

# The Relicborne Saga Campaign Guide

By Daniel Lewis and Damian Miller



# The Relicborne Saga Campaign Guide (Pathfinder Players Core compatible)

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<City Map>

# Chapter 1: Introduction

Welcome to the Relicborne Saga, a Living Campaign utilizing the *Pathfinder Second Edition* rule set. The *Relicborne Saga Campaign Guide* is the official guide for the world and has unique rules which sets this campaign apart from the core *Pathfinder Second Edition* campaign setting.

The Relicborne Saga is based within the ancient city of Teppesia, located on the continent Enora on the other side of the known world. For a purpose long forgotten, Enora had been sealed away behind a powerful magical barrier more than a millennium ago by the Duraiyan Empire. This tyranny conquered the known world by magical knowledge now lost to the world, led by the Duraiyan Empire's first and last ruler, the Deathless Emperor. When the Duraiyan Empire fell, much which was once known was lost sans scattered ruins and artifacts which few understand.

Societies rose and fell in the centuries after the fall of the Duraiyan Empire, with adventurers plumbing the depths of ancient Duraiya ruins scattered throughout the world. Of these Duraiya artifacts, the most common were that of the Relics, strange crystalline creations that were once used as magical portals that crisscrossed the fallen empire. Approximately 150 years ago, adventurers discovered a strange artifact from this bygone era, a key which unlocked a destination long forgotten and relegated to legend – the ancient city of Teppesia. This discovery ushered in a new age of cooperation and exploration for all of the nations of the Old World. Hundreds passed through the Teppesian Relic monthly, including explorers, merchants, diplomats, pilgrims, and other wanderers thirsting for a new life.

That was until Gatefall, a century ago, when the Relic quit working during a magical calamity that sealed a hundred thousand people behind the Duraiya barrier. Without supplies from the mainland, thousands died in the first decade, but those who were left carved out civilization in this new wilderness. Today a new generation of adventurers, descendants of those survivors, are answering the siren's call of adventure and exploration of this largely unexplored continent.

Welcome to the Relicborne Saga.

## What do you need to play?

The Relicborne Saga utilizes the *Pathfinder Second Edition Core Rulebook* (*Pathfinder Core Rulebook*), *Pathfinder Players Core*, and the *Pathfinder Second Edition Advanced Player's Guide* (*Pathfinder APG*) during play. To start play, you will need to either bring a 1st level character built utilizing the *Pathfinder Players Core* or use a pre-generated character. If a particular class or Ancestry is not available in the *Pathfinder Players Core*, utilize the game rules found in the *Pathfinder Core Rulebook* and *Pathfinder APG* until the release of *Pathfinder Players Core 2* in late 2024.

Each character will also need a Log Sheet to record your adventures after you've played them, and Reputation Tracker, both of which can be found at the end of this Campaign Guide or downloaded at Relicborne.com. Beyond this, having a full set of polyhedral role playing dice, some scrap paper for notes, and a writing implement is recommended.

## Relicborne Saga – Campaign Specific Rules

The rules listed in this guide therefore consist of additions to the standing *Pathfinder Players Core* and *Pathfinder Gamemasters Core* rules, except where explicitly listed below, in which cases the rules of the Relicborne Saga campaign are used instead.

### Allowed Sources

Currently only the *Pathfinder Core Rulebook*, *Pathfinder APG*, *Pathfinder Players Core*, and the *Relicborne Saga Campaign Guide* are allowed sources at this point of the campaign. We also utilize the current conversion rules found on Paizo.com for Ancestries and Classes that have not yet been converted through the Remaster program for play during the 2024 year. The Relicborne Saga will fully convert to the remastered Pathfinder Core rulebooks in late 2024 when *Pathfinder Players Core 2* is released.

### Who are we? (Campaign Staff and Volunteering)

Like many living campaigns, the Relicborne

#### **What is a Living Campaign?**

A Living Campaign utilizes a special set of rules that allows you to play in a campaign world either at home, a local gaming shop or group, at gaming conventions, or anywhere else that table top role playing games can be played, all the while using the same Character no matter where you play.

Living Campaigns include Paizo's *Pathfinder Society* and the *Relicborne Saga* which both utilize the Second Edition Pathfinder Rules. Both the *Pathfinder Society* and *Relicborne Saga* use the same rules and are Living Campaigns, we are separate worlds and Characters do not cross over from each other.

Saga has a central staff of volunteers who not only write the released modules, but work together to produce material for this world. Everyone involved with this living campaign are volunteers who have a passion for gaming, meeting others, and having a good time. The Campaign Staff and Volunteers all have their own lives and careers outside of the Relicborne Saga, with many of us coming from another long running living campaign that has decided to wind down after more than twenty years.

The Relicborne Saga is always looking for additional volunteers willing to help in the creation of this world. If you are interested in joining the campaign staff, please reach out through links on Relicborne.com.

### **Heroic Campaign and Social Justice**

The Relicborne Saga is a campaign that revolves around high adventure in a magical and multicultural world. We aim for the world to be rated PG, with the occasional PG-13 moments. There will be warnings at the beginning of every module to warn about those PG-13 moments and any potential triggers that players might encounter within the game.

Because we are a living campaign, we also will have players from around the world and from every walk of life. We extend our social consciousness beyond just the adventures that we create to include the players that enjoy our campaign. We have zero tolerance of those who would demean others based on their gender, sexual orientation, ethnicity, age, caste, or any other minority. We also have zero tolerance for racism, bigotry, or misogyny. Likewise, bringing up topics (even as jokes) including sexual assault, torture, slavery, white supremacy, or violence against children is explicitly banned.

It is the role of a Game Master to create a safe place for all players. We will ask players to leave our tables at conventions and will also ban them on social media if required. There is no such thing as "it was only a joke," when it impacts the enjoyment of others.



