, Masks. Some of the many terms used by different people in different corners of Solasta. The exact term deployed depends upon the speaker’s background, culture, and experience of the Sorr-Akkath, and knowledge of their abilities.

HISTORY

The Sorr-Akkath originated on Tirmar, long before they knew themselves by this name. Originally formless ooze, they developed the ability to shape themselves into different forms at will. This ability that made them near-perfect predators and protected them by letting them become indistinguishable from whatever enemy was threatening them at a given time. In their “natural” form – which is to say, whenever they were not actively trying to mimic another species – they looked something like giant frogs, about the size of a human.

Their population expanded along with their abilities, and they came to dominate their home swamp on the western continent of Tirmar. A pivotal moment in their history was when they encountered the lizardfolk. At first the lizardfolk underestimated the giant frogs that lived in the swamps, hunting them as they had hunted other threats and competitors. They were completely unprepared for the frog creatures to take on their own shapes as a form of defense.

This metamorphosis had an unintended consequence. The lizardfolk had the largest brains the frog creatures had encountered so far, and those who took on lizardfolk form found the potential for greater intelligence. This supplemented the cunning and ruthlessness they already possessed, and the lizardfolk were easily overcome. They expanded across the continent, annihilating one lizardfolk settlement after another.

This process did not go unobserved. Sorr-Tarr was a minor god of battle, worshiped only by lizardfolk at that time. Where another deity might try to protect his flock from such a threat, Sorr-Tarr saw an opportunity to expand his worship and increase his power. As yet another Lizardfolk settlement was overrun, he invaded the body of one of the frog creatures. Pretending to be a shaman, Sorr-Tarr began to drive the evolution of this interesting and useful species. They had intelligence, but no real experience in using it. Under Sorr-Tarr’s tutelage, they developed into a formidable people within a couple of generations.

Sorr-Tarr taught them many things such as how to read people, how to understand them, and how to corrupt them. It was at this time that they developed the ability to mimic specific individuals. This strategy of imitation and infiltration has served them well ever since. They adopted the larger-brained lizardfolk physique as their “natural” form and dominated the other lizardfolk tribes. Under the guise of a holy war to establish Sorr-Tarr as the only god of the lizardfolk – a war in which many lizardfolk joined them, little knowing that they were assisting in their own genocide

– they replaced them entirely. They then began to look outside the western continent to new lands, new conquests, and new victims. Under the name *Sorr-Akkath*, “beloved of Sorr-Tarr,” their opportunistic god inspired them to ever greater success and power. In exchange, they worshiped him with fanatical zeal.

As he guided the new Sorr-Akkath civilization, Sorr-Tarr knew that their unique shapeshifting capabilities would not be enough against a resolute enemy with greater intelligence than the unfortunate lizardfolk. To be truly effective, a shapeshifting Sorr-Akkath needed time to understand the personality of a potential victim, or successful long-term deception was doomed to failure. Their short-term approach had worked well enough against the lizardfolk, but longer and more intricately planned campaigns would be needed in order to overcome the humans who, along with their gods, stood between Sorr-Tarr and supremacy over all of Tirmar.

When the Sorr-Akkath first met humanity, Sorr-Tarr mistook the physical frailty of the humans for weakness, and had the Sorr-Akkath attack too early. Soon, they found themselves on the defensive against the resourceful and determined humans. This bought them time until enough of them had learned to shapeshift into human form and so read the minds of their enemies.

In the end, humanity prevailed, and the human gods managed to confine Sorr-Tarr in a sealed demiplane. They hoped his followers would be killed or die out, thus ending him as a god. They miscalculated, for he had managed to taint Arivad, the god of battle and patron of the Tirmarian Inquisition, with a part of his own essence. Surviving in this form, Sorr-Tarr made certain that when the human refugees came through the Rift to Solasta, a number of his Sorr-Akkath were among them.

PHYSICAL CHARACTERISTICS

The original form of the Sorr-Akkath is identical to that of the lizardfolk. They can shapeshift, but they need a template to shapeshift to and time to complete the transformation and be able to make full use the body and abilities of their “original.”

In lizardfolk form, the Sorr-Akkath are roughly medium-sized but slightly bulkier than an average human. Their bodies are covered in mottled grey scales which tend to dull with old age. They have gills on their necks and large ears flattened against the sides of their skulls. Their large, forward-facing eyes are spaced a little farther apart than those of humans, which gives them a wider arc of peripheral vision. Their jaws are armed with two rows of teeth and jut out a little farther than those of humans. Hands and feet are webbed, but the webbing does not interfere with their manual dexterity.

SORR-AKKATH ABILITIES

Sorr-Tarr has granted the Sorr-Akkath the following gifts to help them overcome humans. These abilities have no effects on elves, dwarves, or halflings, but members of these three species can still be persuaded and seduced into joining Sorr-Tarr cults, or tricked into acting as Sorr-Akkath agents.

Telepathy. As the Sorr-Akkath ascended to sentience they accessed a limited form of telepathy which enabled them to communicate simple instructions to each other. This allows them to scheme and confer in real time, coordinating their tactics and sharing information. This ability is usable at will. Range 200 yards, requires 1 round of concentration to establish contact.

Soulgaze (1/day). The Sorr-Akkath received a boon from Sorr-Tarr: the capacity to discern the secret wishes and longings of an individual. This offers a potential route for corruption and gives them huge opportunities to infiltrate settlements. As an action, a Sorr-Akkath can focus on a target within 30 feet. The target must succeed a DC 12 Charisma saving throw or the Sorr-Akkath will learn about their deepest wish. Anyone who is affected by any spell or item that protects their thoughts (such as *Protection From Evil And Good* or a *ring of mind shielding*, for example) is impervious to *Soulgaze*.

Shapechange. The Sorr-Akkath can morph into the form of another creature, becoming a duplicate that is perfect in every way. This ability can only be used to assume the shape of a character of equal or lower level. Sorr-Akkath can instinctively sense whether or not a particular individual is of a suitable level. In order to do so, the Sorr-Akkath must be able to observe the target closely, doing nothing else apart from eating, drinking, and sleeping. At the end of each day, the Sorr-Akkath must succeed a Wisdom check equal to 8 + the level of the target. The process ends when the number of successes equals the level of the target. If the observation period is interrupted for more than a week, the Sorr-Akkath must start all over again. After this process, it takes one day for the Sorr-Akkath to physically transform into a rough copy of the original, with each new day making the copy better in terms of knowledge, mannerisms and so on.

One can feel like something is wrong with the imposter with a successful Insight check without necessarily knowing what exactly. Base DC is 12, with each week passed since the imposter’s transformation increasing the DC by 1 (up to a maximum of 25). Close friends and relatives of the victim have advantage on their Insight check.



REPRODUCTION

The Sorr-Akkath are egg-layers and bury their eggs in the mud of their home marshes. Their eggs need some warmth as well as a specific mineral mix to thrive, akin to the mix they used to enjoy on Tirmar. By chance, the Sorr-Akkath managed to find the conditions they needed near a volcano in the great eastern marsh of Solasta.

PLANS AND SCHEMES

Sorr-Tarr's ultimate objective is to conquer or exterminate all intelligent species other than the Sorr-Akkath, depriving the other deities of worshipers and finally ejecting them from Solasta.

The first phase of the plan involves destabilizing the world by placing Sorr-Akkath imposters in positions of power and stirring up wars and unrest so that the humans and other races weaken each other. To further promote unrest, his agents have been ordered to establish cults in all major cities. These will be used to divide and weaken the population from within.

Meanwhile, Sorr-Akkath hatcheries have been set up in the eastern marshes and at other suitable locations. This will increase the Sorr-Akkath population in anticipation of a final, open war in which Sorr-Tarr and his followers will destroy or subjugate the few, scattered survivors of the wars, leaving themselves and their god in complete command of Solasta.

At the same time, Sorr-Akkath expeditions have been sent into the Badlands to retrieve Manacalon treasures for study. Arcane magic was unknown on Tirmar, and it offers a new and intriguing source of power that Sorr-Tarr wishes to investigate. He also wishes to reopen the Rift, as it is both a source of reinforcements from Tirmar and a route back to that world.

TACTICS

Sorr-Tarr's strategy is two-pronged. Within the civilized lands of Solasta, the Sorr-Akkath pass as humans or others, kidnapping prominent people and replacing them with imposters. They also establish cults in major population centers, revealing their true nature only to those initiates whose loyalty can be depended on. They also commit carefully planned acts of murder and sabotage to further their aims of creating division and conflict. Above all, they strive to remain undetected. They and their cultists actively promote the common opinion that Soraks are either extinct or never existed at all. Any outsider who sees their true nature must be silenced or discredited at all costs.

Groups of Sorr-Akkath encountered in the Marches or the Badlands are similarly obsessed with secrecy. Anyone who encounters them will be attacked, killed, and stripped of any relics or documents that can advance their cause.

Sorr-Akkath favor piercing weapons over slashing, and certain specialists have unique attacks of their

own. They are fanatics, and will fight to the death as long as there is a chance that their comrades will win. They are careful never to allow their enemies to take captives or recover bodies from the battlefield, as this would prove their existence and destroy their carefully maintained veil of secrecy.

THE SORR-AKKATH

Although the Sorr-Akkath may be almost impossible for outsiders to tell apart, there are many distinct types that can be encountered.

SORR-AKKATH WARRIOR

The majority of Sorr-Akkath are simple warriors, following the orders of their superiors. Like all Sorr-Akkath they are tall and muscular, with a reptilian physique and a long tail. They might be mistaken for lizardfolk, but their behavior betrays a much greater intelligence. They are fierce warriors, but their fear of light is a great weakness.