## Chapter 2: Character Creation

*"We all begin somewhere, but it's what we do with our future that matters in this world."*

*Li Stonefist*

*Master of the Silent Stone Combat School*

Character creation for the Relicborne Saga follows a vast majority of the rules found in the *Pathfinder Players Core*, with some slight variations on the culture of various ancestries found in this Living Campaign, and some unique ancestries and backgrounds only found in the Relicborne Saga. The Relicborne Saga is a world of great diaspora, with most new adventurers among the second or third generation born in the city of Teppesia or coming from the industrious and civilized goblin towns and villages which dot the coast of this sealed continent. Sealed off from the mainland, the various nationalism which once existed in the Old World are slowly dying out and only found in the oldest residents of the city.

To create a character in the Relicborne Saga, you will need several tools before you start:

- *Pathfinder Players Core* – the Relicborne Saga uses the rules found in this book to play. This can be purchased in a variety of physical and digital formats from Paizo.
- A copy of the *Pathfinder Second Edition Core Rulebook* or *Pathfinder Second Edition Advanced Player's Guide* if you are using material from those books.
- A copy of *Relicborne Saga Campaign Guide*, the book that you are using right now. This will inform you of specific rules unique to this campaign setting.
- A blank character sheet (downloadable from the Paizo website or from the Relicborne.com), and a Log Sheet, a Reputation Tracker, and the Starting Item Certs (all of which can be printed from the Appendix of this guide or downloaded from the Relicborne.com).
- A piece of scrap paper and a pencil.
- A set of polyhedral dice. These dice can be purchased from a local game store and occasionally found in larger convenience stores. Many players enjoy having multiple sets of dice for their character, but it is a personal choice.
- Once you have all of these materials, you can begin creating your Character!

## Specific Character Creation Rules

The Relicborne Saga uses the same method to create a character as those found in the *Pathfinder Core Rulebook*.

The Relicborne Saga uses the following rules when it comes to creating your character:

- The Relicborne Saga is separate from *Pathfinder Society*, Characters do not cross over between the two Living Campaigns. All Characters begin in the Relicborne Saga at 1st level with no experience points.
- Currently only the *Pathfinder Core Rulebook*, *Pathfinder APG*, and the *Relicborne Saga Campaign Guide* are allowed sources at this point of the campaign. You cannot create characters using material from other books.
- Your Character's Name is important and how rewards and progress are recorded. This name cannot be changed after this Character completes their first module. We do not allow any names that are curse words (in any language), slurs, or other degrading or dehumanizing names.

### Ancestries

You can use any Ancestry found in the *Pathfinder Players Core*, the *Pathfinder APG*, or this guide during character creation. The Relicborne Saga has additional Ancestries and Heritages which are unique to our world in this guide, such as the canine-like Canisai and the plant-folk Deilen.

When choosing an Ancestry, a Character can either use the Ability Boosts presented in each book, or a Character can decide to use the Alternate Ancestry Boost option. If you use the Alternate Ancestry Boost option, you replace your Ancestry's listed Ability Boosts and Ability Flaw entirely and instead select two (2) free Ability Boosts when creating your Character.

### **Who are Adventurers in Teppesia?**

All Characters in the Relicborne Saga are members of the Adventurers' Union, a guild of professional adventurers that helped discover this lost continent and later were instrumental in organizing and protecting the city after Gatefall. Sans some elderly goblins found in various towns and villages sprinkled along the coast of the continent, almost everyone speaks the Common trade tongue which was originally based on the language of the ancient Duraiyan Empire who once subjugated the world. As with all languages, this Common trade language has changed over time, adopting words and ideas from many other cultures to the point that the original Duraiya dialect is all but a dead language to all but the most esoteric historians.

The Relicborne Saga does not utilize the optional *Voluntary Flaw* rule from the Pathfinder Core Rulebook.

The cultures of many of the Ancestries found in the *Pathfinder Players Core* and the *Pathfinder APG* are vastly different than those found in other campaign worlds – Goblins in this world are industrious and tidy, living in close knit towns constructed from brick with fine stained glass and brass work; Orcs come from long familial lines who seek to honor their ancestors through their own actions; and Kobolds and Dwarfs have lived and worked side-by-side for thousands of years in harmony. These differences and more are explored within *Chapter 3: Ancestries*.

## Backgrounds

You can use any Common Background found in the *Pathfinder Core Rulebook*, *Pathfinder APG*, or this guide. Players cannot select Uncommon or Rare Backgrounds during Character Creation. This guide presents world-specific Backgrounds available for Character Creation in *Chapter 4: Backgrounds*.

## Classes

As long as you meet their requirements, you can choose to play any Class or Archetype found in the *Pathfinder Players Core*, *Pathfinder Core Rulebook*, or *Pathfinder APG*. If a class is found in the Pathfinder Players Core, you cannot use the previous rules found in the *Pathfinder Core Rulebook* or the *Pathfinder APG*.

The Relicborne Saga uses a unique list of Faiths for Characters who are granted their powers from the Divine. This information can be found in *Chapter 6: Faiths of Aimsir*. This world does not use the deities or faiths found in the *Pathfinder Core Rulebook*.

## Alignment

Alignment has been removed from the Pathfinder Second Edition system during the Remastered Project. Please see the Pathfinder Remastered Conversion document at Paizo.com if utilizing a Class that has not yet been converted through the Remaster process.

### **Nobles in Teppesia**

A special note on backgrounds revolving around nobility – after Gatefall when Teppesia was sealed away from the rest of the world, a faction of nobles attempted a coup against the newly formed Teppesian Council. The coup was defeated, but not after hundreds of innocents were murdered in the street. Although families within Teppesia could pass down their ranks of nobility to their heirs, these ranks are not recognized within the city or by the government. Those of noble backgrounds have no more rights than anyone else.

## Edicts and Anathema

The Relicborne setting utilizes the Edict and Anathema system integrated into the Pathfinder Players Core rules to aid in roleplaying within our setting. Every character has at least one edict or anathema which will help define their character during play. Popular edicts and anathema are listed Ancestries in this book and the *Pathfinder Players Core*, Faiths in this book, and Classes in *Pathfinder Players Core* and *Pathfinder Players Core 2*.

Please remember when choosing your edicts and anathema that the Relicborne campaign setting is a cooperative setting where players are working together to accomplish goals – some popular tropes such as brooding loners who refuse to work with others, assassins, or other stereotypical solo players won't be appropriate for play in this campaign.

## Equipment

All Characters begin with 150 sp (15 gp) during Character Creation. This money can be spent on any equipment with Item Levels 0 or 1 from either the *Pathfinder Players Core* or the *Pathfinder APG*. This equipment must be recorded on the Character Sheet. Any remaining Wealth is recorded on the Character's Log Sheet.

To speed up Character Creation, players can purchase Class Kits which contains basic gear, armor, and weapons for each class. See the "Gear" section in Chapter 6 of the *Pathfinder Players Core* or "Weapons and Adventuring Gear" section in Chapter 6 of the *Pathfinder APG*.

All Characters in the Relicborne Saga begin play with two certs, the Starting Item Cert and Adventurer's License Cert. These certs are gifts from the Adventurers' Union meant to help their members survive their early adventures in Teppesia. These can be found in the Appendix or Relicborne.com.

## Rebuilding your Character

Sometimes you begin a Character and you aren't having fun with it, so in those cases you are allowed to rebuild your Character one time (including Ancestry, Background, and Class) prior to playing your fifth (5<sup>th</sup>) module with that Character. This rebuilding carries no penalty or cost, unlike Retraining your Character at upper-levels. See [\*Chapter 7: Adventuring in Teppesia\*](#) for rules on Rebuilding your Character.

Once you've built your Character, you're ready for your first adventure in the Relicborne Saga!

Additional information on adventuring in Teppesia can be found in [\*Chapter 7: Adventuring in Teppesia\*](#), including information on Log Sheets, Reputation

Trackers/Fame and Infamy, Certs, and Downtime Activities.

## Chapter 3: Ancestries

*"Sir, I don't care whom you come from, I measure the worth of an individual based on their character, code, and if they're pointing a dagger at me – I'd rather you reconsider your life choices before things get complicated with the Gatewatch."*

*Myr Dusksblade  
Redeemer*

Teppesia is home to a wide variety of peoples coming from all corners of the Old World, drawn together generations ago by the rediscovery of Teppesia. The present day in Teppesia is very much influenced by the distant past, when the entire world was under the tyrannical rule of the Duraiyan Empire. The ancient empire shattered nations and states, scattering families and clans of people across the world in a grand diaspora. After the fall of the Duraiyan Empire more than a millennium ago, new nations and states rose from the ruins of the tyrants, incorporating the descendants of people displaced centuries previously into these new countries.

Prior to Gatefall, individuals usually based their cultural identities around their home nations, faith, or other creeds or affiliations. This all changed after Gatefall when the continent of Enora was cut off from the Old World. Most Teppesians born after Gatefall find their cultural identity coming from their shared upbringing in the ancient city, their families, their individual training, or their faith.

In the Relicborne Saga you will find industrious goblin towns found only on the continent of Enora, honorable orcs who measure their actions towards honoring their ancestors, Kobolds and Dwarfs existing together in harmony for millennia and working hand-in-hand as some of the finest craftspeople in the world – these and many other changes are what make adventuring in the Relicborne Saga different than any other campaign world.

There are a number of Ancestries allowed in the Relicborne Saga, including those found in the *Pathfinder Players Core*, *Pathfinder Core Rulebook*, the *Pathfinder APG*, and a number of unique Ancestries found in this guide. When the *Pathfinder Players Core 2* is released in the later half of 2024, Gnolls, Hobgoblins, and Lizardfolk will also be available for play. The descriptions of societies for Ancestries found in the *Pathfinder Players Core*, *Pathfinder Core Rulebook*, and *Pathfinder APG* differ from that of the Relicborne Saga.

## **Lycanthrope in Relicborne**

Were-creatures of all kinds have existed throughout the history of the world, often hiding in plain sight throughout the world. Were-creatures were often said to be natural extensions of the Green Way, the blending of person and beast into one form and ruled over by the moon.

Seeing the power of these natural shapeshifters, the Duraiya Empire experimented upon these conclaves in an attempt to create monstrous shock troops for their perpetual wars. Those experiments escaped the laboratory, spreading their affliction across the Old World like a disease.

Several Canisai feats mention Lycanthropes or the moon because the lunar-cycle plays a significant role in Canisai fables and fairy tales still told to this day to Canisai children.

## Canisai

The Canisai (Can-is-aye) are a canine-like race of humanoids who once lived in large city-states in the plains adjacent to the Great Desert. The ancestors of modern Canisai were the first to fight against the Duraiyan Empire as it began spreading across the world, but ultimately these kingdoms fell to the Empire's magical might. The Duraiyan Empire's diaspora spread the remaining Canisai across the Old World, where they embraced the new cultures and societies that they found themselves within, while retaining some familial traditions from their homelands.

If you want to play a Character who comes from a proud line of people who were the first to fight against tyranny, you could play a Canisai.

### You Might...

- Seek to retain your own cultural beliefs while living in another country.
- Refuse to be enslaved by others.
- See your family traditions as important as the traditions of the community where you live.

### Others Probably...

- See some of your traditions as old fashioned and sometimes too stringent.
- Initially underestimate your intelligence due to your canine appearance.
- Assume that you are a slave to history, and unwilling to embrace the future.

### Physical Description

Most Canisai are slightly shorter than an average human, with a compact but strong body. Canisai are covered in a coat of fur of varying length and color, with a pronounced snout or muzzle that has an exceptionally keen nose. Canisai reach physical adulthood between the age of 18 to 20, although depending on the culture in which they live, some Canisai are considered adults at a younger age. A typical male Canisai lives to around 80 years old, although females often live upwards of 120 years.