SORR-AKKATH WARRIOR

Medium humanoid, lawful evil

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 12 (+1) | 14 (+2) | 10 (+0) | 12 (+1) | 12 (+1) |

Saving Throws Str +4, Con +4

Skills Athletics +4

Languages Sorr-Akkath, Tirmarian

Senses darkvision 60 ft., passive Perception 11

Challenge 1 (200 XP)

Child of Darkness. While the Sorr-Akkath warrior is in darkness, it gains +1 to its AC, saving throws, attack rolls, and regains 3 hit points at the beginning of its turn.

Spider Climb. The Sorr-Akkath warrior can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft, 1 target. Hit: 6 (1d8+2) slashing damage

Spine. Ranged Weapon Attack: +3 to hit, range 60ft., 1 target. Hit: 4 (1d6+1) piercing damage.

SORR-AKKATH SKIRMISHER

Skirmishers are ranged combat specialists, trained to harass enemies from afar, weakening them before the warriors move in to finish the job. They move quickly and shoot venomous spines from cover. When forced into close combat, they use their shadow escape ability to flee. If unable to do so, they rely on their claws and poison breath.

SORR-AKKATH SKIRMISHER

Medium humanoid, lawful evil

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 16 (+3) | 12 (+1) | 10 (+0) | 12 (+1) | 12 (+1) |

Saving Throws Dex +5

Skills Stealth +5, Acrobatics +5. Perception +3

Languages Sorr-Akkath, Tirmarian

Senses darkvision 60 ft., passive Perception 13

Challenge 1/2 (100 XP)

Child of Darkness. While the Sorr-Akkath skirmisher is in darkness, it gains +1 to its AC, saving throws, attack rolls, and regains 1 hit point at the beginning of its turn.

Spider Climb. The Sorr-Akkath skirmisher can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft, 1 target. Hit: 6 (1d6+3) slashing damage.

Poisoned Spine. Ranged Weapon Attack: +5 to hit, range 60 ft., 1 target. Hit: 6 (1d6+3) piercing damage, and save against poison (DC 11) or take an additional 2 (1d4) poison damage.

Shadow Escape (Recharges after a Short or Long Rest). As a bonus action, the Sorr-Akkath skirmisher can teleport up to 25 feet to an unoccupied space that it can see.

SORR-AKKATH SHIKKATH

These sworn champions of Sorr-Tarr developed as a response to the elite Tirmarian Inquisitors. Well-armed and heavily armored, they are trained to resist both sunlight and divine magic.

SORR-AKKATH SHIKKATH

Medium humanoid, lawful evil

Armor Class 18 (Plate Armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 14 (+2) | 16 (+3) | 10 (+0) | 12 (+1) | 16 (+3) |

Saving Throws STR +6, Con +5, Wis +3

Skills Intimidation +5, Athletics +6

Languages Sorr-Akkath, Tirmarian

Senses darkvision 60 ft, passive perception 11

Challenge 3 (700 XP)

Child of Darkness. While the Sorr-Akkath shikkath is in dim light, it gains +1 to its AC, saving throws, attack rolls, and regains 3 hit points at the beginning of its turn. The values are doubled if the Sorr-Akkath shikkath is in darkness.

Spider Climb. The Sorr-Akkath shikkath can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Spellcasting. The Sorr-Akkath shikkath is a 1st level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The shikkath has the following paladin spells prepared:

Cantrips (at will): *Ray Of Frost*

1st level (2 slots): *Bane*, *Inflict Wounds*

ACTIONS

Nekkesh. Melee Weapon Attack: +6 to hit, reach 5 ft, 1 target. Hit: 9 (1d10+4) piercing damage + 3 (1d6) necrotic damage.

Dark Prayer (Recharges after a Short or Long Rest). As an action, the Sorr-Akkath shikkath regains 19 (2d10+8) Hit Points instantly and extinguish all non-magical lights within 25 ft.

Shriek (Recharge 5-6). As a bonus action, the Sorr-Akkath shikkath can utter a shattering warcry. Each hostile creature within 30 feet of the Sorr-Akkath shikkath must make a DC 13 Wisdom saving throw or become frightened until the end of their next turn.

You say you fear war? It is peace you should fear. That's when those damned acolytes have all the time they need to find and groom and train more of their damned number. Wait, what? What do you mean, you're throwing me out! This is an outrage! I'm not drunk! Sorr-Akkath are real, I tell you! They're real!

- Arwin Merton, Scavenger



ACOLYTE OF SORR-TARR

The acolytes are the priestly caste, interpreting the will of Sorr-Tarr and commanding their lesser brethren.

ACOLYTE OF SORR-TARR

Medium humanoid, lawful evil

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 14 (+2) | 14 (+2) | 12 (+1) | 16 (+3) | 14 (+2) |

Saving Throws Con +4, Wis +5

Skills Arcana +3, Religion +3, Perception +5

Languages Sorr-Akkath, Tirmarian

Senses darkvision 60 ft., passive Perception 15

Challenge 2 (450 XP)

Soultwist (Recharges after a Long Rest). Everybody has hidden wishes and desires, sometimes buried so deep in their soul that they never come to the fore. The second of Sorr-Tarr's gifts enabled acolytes of Sorr-Tarr to find a person's hidden desires and use them to gradually corrupt them to Sorr-Tarr's service. As an action, the acolyte of Sorr-Tarr can cast Soultwist on a creature it can see within 30 feet of it. It must succeed a DC 12 Wisdom Saving Throw or be affected by Soultwist. Each use of this power corrupts the victim a little more without its knowledge, but the process is slow. A creature can't be targeted by Soultwist more than once per week.

If the victim fails three saving throws in a row when targeted by Soultwist, they are now considered charmed when dealing with Sorr-Akkath and other followers of Sorr-Tarr. This effect is a permanent curse and can be dispelled by a remove curse.

Successfully resisting Soultwist once restarts the entire process.

Soulchange. Once a soul is well on its way to corruption, an acolyte or other priest of Sorr-Tarr can bring the victim under Sorr-Tarr's dominion. This power allows Sorr-Tarr into the consciousness of one consenting sentient being who has already been corrupted by Soultwist, making them completely devoted to Sorr-Tarr. It is usually performed as part of an initiation ritual that admits a new member to a Sorr-Tarr cult. The victim becomes a devoted Sorr-Tarr cultist, and is considered as affected by the spell geas when dealing with Sorr-Akkath and other followers of Sorr-Tarr.

Child of Darkness. While the acolyte of Sorr-Tarr is in dim light, it gains +1 to its AC, saving throws, attack rolls, and regains 2 hit points at the beginning of its turn. The values are doubled if the acolyte of Sorr-Tarr is in darkness.

Spider Climb. The acolyte of Sorr-Tarr can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Spellcasting. The acolyte of Sorr-Tarr is a 5th level spell caster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *Mage Hand*, *Ray of Frost*, *Shocking Grasp*, *True Strike*

1st level (4 slots): *Inflict Wounds*, *Guiding Bolt*, *Blindness/Deafness*, *Shield*, *Healing Word*

2nd level (3 slots): *Gust of Wind*, *Hold Person*, *Silence*

3rd level (2 slots): *Dispel Magic*, *Fly*

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft, 1 target. Hit: 4 (1d4+2) piercing damage.

SORR-AKKATH SABOTEUR

Saboteurs are support troops, trained to mount near-suicidal attacks that strike fear into their enemies.

Trained to ignore their natural fear of light, they rush to douse enemy lights and knock down heavy fighters, using area-of-effect powers and their venomous bite to weaken enemies as quickly as possible.

SORR-AKKATH SABOTEUR

Medium humanoid, lawful evil

Armor Class 14 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|--------|---------|
| 16 (+3) | 16 (+3) | 14 (+2) | 10 (+0) | 8 (-1) | 16 (+3) |

Saving Throws Dexterity +5, Strength +5

Skills Athletics +5, Perception +1

Languages Sorr-Akkath, Tirmarian

Senses darkvision 60 ft, passive perception 11

Challenge 1 (200 XP)

Child of Darkness. While the Sorr-Akkath saboteur is in darkness, it gains +1 to its AC, saving throws, attack rolls, and regains 2 hit points at the beginning of its turn.

Spider Climb. The Sorr-Akkath saboteur can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

SORR-AKKATH ASSASSIN

Although they are not the strongest of the Sorr-Akkath, the assassins are the most feared. Masters of concealment, deception, and murder, they can appear from nowhere, kill, and disappear.