### Society

Canisai society revolves around their smaller enclave of families (usually five to ten families) which are run by a council of three of the eldest members of their enclave. The enclaves ultimately follow the laws and customs of the greater cultures in which they live, the enclaves

### **Canisai**

**Hit Points** 6

**Size** Medium

**Speed** 30

### **Ability Boosts**

Dexterity, Wisdom,  
Free

### **Ability Flaw**

Charisma

### **Languages**

Common, Canisai

### **Additional**

### **Languages**

Draconic, Dwarven,  
Elven, Gnomish,  
Goblin, Halfling, or  
Sylvan

### **Traits**

Canisai, Humanoid

### **Low-Light Vision**

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.



acting as a security net to protect the families during times of hardship. A peculiarity of the Canisai is that orphaned children are often adopted into the enclaves, no matter the child's origin, and the enclaves take pride in raising these children to adulthood. It is offensive to most Canisai when they discover orphaned children living without aid and seek to correct this slight, no matter the personal cost.

### **Beliefs**

Canisai tend to value home and hearth above all, even when living in other societies throughout the world. This helps ground many Canisai in whatever they do, with many adventuring Canisai often treating (and occasionally formally adopting) their traveling companions into their extended families – which can sometimes lead to surprises when the Canisai bring their friends to their family homes and the introduction of adopted parents, grandparents, siblings, nieces, nephews, aunts, and uncles who accept the new family members without hesitation. The ancient faiths which were once worshiped among the Canisai were lost when the Empire destroyed their kingdoms, so the faithful often adopt the worship of their neighbors.

**Popular Edicts** protect their home and families, protect the young who can't protect themselves, remembering history so it can't repeat itself again

**Popular Anathema** forsake your family, to enslave another

### **Canisai Heritages**

Over a millennia of diaspora the Canisai adapted to their new homes, taking on favorable traits to survive beyond the plains. Choose one of the following Canisai heritages at 1<sup>st</sup> level.

#### **Collie Canisai**

Your ancestors found safety within various city-states in the east after the fall of your ancestral kingdom. Known for their loyalty to their friends and allies, you gain the Enclave Loyalty feat for free and may select an additional Level 1 Heritage Feat.

#### **Malamute Canisai**

After the fall of their ancestral kingdom some Canisai fled the Duraiyan Empire by traveling to the frigid north. After centuries surviving in the frozen wastes, these Canisai developed a thick coat of fur which protects them from the bitter cold. You gain cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

#### **Mastiff Canisai**

The largest of the Canisai, Mastiff Canisai easily weighing half as much more than Wolfhound Canisai and stand several inches taller than most humans. Mastiff Canisai often have short, tawny fur, and their faces and muzzles are often dark black in coloration. You gain 10 Hit Points from your ancestry instead of 6. In addition, due to your size and build, you gain a +1 circumstance bonus to checks to Athletics when you use the skill to Force Open or Shove actions.

### **Retriever Canisai**

Quick witted and keen to adapt to new situations, Retriever Canisai spread far and wide during the diaspora, finding new homes in the most unlikely of places. You become Trained in one skill of your choice. At 5<sup>th</sup> level you become an Expert in your chosen skill.

### **Terrier Canisai**

Traveling westward during the diaspora, Terrier Canisai took to studying the magecraft which brought down their home. The shortest of the Canisai, Terrier Canisai have short but coarse fur and the males often have impressive mustaches and beards. You can cast the *read aura* cantrip as an occult innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded down. In addition, you gain a +1 circumstance bonus to checks to Identify Magic and to Decipher Writing of a magical nature. These skill actions typically use the Arcana, Nature, Occultism, or Religion skill.

### **Wolfhound Canisai**

Often covered in medium length and coarse fur, Wolfhound Canisai are the most “wolf-like” of the Canisai. Wolfhound Canisai are slightly taller and leaner than the average Canisai and take after ancestors who were known for their hunting prowess. You gain imprecise scent with a range of 30 feet. This means you can use your sense of smell to determine a creature’s location, as explained in the *Pathfinder Player Core*. The GM will usually double the range if you’re downwind from the creature or half the range if you’re upwind.

In addition, you gain a +2 circumstance bonus to Perception checks whenever you’re trying to locate an undetected creature that is within the range of your scent.

### **Ancestry Feats**

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a Canisai, you select from among the following ancestry feats.

#### **1ST LEVEL**

#### **Bestial Claw**

**Feat 1**

##### **Canisai**

Your fingers end in bestial claws, granting you a claw attack that adds a +1 status bonus to damage with Unarmed attacks and allows you to deal lethal damage with Unarmed attacks at no penalty to your attack roll. Your claw attacks have the Agile, Finesse, Unarmed, and Versatile Slashing traits. This attack can be enhanced with *Handwraps of Mighty Blows* as normal, but cannot be used with the attacks granted by Monk Stances.

#### **Crossbreed**

**Feat 1**

##### **Canisai**

Your family line is a bit more eclectic than most. Choose a second Canisai heritage. You gain the abilities of that heritage and you are treated as both of your heritages for the purpose of prerequisites.

**Special:** You can only take this feat at 1<sup>st</sup> Level, and you may not Retrain out of this feat.

## Enclave Loyalty

Feat 1

### Canisai

If you are within 15 feet of an ally, you gain a +1 status bonus to saves against magical effects that attempt to enchant or possess you, such as spells that grant the Controlled condition. Once per day, after you roll a save against a magical effect that attempts to enchant or possess you, you may choose to increase your level of success with that save by one step.

## Heightened Senses

Feat 1

### Canisai

Your senses are sharper than most, gaining a +1 status bonus to Perception.

## Indefatigable

Feat 1

### Canisai

Your physique toughens. You increase your proficiency rank in Athletics by 1 step; from Untrained to Trained, Trained to Expert, Expert to Master, or Master to Legendary. As with normal Skill Increases, you cannot increase your proficiency to Master unless you are at least 7th level, and you cannot increase your proficiency to Legendary unless you are at least 15th level.

**Special:** You may take this feat multiple times, increasing your proficiency rank in Athletics each time.

## Nightvision

Feat 1

### Canisai

Your vision is sharper than normal, granting you Darkvision 60.

## On the Hunt

Feat 1

### Canisai

Your hunting senses sharpen. You increase your proficiency rank in Survival by 1 step; from Untrained to Trained, Trained to Expert, Expert to Master, or Master to Legendary. As with normal Skill Increases, you cannot increase your proficiency to Master unless you are at least 7th level, and you cannot increase your proficiency to Legendary unless you are at least 15th level.

**Special:** You may take this feat multiple times, increasing your proficiency rank in Survival each time.

## Silent Stalker

Feat 1

### Canisai

Your steps become lighter, your movements more fluid. You increase your proficiency rank in Stealth by 1 step; from Untrained to Trained, Trained to Expert, Expert to Master, or Master to Legendary. As with normal Skill Increases, you cannot increase your proficiency to Master unless you are at least 7th level, and you cannot increase your proficiency to Legendary unless you are at least 15th level.

**Special:** You may take this feat multiple times, increasing your proficiency rank in Stealth each time.

#### 5TH LEVEL

### Expert Senses

**Feat 5**

#### Canisai

**Prerequisite:** Heightened Senses, Expert in Perception

Once per day you may re-roll a Perception check and take the better of the two results. You may use this ability twice per day if you are Legendary in Perception.

### Hidden Hunter

**Feat 5**

#### Canisai

**Prerequisite:** Silent Stalker, Expert in Stealth

Once per day you may re-roll a Stealth check and take the better of the two results. You may use this ability twice per day if you are Legendary in Stealth.

### Peerless Prowess

**Feat 5**

#### Canisai

**Prerequisite:** Indefatigable, Expert in Athletics

Once per day you may re-roll an Athletics check and take the better of the two results. You may use this ability twice per day if you are Legendary in Athletics.

### Lycanthrope Claw

**Feat 5**

#### Canisai

**Prerequisite:** Bestial Claw

Your claw attacks are considered silver for the purpose of overcoming damage resistances and gain the Backstabber weapon trait.

### Tireless Tracker

**Feat 5**

#### Canisai

**Prerequisite:** On the Hunt, Expert in Survival

Once per day you may re-roll a Survival check and take the better of the two results. You may use this ability twice per day if you are Legendary in Survival.

### Toughened Hide

**Feat 5**

#### Canisai

Your ancestry gives you a tougher hide, granting you a +1 ancestry bonus to AC.

#### 9TH LEVEL

### Liberated Soul

**Feat 9**

#### Canisai

**Prerequisite:** Enclave Loyalty

You channel your ancestors' rage against the fall of your ancestral home, freeing your mind from the shackles of enchantment, such as spells which grant the Controlled condition. Once per day when you roll a saving throw or other skill check to overcome enchantment or

possession, you may roll twice and take the better result.

13TH LEVEL

### Vicious Claw

**Feat 13**

#### Canisai

**Prerequisite:** Lycanthrope Claw

Your bite attacks are considered magic for the purposes of overcoming damage resistances and their status bonus to damage increases to +2.

17TH LEVEL

### Enclave Exemplar

**Feat 17**

#### Canisai

**Prerequisite:** Liberated Soul, Master in Lore

You are a paragon among the Canisai, known for your wisdom and your knowledge of the ancient past. With your keen understanding of history and the machinations of the Duraiyan Empire to enslave your ancestors, you've learned to twist enchantment and possession effects back upon their source. When you Succeed against an enchantment or possession, such as spells which grant the Controlled condition, you are treated as if you've rolled a Critical Success and the originator of the effect gains the Stupefied (1) condition that lasts for 5 rounds.

## Family Bonds

There are various legends from the Old World revolving around Canisai family and the lengths that they would go to protect children. The most common tales include an elderly Canisai adopting children who would later become heroes in their own right, Canisai taking up arms against a corrupt villain seeking to cause harm to children, or Canisai serving as sorts of fairy-godmothers who guide children to safety. These tales have some basis in reality as many orphans were taken in and cared for by Canisai families in the months and years after Gatefall. The city has also funded a number of orphanages who are often run by elderly Canisai who find purpose at the end of their lives in guiding and protecting these children.

## Catfolk

Wanderers and explorers, Catfolk historically traveled throughout the Old World as members of various trade caravans. During the reign of the Duraiyan Empire, many of these caravans were hunted down because they refused to follow Imperial law, but they survived these purges by constantly staying on the move between towns and cities of the Empire. In the last three hundred years, some of the caravans took root in various towns and cities, allowing the world to come to them rather than the Catfolk seeking out the world. Upon the discovery of the key leading to Enora, the wanderlust of the Catfolk was reignited among many younger Catfolk who sought adventure in this new world.

### Society

Catfolk tend to raise their children in large, extended families, with several families guided by a council of three matriarchs drawn by consensus from the various families. Catfolk trace their lineage through their mother's bloodline, including their family name, with many men taking their wives' name and/or titles upon marriage. Catfolk introduce themselves by the family name first, and only give their personal names to those that they trust. These traditions have continued for the Catfolk living in Teppesia.

### Beliefs

Catfolk within The Relicborne Saga tend to value freedom above anything else due to their long history as travelers and wanderers, holding kin and family close to their hearts as the basis of their identities. In matters of faith, many Catfolk families offer veneration to the Elemental Courts, although personal belief is left up to each individual.

**Popular Edicts** seek new experiences and/or travel, bring honor to their families, honor their family's council

**Popular Anathema** violating their matriarch's decisions, dishonoring the family surname

### Catfolk Heritages

See the *Pathfinder Advanced Player's Guide* for specific rules related to creating characters with a Catfolk ancestry. The descriptions of the Catfolk Heritages below explains the origins of these heritages within the Relicborne Saga.

#### **Clawed Catfolk**

These Catfolk descend from groups of wanderers in the far western reaches of the Old World, who often had to defend themselves against bandits and worse threats.

#### **Hunting Catfolk**

Descending from the wandering band upon the Sunlight Plains, these Catfolk are known for their tracking expertise over the sea of grasses from their ancestral home.