ACTIONS

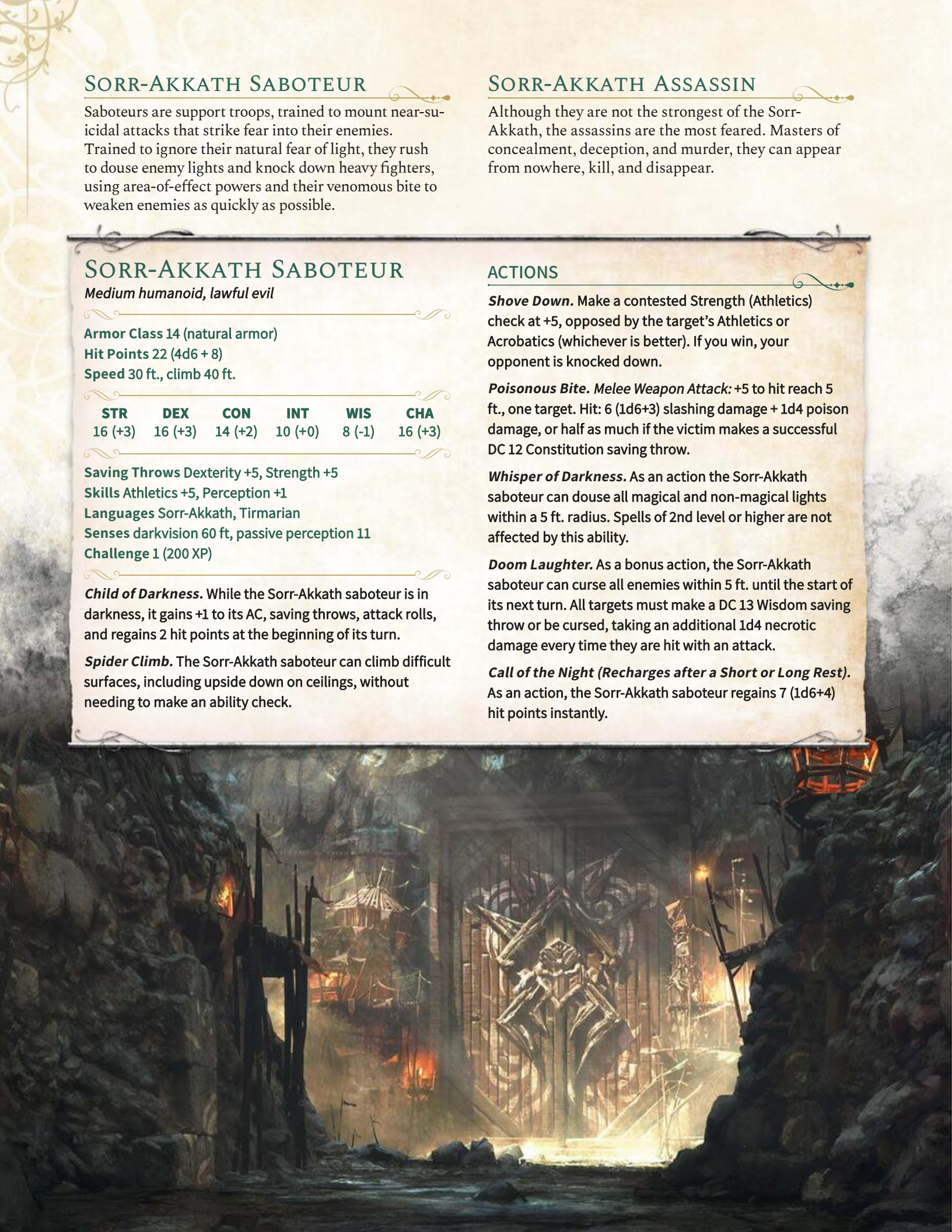
Shove Down. Make a contested Strength (Athletics) check at +5, opposed by the target's Athletics or Acrobatics (whichever is better). If you win, your opponent is knocked down.

Poisonous Bite. *Melee Weapon Attack:* +5 to hit reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage + 1d4 poison damage, or half as much if the victim makes a successful DC 12 Constitution saving throw.

Whisper of Darkness. As an action the Sorr-Akkath saboteur can douse all magical and non-magical lights within a 5 ft. radius. Spells of 2nd level or higher are not affected by this ability.

Doom Laughter. As a bonus action, the Sorr-Akkath saboteur can curse all enemies within 5 ft. until the start of its next turn. All targets must make a DC 13 Wisdom saving throw or be cursed, taking an additional 1d4 necrotic damage every time they are hit with an attack.

Call of the Night (Recharges after a Short or Long Rest). As an action, the Sorr-Akkath saboteur regains 7 (1d6+4) hit points instantly.



SORR-AKKATH ASSASSIN

Medium humanoid, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8+14)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 18 (+4) | 14 (+2) | 14 (+2) | 14 (+2) | 14 (+2) |

Saving Throws Dexterity +6

Skills Perception +4, Stealth +6, Acrobatics +6

Languages Sorr-Akkath, Tirmarian, Common, Elvish, Dwarvish, Orcish, Halfling, Goblin

Senses darkvision 60 ft., passive Perception 14

Challenge 3 (700 XP)

Child of Darkness. While the Sorr-Akkath assassin is in dim light, it gains +1 to its AC, saving throws, attack rolls, and regains 3 hit points at the beginning of its turn. The values are doubled if the Sorr-Akkath assassin is in darkness.

Spider Climb. The Sorr-Akkath assassin can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sneak Attack (1/Turn). The Sorr-Akkath assassin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Sorr-Akkath assassin that is not incapacitated and it does not have disadvantage on the attack roll.

Cunning Action. On each of its turns, the Sorr-Akkath assassin can use a bonus action to take the Dash, Disengage, or Hide action.

Pack Tactics. The Sorr-Akkath assassin has advantage on an attack roll against an enemy if at least one of its allies is within 5 feet of the enemy and the ally is not incapacitated.

ACTIONS

Multiattack. The assassin makes 2 dagger attacks.

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4+4) piercing damage.

Shadow Murder. Once per day, as a bonus action, the Sorr-Akkath assassin can trigger Shadow Murder. Until the end of its turn, the Sorr-Akkath Assassin becomes invisible and if it hits a target with a Sneak Attack, it rolls the damage dice twice and picks the highest result.

Poisoned Spine. Ranged Weapon Attack: +6 to hit, range 60 ft., 1 target. Hit: 7 (1d6+4) piercing damage, and save against poison (DC 12) or take an additional 3 (1d6) poison damage.

SORR-AKKATH ABOMINATION

Creatures of great strength and limited intelligence, the abominations are pure killing machines. Their masters do not try to control them: instead, they simply show them the enemy and let them go.

SORR-AKKATH ABOMINATION

Large humanoid, lawful evil

Armor Class 16 (natural armor)

Hit Points 115 (10d12+50)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|---------|
| 20 (+5) | 12 (+1) | 20 (+5) | 8 (-1) | 8 (-1) | 10 (+0) |

Condition Immunities charmed, frightened

Damage Resistances slashing

Saving Throws Str +8, Con +8

Languages Sorr-Akkath

Senses Darkvision 60 ft, passive perception 9

Challenge 6 (2300 XP)

Child of Darkness. While the Sorr-Akkath abomination is in dim light, it gains +1 to its AC, saving throws, attack rolls, and regains 5 hit points at the beginning of its turn. The values are doubled if the Sorr-Akkath abomination is in darkness.

ACTIONS

Multiattack. The abomination makes two claw attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 5ft., one target. Hit: 12 (2d6+5) slashing damage

Charge. If the abomination moves at least 10 feet straight toward a target and then attacks it with a claw, the target takes an extra 11 (2d10) damage and must make a successful DC 16 Strength saving throw or be pushed back 10 feet and knocked prone.

LEGENDARY ACTIONS

The abomination can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The abomination regains its legendary actions at the start of its turn.

Shove. The abomination takes a shove action to push down a creature within 5 feet, knocking them prone.

Flurry of Claws. The abomination makes one additional Claw attack at a creature within range.



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CHAPTER 10

THE ART OF SOLASTA

The art available in this section dates from the Early Access of *Solasta: Crown of the Magister*. It offers a perfect window into how we originally built the visuals for the game. We hope you enjoy perusing our earlier works, all from before the game was even released!

– Myzzrym, *Tactical Adventures*
Community Lead
2024

Hey there, folks! Myzzrym here, your friendly Community Lead at Tactical Adventures. Welcome to The Art of Solasta!

In the following pages you'll find a curated collection of game art offering a window into the development process of *Solasta: Crown of the Magister*. We've included some of the best pieces we've created, and even snuck in some unreleased paintings and sketches. Even if I do say so myself, you are in for a treat!

Building the art started back in early 2018. That may seem a long time ago, but when it comes to game development, that time vanishes in the blink of an eye. As the months passed, our visionary artists created incredible concepts for the new world we were building. Fractured lands, ancient peoples, soaring architecture, isolated ruins, all those and more were brought to life.

Of course, not all of those could be used in the final game. Indeed, after *Solasta: Crown of the Magister* was released, many fans asked why we didn't use everything? Or include all the available classes in the final game? The answer is simple: we wanted to release the game in a realistic timeframe and to a predetermined budget, so careful choices were made. Adding everything would not only take much longer, it would also be expensive. So, it's not that we dislike druids or warlocks (although those who know me will point out that I do hate dragonborns!), it's just other classes suited the game we were building better.

But all our early concepts still exist, and some of them can be found here. So, with that in mind, let's get to that art!

EARLY CONCEPTS





This is the first concept art created for *Solasta: Crown of the Magister*. It was painted by our Art Director when on holiday during the early days of the project. It was a quick sketch that aimed to represent both the lighting and verticality of the game that was an early design target. You can see the initial tone was quite a lot darker than it is now, and that Soraks were not yet a thing. Perhaps unsurprisingly, most of the art from this early period featured adventurers fighting in caverns deep underground.

Fun fact: This image was created long before I joined the team. So, I had not only never seen this piece, I didn't even know it existed! I only learned about this early concept when I was discussing what to put in the Art Book with our Art Director. Actually, this piece is so old that many in the Tactical Adventures team have never seen it before now either!

EARLY CONCEPTS



This second piece of concept art sealed the final art direction for our game. You can see many of the final game's core concepts, including lighting, verticality, the color palette, and the overall level of detail. You can also see that we were already going for a party of four adventurers, and that a larger group was never really planned. The troll unfortunately did not make the final cut. However, it was almost included when we held a monster contest after the Kickstarter Campaign, but the Minotaur won over the Troll, the Ettin, and the Ettercap.

Indeed, you can still find the competition thread on our Forums, with the black and white sketches of each monster involved. In the end, it was a landslide victory, with the Minotaur collecting 50% of the total votes. The next most popular was the Ettin with a mere 20%...

EARLY CONCEPTS



This was our first attempt at 'key art', but we ended up not using it as it didn't mesh with our vision of the game. In this case, the final piece didn't work out like we'd hoped. We do have the party of four and a focus on lighting, but the lack of verticality, depth, and even the art style didn't really fit the pillars of our developing game.

So, what is key art, and how does it compare to concept art? For us, concept art is used internally to help visualize in 2D what we plan to make in 3D. That's why we not only make concept art for all the classes, races, weapons, and levels, but also for props such as doors, chairs, and even walls. By comparison, key art is used for external communication — to share with the press, the players, and the world what our game is about.

SKETCH NOTES

Here we have a sketch of Rhuad, the elven rogue from the Ruins of Telema demo's pre-made party. You can see our concept artist has taken care to keep Rhuad's outfit functional and not focused solely on the artistic design, adding such things as sheaths for throwing knives and room to carry thieves' tools.

Usually, the Concept Artist and the Art Director bounce sketches back and forth before starting to work on the Concept Art as retakes can be very time-consuming. For instance, if we decide that we need to alter a character's pose, it's sometimes easier to simply start over again instead of trying to correct the existing art. A good brief and approval process can save tons of time!



HAIR DESIGN



This is a selection of sketches used to decide what hair styles Violet and Vigdis, our halfling wizard and our dwarf cleric, would have for the Ruins of Telema demo. These were drawn before we actually started working on hair in-game, and we ended up with very different hairstyles to the ones that were implemented in the final game.

LONG REST



Our first "Long Rest" loading screen, featuring our pre-made party around a firecamp. At one point during development we toyed with the idea of having an interactive 3D rest screen that you would be able to embellish by buying decorations or displaying trophies from boss monsters. However, this was cut when we prioritized more important features.

We then thought about a 2D management screen for long rests, but again realized that we'd require too many additional systems to make it interesting. We didn't want it to end up like *Sleight of Hand* for instance, where we implemented the bare minimum to make it work in a tutorial, and ended up having to remove it because we couldn't develop it enough to actually make it useful later in-game.

FIGHTERS



Our first concept art of... the fighter class! Yes, believe it or not, this was not intended to represent a paladin. Because of this possible confusion — paladins were not planned for Solasta at the time (this was before the Kickstarter was launched) — we decided to not use this concept art. Instead, we made a new one, which gave us Garrad the human fighter as featured in the Ruins of Telema demo.

At the end of the day we did add Paladins to Solasta, but made a different Concept Art for the class as we had represented all other classes with a single "iconic" character (Garrad for the Fighter, Rhoad for the Rogue, Vigdis for the Cleric, and Violet for the Wizard)

GARRAD

Say hello to Garrad! Garrad was the first of our four character-focused concept pieces. The image illustrates our intention for the pre-generated fighter who would appear in the Ruins of Telema demo. Of course, being the first in line, Garrad ended up being the most stereotypical D&D character ever — a male, human fighter.

We received criticism when the demo was released because our entire pre-generated cast was white. However, there was a production-based reason for this. As this early point in development, we had yet to complete the character customization tools, so we only had pale skin tones ready and available.

Beyond that, Garrad was straightforward to build in the game. Most of the early issues he presented concerned his armor clipping, especially when he was talking with Violet.



VIOLET



Here we have Violet, the halfling wizard. The original concept art for the wizard was actually a human, not a halfling. However, we wanted all four classes and ancestries represented in the demo's party, so this image was reworked to adjust the character's height and features to appear as a halfling.

Violet's hairstyle also changed several times. One of the major criticisms during our Kickstarter was that our characters' hair looked like hard plastic. We were still experimenting with how to render the hair back then. We found out that the long hairstyles looked much worse than the short. Because of this, Violet ended up sporting a bun instead of the long, wavy hair that you can see in this image.

Fun Fact: Did you know that Violet was the character that we received the most fan art for during our Kickstarter?

RHUAD

Next up we have Rhoad, our sarcastic, elven rogue. His concept art may have made him appear mysterious and brooding — like most stereotypical rogues you may find skulking in a tavern — but he ended up with quite a colorful personality. He became an instant hit with many of the game's players. Indeed, some suggested he felt just like a real tabletop character, perhaps because he constantly cracked jokes at the expense of his friends.

Like the other pre-generated characters for the demo, Rhoad also received several updates during our Kickstarter. He was originally ghastly pale due to a texture bug, making him look more like a vampire than an elf. To get his blood pumping again, we had our 3D character artists give him makeover to make him look a little prettier. After all, he is an Elf!

Speaking of classic stereotypes, we purposefully inverted the halfling rogue/elven wizard combination here, which is why Violet is the wizard and Rhoad the rogue.



VIGDIS



Vigdis is the last of the original crew for the Ruins of Telema demo. The no-nonsense but kind dwarven cleric wrapped up the pre-generated party perfectly with some much needed healing (and a healthy dose of ass-kicking!).

Like Garrad, Vigdis was also straightforward to develop for the game. However, like Violet, she had many hairstyle issues, so was redesigned several times before we finalised her appearance.

Vigdis was popular with the fans and received a large share of the fan art during the Kickstarter period. In particular, many female players of the game liked her character.

PALADIN

And now for our Kickstarter classes!

The paladin was unlocked by winning against the ranger in a very close vote (51%–49%). Those of you familiar with game development probably know why we went with those choices. But for everyone else, you may be left wondering why we didn't choose classes like the druid or the warlock?

Well, some classes are more difficult to make and take more time to finish – much more than the Kickstarter funds would allow.

Paladins and rangers are easier to make because they are mixed classes – yes, they have some unique abilities such as Divine Smite or Favored Enemy, but they also share a lot with the existing classes. For example, most paladin spells are sourced from the cleric, and most of the ranger spells were already planned for inclusion with the green mage. By comparison, the Druid would require not only a full, new spell list, but also shapeshifting, which would mean creating more animal models and animating them, while also thinking about how that would work during exploration...



RANGER



The ranger came soon after the paladin, and was offered as a stretch goal. And, surprising some, it didn't come with an elf face, but a dwarf! We wanted to show a bit more variety using the lore of Solasta. With Snow Dwarves being very proficient hunters, we had the perfect opportunity to show off a non-standard ranger. On a personal level, it reminded me of the first World of Warcraft cinematic with the dwarven hunter with his rifle and his pet bear.

Speaking of pets, we know that a lot of players were disappointed when we announced that we wouldn't have a pet subclass for the ranger. The reason for this was two-fold – first, the beastmaster archetype is not SRD, so we didn't have access to it. Second, creating a controllable pet was investigated and... well, let's say that it was quite a hassle to resolve! For example, how do we deal with a wolf that needs to climb a ladder? Or what happens during cutscenes? If the wolf only appeared during combat, it would be much easier – but that's not really how pets work.

SORCERER

The Sorcerer was the last class in line for our 1.0 launch schedule.

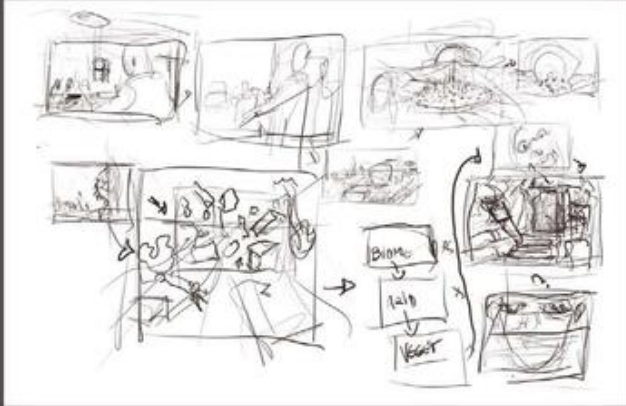
Well, not quite – the sorcerer was scheduled for a post-launch update, but it ended up coming a bit earlier than we anticipated, and was ready just a month and a half after launch.

Lore-wise, the sorcerer was quite interesting to create – we made them the "barbarian" of magic classes, with more primitive designs and a more raw approach to spellcasting. Unfortunately for sorcerers, many tabletop players feel like they've received the short end of the stick in the 5th edition, with a mere 15 spells known at level 20 vs the standard 44 spells of the wizard (without even scribing anything!). This is why we chose to give them a few more with Origin spells.

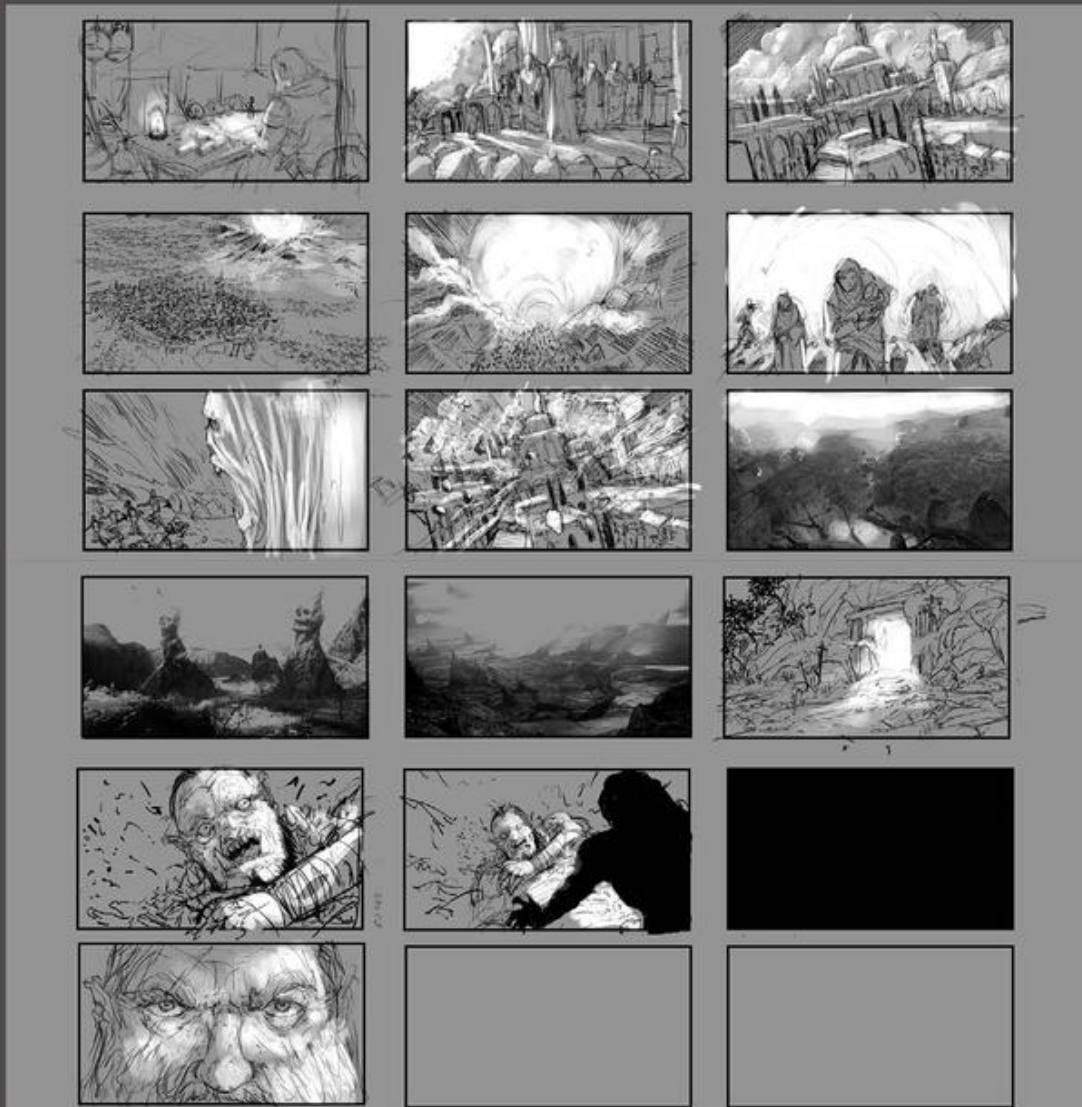
Also, you might have noticed that unlike the four original classes, the Paladin, Ranger, and Sorcerer are not named. That's because they weren't used as pre-generated PCs in-game (unlike the party of Telema), so they were never even given names! Poor souls.