### **Jungle Catfolk**

Captured by the Duraiyan Empire, these Catfolk were banished to the southern islands and the harsh jungles there for punishment for defying Imperial laws. Rather than die in the inhospitable jungles, instead Jungle Catfolk thrived in their new wilderness homes. After the fall of the Empire, many of these families returned to the mainland, serving as hunters and rangers in forests throughout the Old World.

### **Nine-Lives Catfolk**

Since migrating to urban cities centuries ago, it seems that some Catfolk are blessed with Irista's luck in avoiding accidents common in most major cities. This luck serves Nine-Lives Catfolk well in Teppesia and the dangers of the Enora wilderness.

### **Winter Catfolk**

Originating in the rugged and cold north of the Old World, these Catfolk avoided the worst that the Duraiyan Empire did to their kin. After the fall of the Empire, these Catfolk extended their caravans southward, trading the treasures of the north, such as ivory, scrimshaw, and jewels, with the rest of the Old World.

### **Ancestry Feats**

See the *Pathfinder Advanced Player's Guide* for rules concerning Catfolk Ancestry Feats.

## **History of Travel**

Some Catfolk in Teppesia have recreated their ancestors transient lifestyles upon the open water in the Docks, living in small cutters (boats) that either spend their days either fishing or trading with Goblin towns scattered along the coast of Enora. Catfolk families have taken old decorations from their ledge wagons and recreated them upon their ships, including the tradition of carving geometric and natural patterns into the sides of their ships, the use of bold colors on their sails, and tinkling bells and wind chimes once used to drive away spirits.

These geometric patterns and bold colors are also found in the clothing and other Catfolk art, most notably in woven fabric produced by Catfolk artisans and engraved on bells given to others for luck and protection.

## Deilen

Deilen (Dei-Len), are a species of plant-like humanoids who live in harmony with nature in remote locations throughout the world. Deilen civilization avoided the notice of the Duraiyan Empire, only having come to the attention of the Deathless Emperor prior to their fall from power and the shattering of the empire. One of the longest-lived peoples found on Aimsir, Deilen come of age at 30 years of age, at which time a wanderlust strikes some Deilen that causes them to leave their ancestral homes. Because of their unique upbringing, Deilen are a patient people who are drawn towards introspection and rarely rush to conclusions.

If you want to play a long-lived character who views the world and nature differently than many other ancestries, you should play a Deilen.

### You Might...

- Worship the natural world.
- Curious to the wonders that exist beyond your home Grove.
- Seek to protect your Grove from External threats.

### Others Probably...

- Don't quite understand you due to your childhood.
- Don't understand your society and the connections that you have with your home Grove.
- See you as alien and different due to your plantlike biology.

### Physical Description

Adult Deilen stand between five to seven feet in height and are humanoid in stature and facial features. Their skin feels almost like smooth bark of various natural hues including ash-white, various hues of brown and greens, and umber. Deilen possess "beards" (for Deilen who identify as male) and "hair" consisting of vines, moss, leaves, needles, flowers, or spines, all of which grow as naturally and quickly as human hair and can easily be styled by a skilled barber. This hair comes in a plethora of colors depending on the Deilen's lineage.

There are three main heritages of Deilen that can be found throughout the world:

#### **Deilen**

**Hit Points** 10

**Size** Medium

**Speed** 20

#### **Ability Boosts**

Strength, Wisdom,  
Free

#### **Ability Flaw**

Dexterity

#### **Languages**

Common, Sylvan

#### **Additional**

#### **Languages**

Dwarven, Elven,  
Halfling, Gnomish,  
or Goblin

#### **Traits**

Deilen, Humanoid



Betula Deilen, Cacnae Deilen, Confi Decidui, Decidui Deilen, and Ilex Deilen. Cacnae Deilen were often found deep in the deserts and have been described as humanoid cacti, with their hair made from long and flexible spines and more often have a slight greenish tint to their skin. Decidui Deilen originate from temperate forests in the Old World, such as the Burnwood, with hair that often resembles moss, vines, or leaves that change with the seasons, and with skin tone often in various hues of brown or umber. Betula Deilen originated from the inhospitable scrublands of the Old World, with scraggy, pale flesh resembling that of a birch tree. Ilex Deilen tend to have rough, almost sandpaper-like flesh, and their hairs are covered in sharp barbs similar to that of holly trees. Finally there are the Confi Deilen who lived in isolated communities along the tree-lines of mountains, and often possess rougher flesh ranging in hues from grayish-white to grayish-brown, and often possess needle-like hair resembling needles from pine trees.

Although more akin to plants than animals, Deilen's flesh is flexible enough to allow most range of motions and as tactile as any other species. Although Deilen are a plantoid ancestry, biologically speaking they have various organs and muscles similar to other ancestries, and they have a thin sap that flows throughout their body that serves as their blood. Deilen are omnivores, capable of ingesting most meals put before them, although many tend towards a vegetarian diet out of personal preference rather than biological. All Deilen reach physical adulthood at the age of 30, with most typical Deilen living to at least 150 years old and a few remarkable individuals living beyond their second century.

Deilen often cloth themselves in an effort to help protect themselves from the environment, blend into the greater societies which they live in, as well as the utility that may clothes bring to everyday life (such as pockets).

### Society

Deilen live in a matriarchal society within their villages known as "Groves." Unlike the council of elders among Catfolk societies, the matriarchal nature of Deilen society is linked to their unique biology and reproduction; central to each Grove is a massive tree known as "The Heart," which is actually a female Deilen who has undergone a metamorphosis after a century of life and rooted herself to the ground permanently.

Once a decade, Deilen parents create a single seed which is planted within the roots of the The Heart, and this seed will sprout into a juvenile Deilen known as a "sapling." The sapling will remain rooted in place until they reach adolescence at approximately two decades of life. Throughout this period of a young Deilen's life, The Heart will guide and educate the saplings communally through their intertwined roots. At two decades of life, the juvenile Deilen will undergo "budding," where they break free of the ground and learn to walk. This budding also severs the bond between The Heart and the

sapling forever, often leaving the sapling lost in those first few moments after budding.