INTRODUCTION STORYBOARDS



Here we have a rough storyboard for our game's introduction video. We wanted to show the Cataclysm and the various environments of the Badlands as well as introduce the story behind the Sorak menace. Several ideas bounced around and we finally settled on an old Scavenger recounting a tale around a fire. This became a tent inside a Scavenger camp for simplicity's sake, given the style of animation we chose. Also, I believe the voice actor who narrated the intro was also the one that voiced Garrad!



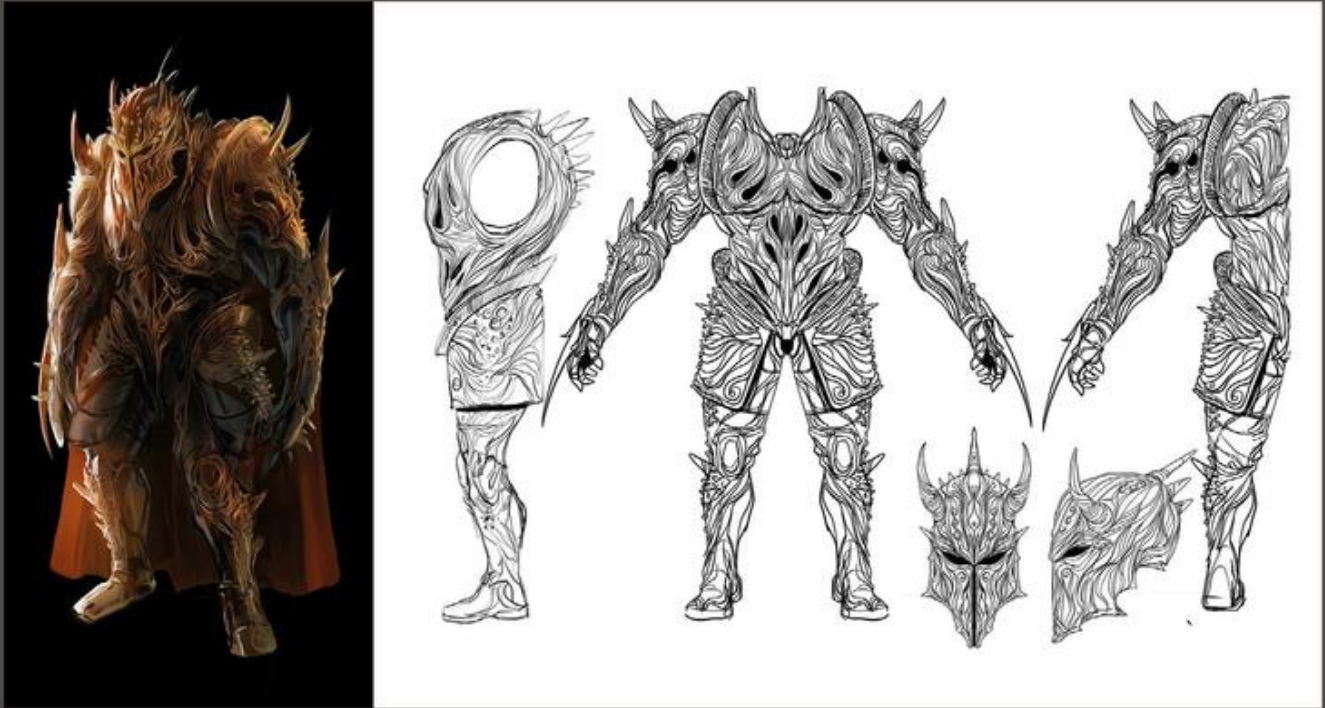
END GAME STORYBOARDS

This is a storyboard from our Art Director for the end-game cutscene. He had a rough script given to him by the narrative team, but he was given creative freedom to shape how the ending was going to be presented.

Fun fact: Not everyone in the team saw the ending before the launch of the game. Everyone was just so busy with all the finishing touches that I guess we just... forgot to share the cutscene with the rest of the team!



BOSS ARMOR



These are sketches of the armor worn by the final boss of *Solasta: Crown of the Magister*. Something we would have liked to have (were we to have more time) was more "geared up" Sorak variants, to better convey the fact that Soraks aren't just savage beasts, but are also cunning infiltrators, able to use magical weapons and items just as much as any other intelligent being would.

Unfortunately, due to how the different Soraks look and move compared to the playable character choices, we didn't have a simple way to adapt the existing armors to be wearable without everything looking very strange. So, by the end of development only the final boss got to wear a set of cool armor. It certainly made him stand out!

SORAKS





The first Sorak concepts made them a little too humanoid and civilized. We wanted a more bestial foe, one that you could immediately identify as dangerous and aggressive. This led to Soraks being what they are today.

Fun Fact: Before deciding on the final name "Sorr-Akkath", their temporary nicknames were "The Creeps" – a moniker we even considered keeping for derogative uses (like calling orcs "greenskins"), since they were intended to be creepy. At the end of the day, we decided against this name for lore reasons. If Sorr-Akkath were so rare that most people considered them a myth, why would anyone have a derogative nickname for something that they don't even believe to exist? So, we went with the short version "Soraks" instead.

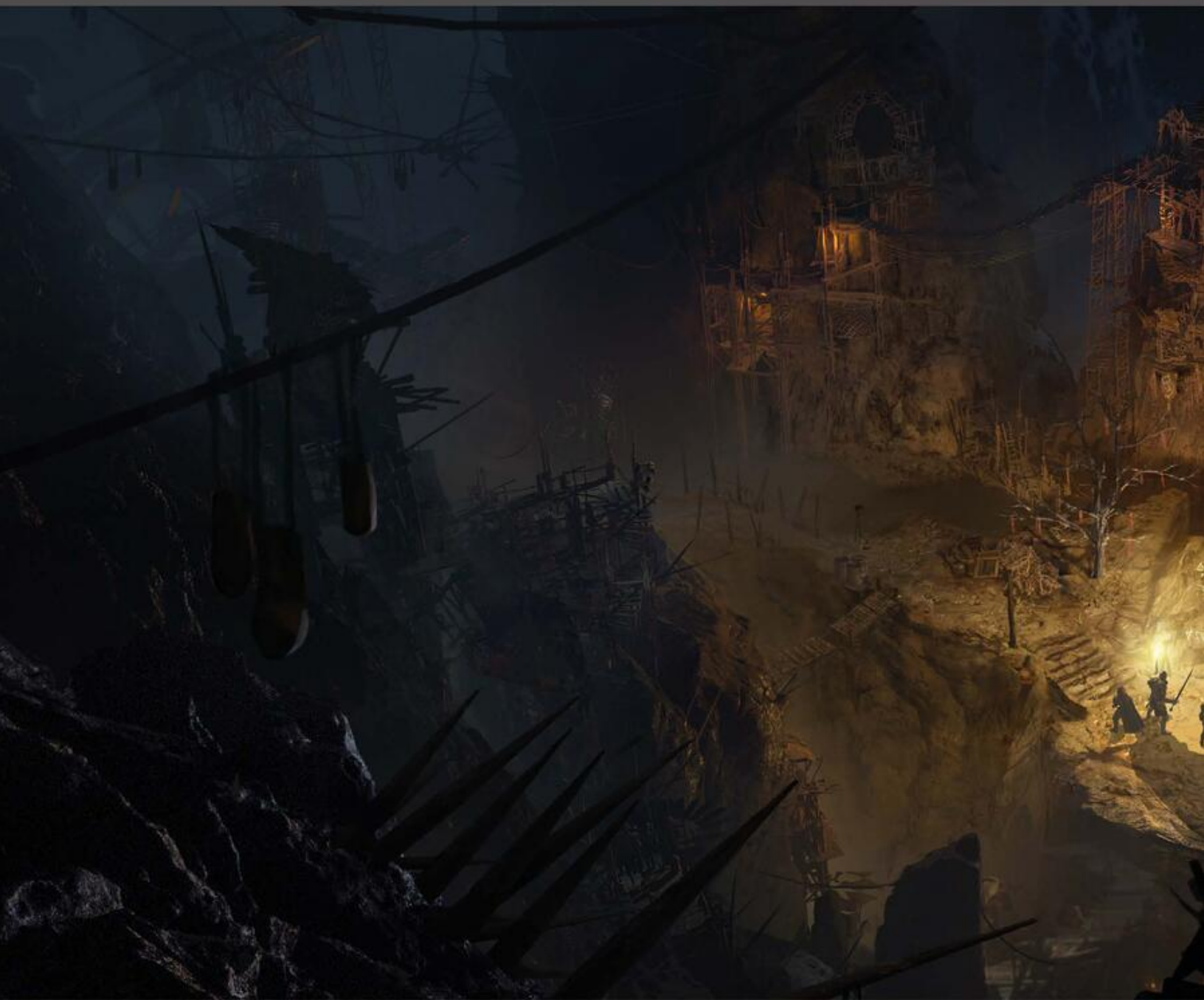
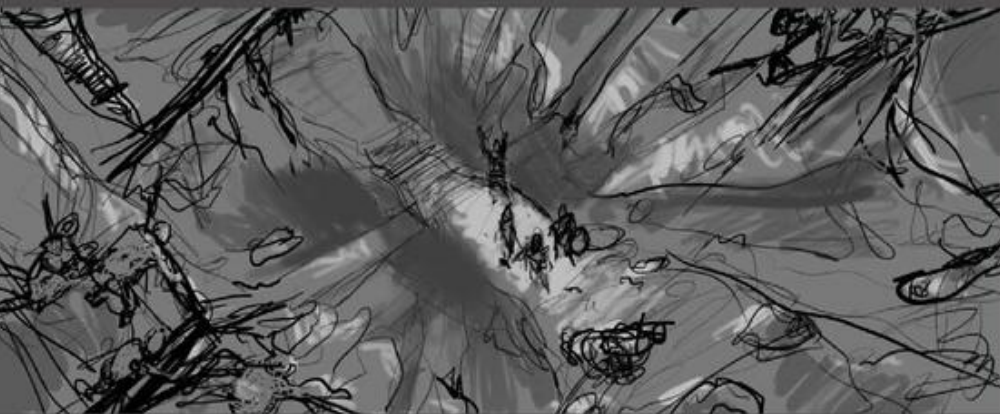
COMBAT KEY ART

This is the first official key art for the game, and features the Ruins of Telema party fending off a clutch of Deep Spiders. As you can see, verticality is a primary focus, with both the Wizard and Rogue soaring above. We really wanted to drive home that Solasta: Crown of the Magister is not another 2D Tactical RPG.

Fun fact: it was only noticed that the dwarf cleric had 6 fingers on her right hand when it was pointed out to us by this book's sharp-eyed producer and developer, Andy Law, back when we first met him at Gen Con in Indianapolis. Oops!





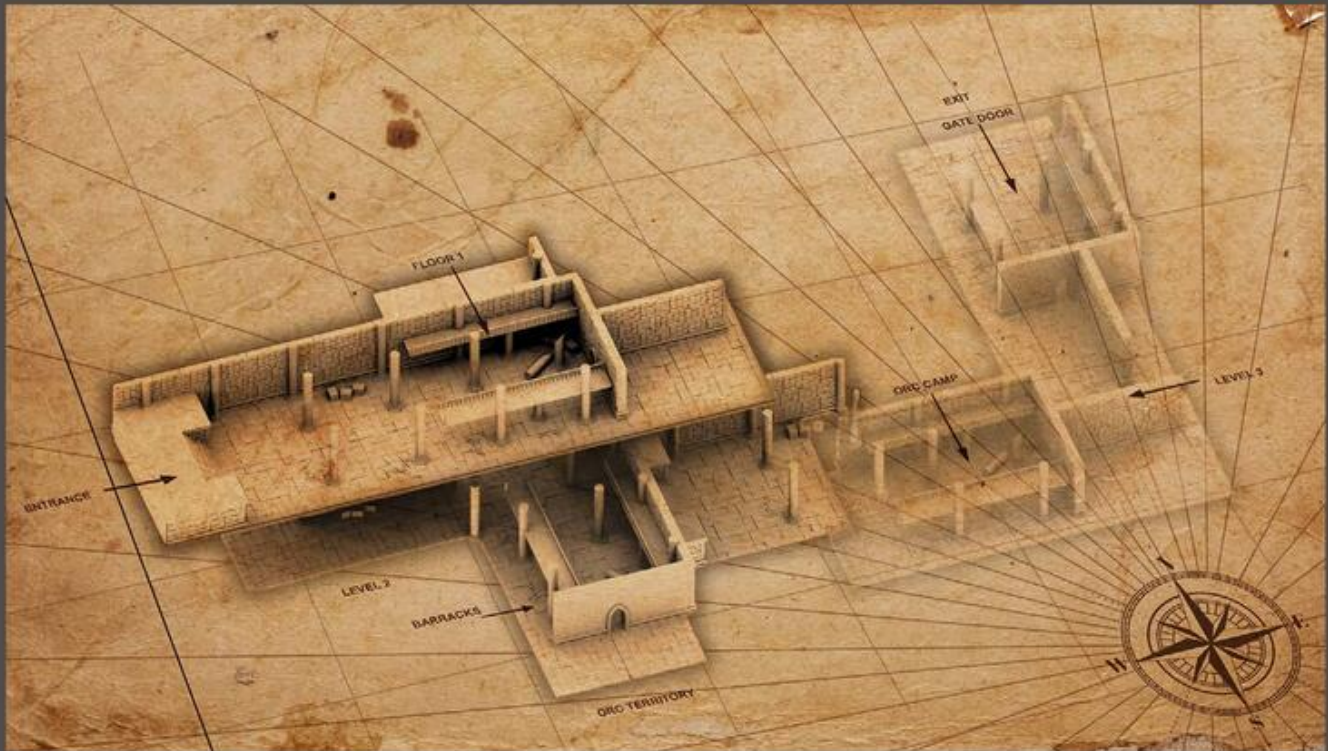


EXPLORATION KEY ART

Here we have a rough sketch of the "Exploration Key Art" and the final version. This is the second key art for the game. We started working on it around the same time as the Combat key art, but it took quite a bit longer than its counterpart to complete as we were not satisfied with the early versions, which we found lacked depth and scale. The idea behind the Exploration key art was to bring to life not only the feeling of exploration (like its name implies), but also the visual storytelling that you can see when going through the levels.



BLUEPRINT



This is the first concept art for our Blueprint Map! It was an immediate hit once it was implemented in-game, and a lot of people loved its look and feel. Introducing a 3D minimap can be a headache for games with multiple layers – many forgo 3D aspect and choose a flat 2D minimap. However, this can become very hard to read as soon as there are more than 2 different levels being depicted. So we were very happy with how this turned out.

Fun fact: the blueprint map wasn't 100% ready for the Ruins of Telema demo, so we disabled the "M" hotkey to open it. But once the party reached the Deep Spider's Amphitheatre, a pop-up on the side stated "New Area Discovered" and you could click it to open what was intended to be the disabled blueprint map. We only realised this was happening when one of our Kickstarter backers congratulated us for how good it looked!

EINAR TEMPLE



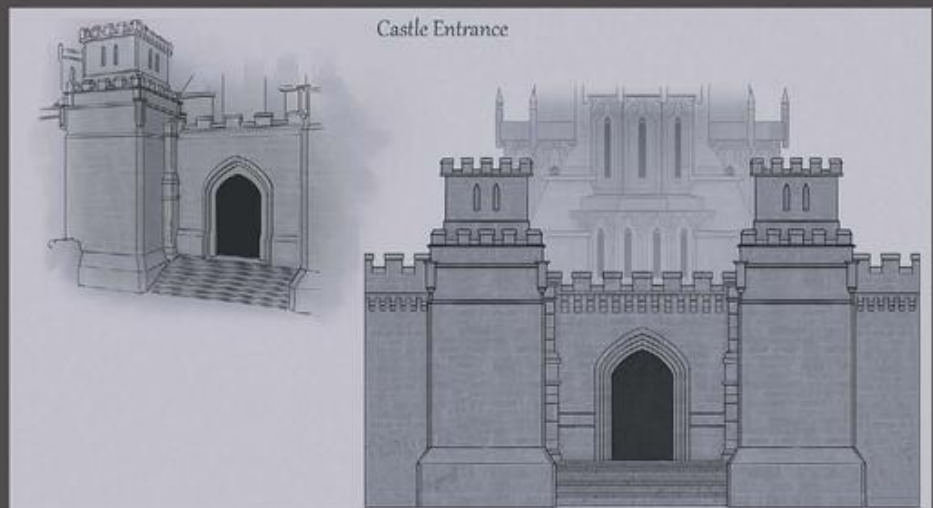
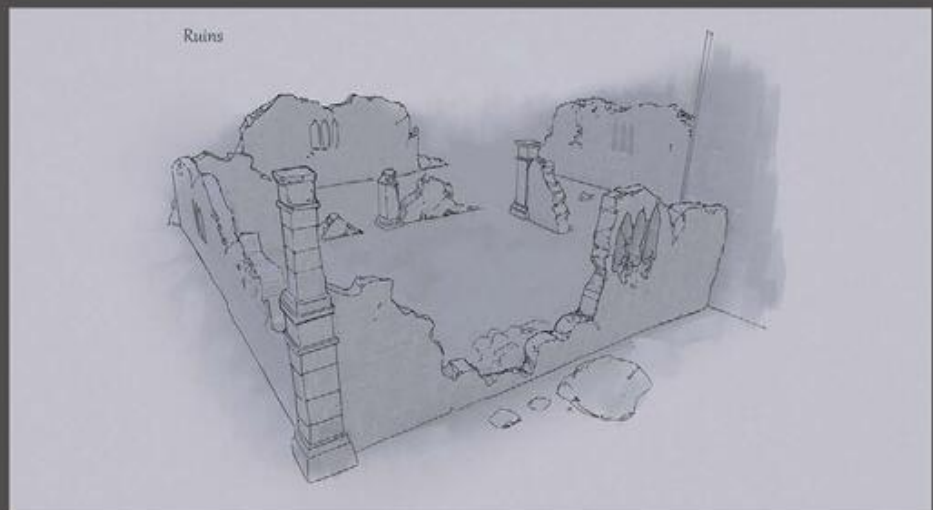
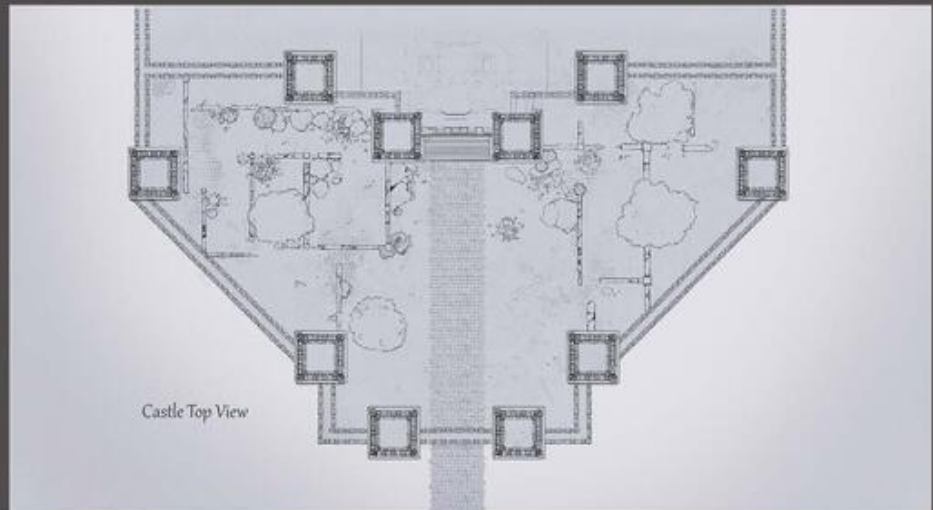
The interior of the Einar Temple. Speaking of the gods, we originally had a fifth deity called Misaye in the works. However, we already had seven domains for the four gods we had already completed, and the cleric class was growing a little too bloated compared to the others. So, we decided to leave Misaye on the bench.