The entire community gathers for a sapling's budding to offer them a new community to replace the one they just lost. The newly budded Deilen is given a name and guided by the community along the path in life that the adolescent chooses. After a decade of tutelage, the Deilen youth becomes an adult and a full member of their Grove.

The Grove and Heart are vital to Deilen biology because any seed planted away from the Heart will never obtain sentience. The Deilen of Teppesia found themselves in a nightmarish scenario where Deilen found themselves cut-off from their home Groves in the Old World, resulting in the community resorting to extremes to survive. A young and talented alchemist, Roslyn, took it upon herself at thirty-eight years old to undergo the metamorphosis to become a Heart in a process that nearly killed her. The Deilen in the city held their collective breath for three decades for Roslyn to awaken from the metamorphosis. When Roslyn finally awoke from her change, she was much smaller than any other Heart who came before her, but she defied the impossible for her people. The Deilen Grove within Teppesia is known as Roothome and is located in a large park in the northwestern corner of the Azure Ward. Those Deilen born in Roothome since Gatefall have shown far more penchant towards adventure and independence than those originating from the Old World.

## Beliefs

Due to their unique biological upbringing, the Heart of each Grove tends to influence their wards more readily than typical humanoid. Typically in the Old World most Deilen tended to be more orderly in their approach to life, but those born in Teppesia after Gatefall are more willing to take risks than their ancestors. For those who venerate a faith beyond themselves, they often find comfort in The Green Way, although some also venerate The Grey Lady for her role in the balance of life and death.

**Popular Edicts** protect the Roothome and the Heart, follow the path in life they have chosen, protect the natural world from corruption

**Popular Anathema** harm their home Grove, harming a sapling

## Deilen Heritages

Deilen of the Old World had adapted over millennia to survive in a variety of environments, but Gatefall has brought together Deilen to form a new community in Roothome where the once geologically separate heritages began to blend. Deilen tend to take on the dominant traits of one of their progenitors if they come from separate heritages. Choose one of the following Deilen heritages at 1<sup>st</sup> level.

### **Betula Deilen**

Your ancestors thrived in the arid scrublands where the soils were highly acidic.

Because of this, you find the tang of sour water quite appealing. You have acid resistance equal to half your level (minimum 1), and you receive a +1 bonus on saves against effects with the Acid trait.

### **Cacnea Deilen**

Your ancestors thrived in sweltering deserts or wastelands, adapting themselves to those harsh conditions. You have a greater resistance against fire, granting you a resistance against fire equal to half your level (minimum 1). You treat environmental heat effects as if they were one step less extreme (incredibly hot become extreme, extreme hot become severe, and so on).

### **Confi Deilen**

Your ancestors lived on the side of frigid mountains, granting you cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredibly cold becomes extreme, extreme cold becomes severe, and so on).

### **Decidui Deilen**

Your time living under the twilight of ancient forests has given you keen vision even in the darkest of environments. You gain low-light vision. Your bark-like skin hardens and thickens, granting you a permanent +1 ancestry bonus to your AC.

### **Ilex Deilen**

Your ancestors evolved spines and barbs to help defend themselves against the threats in the scrublands, and a resistance against lightning which is a constant threat in the rugged terrain of your home. You have electrical resistance equal to half your level (minimum 1), and you receive a +1 bonus on saves against effects with the Electricity trait.

## **Ancestry Feats**

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a Deilen, you select from among the following ancestry feats.

### **1ST LEVEL**

#### **Tannic Sap**

**Feat 1**

#### **Deilen**

You receive a +1 bonus on saves to resist disease effects, and any successful save against a disease effect is treated as a critical success instead.

#### **Catholicon Sap**

**Feat 1**

#### **Deilen**

You receive a +1 bonus on saves to resist poison effects, and any successful save

against a poison effect is treated as a critical success instead.

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### Graft

**Feat 1**

#### Deilen

As a sapling you grafted discarded cuttings to your developing body as it grew towards adulthood, hybridizing yourself in a way that your ancestors would never have considered. You gain a second Deilen heritage.

**Special:** You may only take this feat at 1<sup>st</sup> Level, and you may not Retrain into our out of this feat.

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### Regrowth

**Feat 1**

#### Deilen

Your body heals faster than normal, both naturally and through magic. Whenever you are healed, by either magical healing or the Treat Wounds application of the Medicine skill, you heal an additional +1d6 hit points. This bonus healing cannot be modified in any way. Additionally, your rate of natural healing is doubled.

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### Vivacity

**Feat 1**

#### Deilen

You do not have the same nervous system as a typical humanoid, gaining a natural resistance against paralysis and stunning. You gain a +1 bonus to saving throws against being paralyzed or stunned, and any successful save against these effects is treated as a critical success instead.

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### Vine Rush

**Feat 1**

#### Deilen

You can extend and whip the plant matter that makes up your limbs, entangling your foes. You can cast the *tangle vine* cantrip as a primal innate spell at will. When you cast *tangle vine*, you receive a +3 bonus to hit the target's AC. A cantrip is heightened to a spell rank equal to half of your level, rounded down.

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### Wood Hammer

**Feat 1**

#### Deilen

You may deal lethal damage with your unarmed Strikes at no penalty to the attack roll, and all of your unarmed Strikes deal an additional +1 damage.

### 5TH LEVEL

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### Barkskin

**Feat 5**

#### Deilen

Your body is covered in thicker bark, which helps protect you from damage. You gain a +1 ancestry bonus to AC. This bonus increases to +2 if you have the Decidui Heritage.

**Nettles****Feat 5****Deilen**

Your skin grows tiny barbs that puncture exposed flesh. Any creature you are grappling with takes 1 point of piercing damage for each grapple action that either of you takes. Any creature that hits you with an unarmed Strike or natural weapon Strike also takes this damage. Also any Unarmed attacks that you make deal an additional 1 point of piercing damage. You may elect not to deal this damage each time it would apply.