You might also have noticed that all the selectable deities in Solasta are either good or neutral, and that there are no evil god choices. This is actually lore-related, since only five gods (Arun, Einar, Maraike, Pakri, and Misaye) managed to make it to Solasta, each of whom opposed Arrivad (the Sorak God) back in Tirmar.

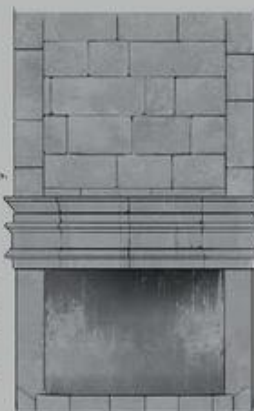
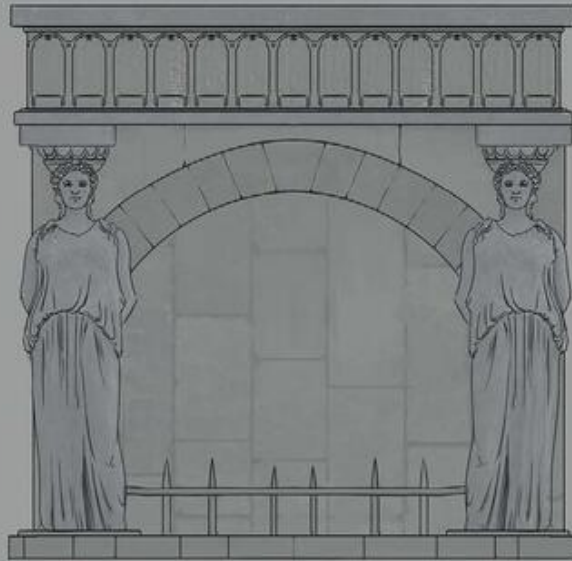
DARK CASTLE

Sketches of Dark Castle helped visualize and create the location in-game. Most of Solasta's levels have a considerable number of sketches drawn beforehand to ensure the original vision can be faithfully re-created in-game. This includes everything from the appearance of the walls to a broken table lying in the corner of a room.

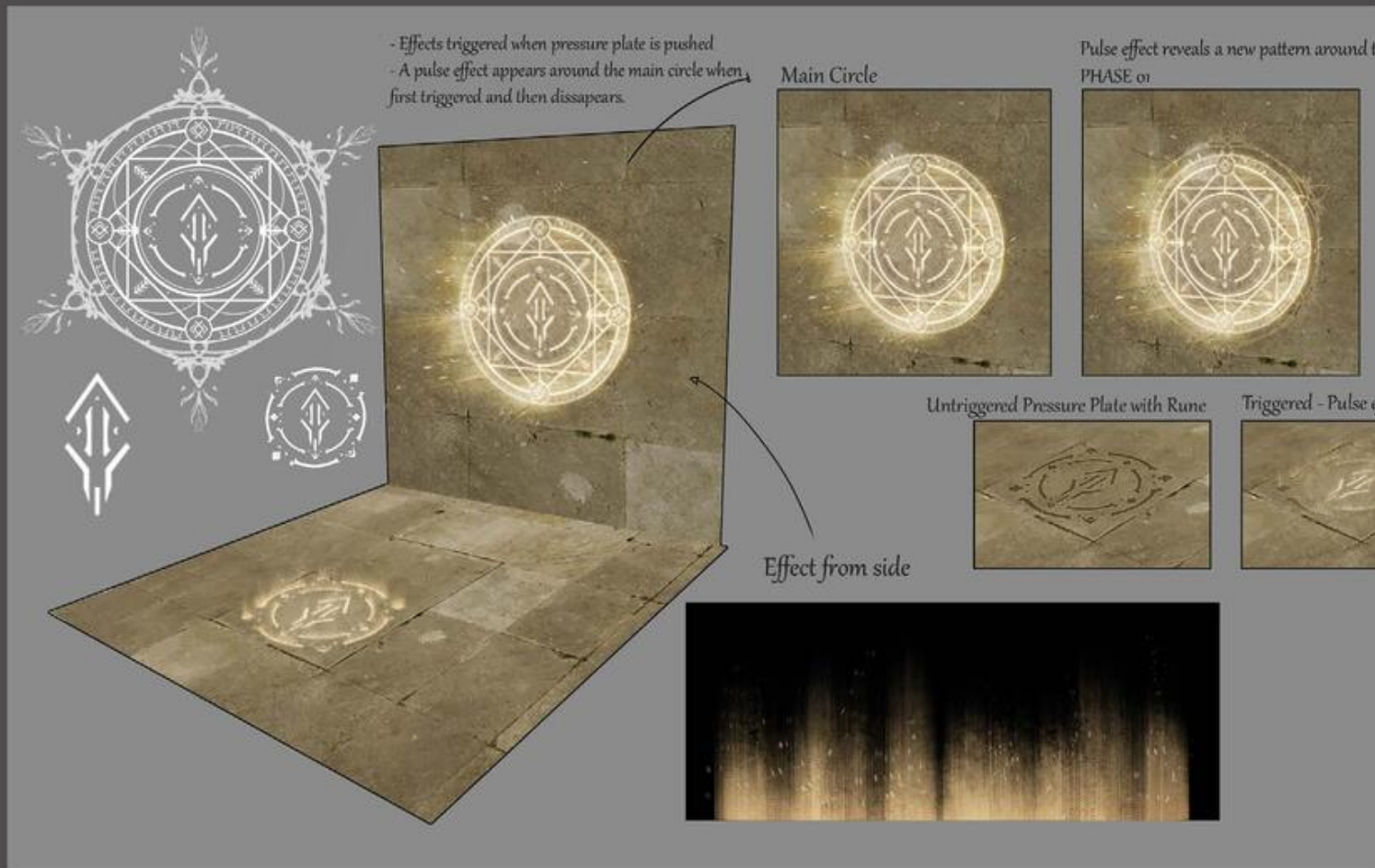
Speaking of Dark Castle, during the early days of Early Access both Aksha and Mardracht were absolutely brutal. The first reason was that some parties would face Aksha before level 5 - as most of you already know, level 5 is a huge power spike for adventurers, with martial classes getting a second attack and spellcasters getting access to level 3 spells. To work around that problem, we introduced the system of milestone XP which would bump you to level 5 right before fighting her if you were not level 5 already. The second reason was that she would drain you for the full amount of damage dealt (not only necrotic) due to a bug, and if one character's max HP reached 0 it was an instant game-over as lore-wise you would return as a sorrow zombie.



Sculpted Stone Fireplace



RUNES AND MAGIC



We create extensive concept art for every important element of the game – and interactive runes and magic circles are no exception! From their design to visual effects and trigger steps, everything is prepared in advance.

Originally, we wanted the magic circle that appears under your character's feet when casting a spell to be different depending on the spell's school of magic – but this proved over-complicated to perform in practice, so it didn't make the final cut.

Another magic-related feature that didn't make it in time was the spellcasting chants. All spells with vocal components had a system with prefixes and suffixes depending on the spellcaster's god and the spell's magic school that was spoken when cast.

the main circle

PHASE 02



PHASE 03



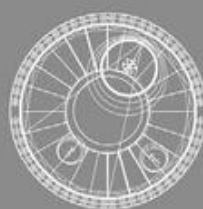
Then it disappears



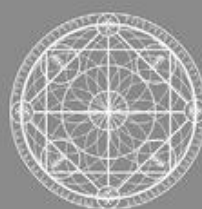
effect filling the pattern with light



ABJURATION



ILLUSION



EVOCATION



TRANSMUTATION



ENCHANTMENT



NECROMANCY



DIVINATION



CONJURATION

GIGANTISM





One design concept that didn't make it to the final game was the notion of gigantism. As this piece shows, at one point we wanted the Lava Forest level to feature enormous trees with gigantic lava rivers flowing beneath. However, the production demands required to create this were too extensive. We couldn't just rescale existing tree models as that would have looked atrocious ingame, so we'd have had to create many gigantic trees specific to that level only.

You can see that this idea was still present when we made the Exploration Key Art fairly early during development, as it featured extremely large caves with the party of adventurers feeling very small in the middle of the environment.

ENVIRONMENT CONCEPTS





There are many environments we ended up not using in the final game as we narrowed down the scope to fit our budget and schedule. These include a sandy desertic biome with crumbling ruins above ground, an oasis with acidic water, a rocky desert with cracks along the ground revealing a second level below, and an abandoned city in a lush forest...

LEATHER ARMOR



Proposals for the Female Leather Armor model from our partner, Tokkun Studio. Each wearable armor you see in-game has two proposal sheets like this one: one for the male version and one for the female version. We then decide which to create for the 3D model. In this example, we went for #2.

SCAVENGERS

The Scavengers faction was born from something we decided very early on during the project: we did not want to be a loot-centric game.

In most cRPGs you end up grabbing everything from the ground to sell to the nearest merchant for a couple of coins – which is not really something you would do on Tabletop. Who goes around collecting 6 rusty longswords and 4 half-broken leather armors – and who would even buy all that? We also didn't want players to spend hours agonizing over what to pick up and what to leave behind due to encumbrance restrictions. From this design choice was born the Scavengers. Instead of picking up all the loot, simply leave it on the ground and let the Scavengers do the work for you for a minor fee.

This feature wasn't without issues. First, many players enjoyed hoarding loot since it is a gameplay element they are used to when playing RPGs. To accommodate this, we implemented options to lift the encumbrance limit.

Second, we had to tweak how fast the Scavengers would do their work. Originally, they took the same time as the party would to travel to distant locations, meaning you ended up waiting for weeks before being able to reap any rewards. That meant that unless you managed to find some high value items to sell yourself, you'd often have to go into your next quest no richer than you were going into your previous one, as the Scavengers were still on the road! This delayed gratification didn't feel satisfying for most players, many of whom wanted to be rewarded immediately for clearing any dungeon they discovered.



DUNGEON MAKER





Ahhhh, the Dungeon Maker. Where do I even start? As soon as Solasta's Kickstarter campaign started, people started asking about modding support, and how incredible the game would be with it. And we thought about that – a lot, in fact. We started making estimations, we scoped the features required, we discussed with larger modders from *Divinity: Original Sin 2* and *Pathfinder: Kingmaker*... and the verdict was clear: the official modding tools we imagined were going to be very expensive to produce.

So, what were the modding tools we imagined? Well, the "lite" version would be to have a Solasta Unity Add-On that would allow you to modify spells, creatures, and many other variables. But, as the name implies, to use it meant the modder had to know how to use Unity. After discussing with modders from other CRPGs, we quickly came to the conclusion that such a toolset wouldn't be of much use because of the high entry barrier – modders even told us they would likely hack the code using their usual method instead of using our modding tools, because they're more used to that.

The "complete" version would be to make a full-blown editor, like the *Warcraft 3 Map Editor* for example – but that is a full-blown project. At that stage it could even be its own stand-alone product that people could buy to make their own game using our tech. And although it would be extremely cool, it would also be extremely time-consuming to develop – not to mention Tactical Adventures was founded to make video games, not game engines.

So, for a long time, we couldn't promise mod support. We presumed people would probably find ways to hack the code and create mods using *Unity Mod Manager* (like on *Pathfinder: Kingmaker*), but full modding tools? That's not gonna happen. That is, until our CEO decided to create the Dungeon Maker *on his own* during his Christmas vacation! The software he built was much less ambitious than our initial modding plans. With it, you could create a dungeon, you could place rooms, treasure, and monsters, and then you're done. But, once that was in place, we could add more features, like activators and traps. And more...

Which leads us to the Dungeon Maker of today. It now features multiple environments, the ability to link different dungeons together to create longer adventures, and has lore gadgets to add flavor to your scenarios. But we're only just beginning. In the future, we hope to add merchants, quests, and other features to keep making it better and better.

And finally, we close the *Art of Solasta* with fan art of Violet. This image dates back to our Kickstarter campaign in Fall 2019.

Fun fact: This fan art was actually made by someone who eventually became our QA Lead!

And with that, we've reached the end. As I have said many times before, thanks to all for your continued support. We really hope you enjoyed this rulebook, and we hope to see you again in the future for... another game from *Tactical Adventures* perhaps?

Cheers!
Tactical Myzzrym

PS: If you liked the book, make sure to check out Andy Law (@Hapimeses), Graeme Davis (graemedavis.wordpress.com), Lindsay Law (@LinzerLaw), Andy Leask (@andyleask) and Michal E. Cross (mehow.nl/).

While they may not be part of *Tactical Adventures*, this book wouldn't be what it is without them!





CHARACTER NAME

PLAYER NAME CLASS & LEVEL EXPERIENCE POINTS

RACE BACKGROUND ALIGNMENT

PROFICIENCY BONUS

PASSIVE PERCEPTION

STRENGTH SAVING THROW

DEXTERITY SAVING THROW

CONSTITUTION SAVING THROW

INTELLIGENCE SAVING THROW

WISDOM SAVING THROW

CHARISMA SAVING THROW

ARMOR CLASS

CONDITIONS

BOONS

MAXIMUM HIT POINTS

TEMP HP

CURRENT HIT POINTS

INITIATIVE

CURRENT

SPEED

HIT DICE

DEATH SAVED

FAILURES

SUCCESSSES

INSPIRATION

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

| NAME | ATK BONUS | DAMAGE/TYPE |
|------|-----------|-------------|
| | | |
| | | |
| | | |
| | | |
| | | |

SPELL DC

PROFICIENCIES & LANGUAGES

CLASS RESOURCES, AMMO & CHARGES

FEATURES & TRAITS

EQUIPMENT

CURRENT WEIGHT MAX WEIGHT

CP

SP

EP

GP

PP

EQUIPMENT CONT.



CHARACTER APPEARANCE

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

ALLIES & ORGANIZATIONS

SYMBOL

NAME

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

OTHER

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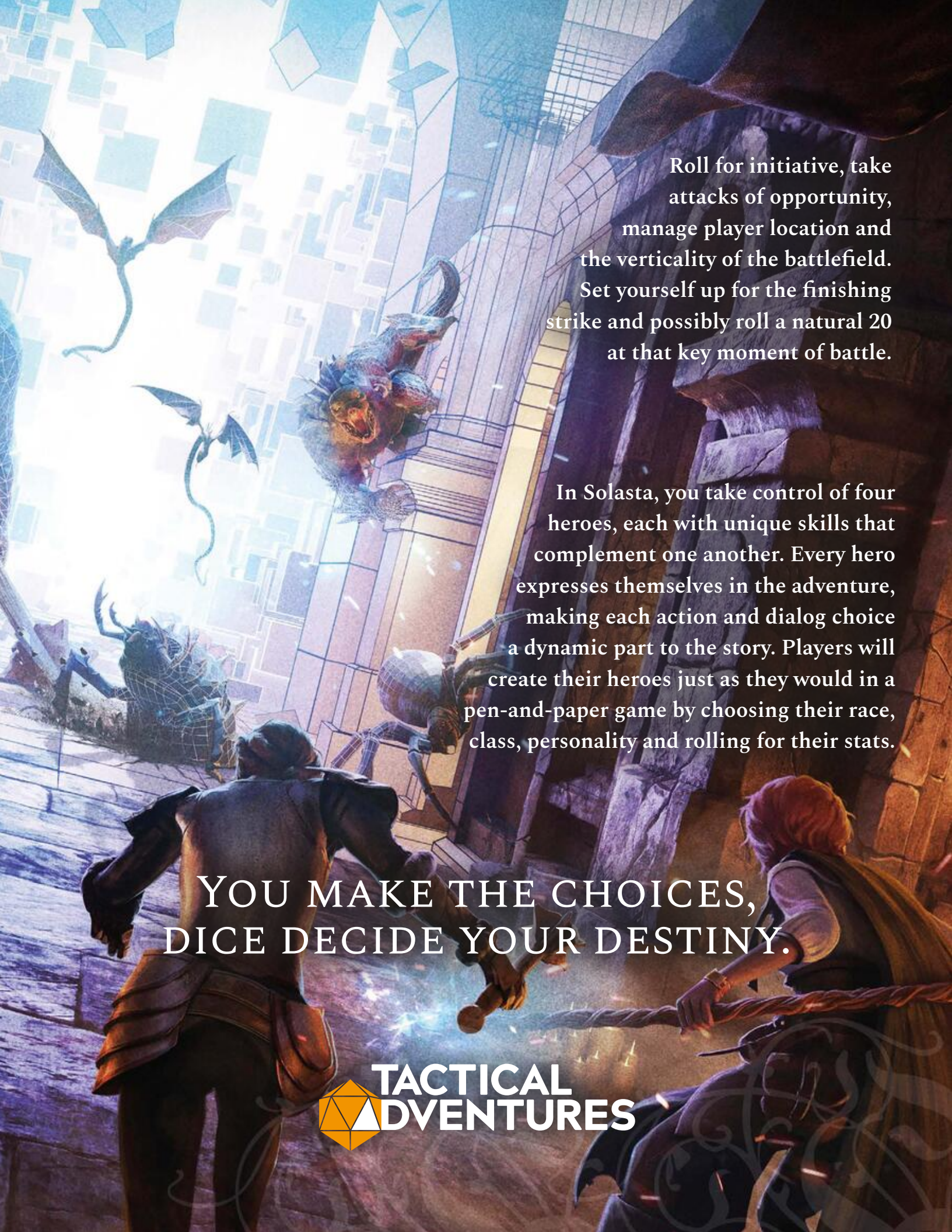
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YOU MAKE THE CHOICES,
DICE DECIDE YOUR DESTINY.



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