9TH LEVEL

**Grove Vigor****Feat 9****Deilen****Prerequisite:** Regrowth

Through your latent connection to your Grove, you can channel some of the healing might of the Heart to those who are near you. You gain *vital beacon* as a primal innate spell that you can cast once per day.

**Hawthorne Armor****Feat 9****Deilen****Prerequisite:** Nettles

Your body is covered in long thorns or spines. The damage from your Nettles feat increases to 1d4 piercing and your Unarmed attacks and the damage caused by grappling is considered magic for the purposes of overcoming damage resistances.

**Phytotoxic****Feat 9****Deilen | Poison****Prerequisite:** Catholicon Sap, Nettles

The sap within your body has made you toxic to other creatures – whenever a creature is damaged by your Nettles or Hawthorne Armor ancestry feats, they must also make a Fortitude save equal to your Class DC. On a failure, the creature gains the Sickened (1) condition for one minute.

**Plant Communion****Feat 9****Deilen**

You have a connection to the natural world. You gain *speak with plants* as a primal innate spell that you can cast twice per day.

13TH LEVEL

**Hybridization****Feat 13****Deilen**

You may choose another Deilen Heritage, gaining its benefits in addition to those of the

Deilen Heritage you selected at 1st level. If you have the Graft feat, you can have a total of three Deilen Heritages.

**Special:** You may Retrain into this feat, but you may not Retrain out of this feat.

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## Ironwood Soul

**Feat 13**

### Deilen

**Prerequisite:** Vivacity

Your soul is more resilient against damage, granting you resistance against Spirit damage equal to half your level.

17TH LEVEL

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## Metamorphosis of the Heart

**Feat 17**

### Deilen

Channeling the natural world through your form, you decide to become the Heart of a new Grove. In a burst of healing magic, you subsume your mortal existence and become a colossal tree within seconds.

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### Metamorphosis

**Feat 17**

**Frequency** once

The power of the natural world flows through your form in an explosion of raw magic. You instantly become a colossal tree, automatically pushing away all characters in a 20 foot radius from your location. All of your allies gain Fast Healing 50 for one minute and cures any negative Conditions which they may be suffering at the time of the Metamorphosis. Undead and creatures with the Unholy trait within 100 feet of your Metamorphosis automatically take 100 damage at the start of their turns for one minute, with no save. This damage is considered Holy for the purposes of Vulnerabilities. Any creature brought to 0 hit points from this ability turns to dust and is instantly destroyed (no save).

You gain Resistance to all damage equal to twice your level, your maximum hit points double, and you are instantly healed of all damage. After the initial minute, Undead and creatures with the Unholy trait within 100 feet of your must make a Fortitude save against your Class DC, if they fail they take 10d10 damage with the Holy trait and gain the Slow (1) condition, and on a success they only take half damage and Slow (1). If Undead or creatures with the Unholy trait reach 0 hit points from this damage, they instantly turn to dust and are destroyed permanently (no save). You permanently lose all actions and cannot make reactions.

**Special:** A character who uses this ability will retire from play upon use of this reaction. Contact the Campaign Staff because this will be considered a major plot point for the

future of the campaign because you can become a Heart of a new Grove on Enora.

**Rejuvenate**

**Feat 17**

**Deilen**

**Prerequisite:** Regrowth

Channeling the power of your home Grove, you gain *regenerate* as a primal incarnation that you can cast once per day.

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## Dwarf

Before the rise of the Duraiyan Empire, Dwarf families were found throughout the northern mountains in the Old World. The Duraiyan Empire enslaved Dwarf families, spreading them across the Old World and putting them to work as miners and craftspeople. Ancient-blooded Dwarfs escaped the Empire, hiding deep in their homes, while Death Warden Dwarfs protected the honored dead of the Empire. The other Dwarven groups were spread far and wide, serving as craftspeople, miners, and warriors, while expanding into the professions of mercantilism and engineering. After the fall of the Empire, many Dwarf families remained scattered around the Old World, joining newly formed communities, or forging new homes alongside the Kobolds, who share a kindred love of mining and craftsmanship.

### Society

Dwarven society in Teppesia centers around the family and their crafts, with a much looser connection to the traditional Dwarven families that are sealed away in the Old

#### **Dwarven Relations**

In the Relicborne Saga, Dwarfs don't have the same cultural conflicts with Goblins, Kobolds, or Orcs than seen in many other worlds. Dwarfs and Kobolds have lived side-by-side with one another for a millennium, mining deep into the earth and creating some of the most beautiful works of art that the world has ever seen. Likewise, Dwarven culture respects Orcish culture and their emphasis on familial honor. Finally, having only met Goblins in the last century, most Dwarfs respect the industrious alchemists and their brass-work.

On the other hand, Dwarfs have an everlasting hatred towards the doppelganger assassins of the Duraiya Empire, giants who raided Dwarven settlements, and the murderous fey known as Redcaps.

World. Because Dwarven families have been sealed off from the mainland, families which might have had limited contact in the Old World have begun to blend in ways that have further eroded the original clan structures. After Gatefall, many Dwarfs have taken up nontraditional crafts and trades to help the city survive, further eroding the clan structure.

#### **Beliefs**

Family is one of the most important things in Dwarven society, with most Dwarfs deferring to the authority of their elders. Because of their ordered approach to professions and family, most Dwarfs lean more towards lawfulness than chaos. Many Dwarven families adopted the worship of Urdim prior to Gatefall, although they are equally as likely to worship most of the Civilized Gods depending on where they lived in the Old World.

**Popular Edicts** create art with utility, guard your community against those who



would harm it, keep your clan dagger close

**Popular Anathema** leave an activity or promise uncompleted, forsake your family

### Dwarf Heritages

See the *Pathfinder Player Core* for rules related to creating characters Dwarf ancestry. The descriptions of the Dwarf Heritages below explains the origins of these heritages within the Relicborne Saga.

#### **Ancient-Blooded Dwarf**

During the reign of the Duraiyan Empire, some Dwarven families avoided being conquered by hiding in valleys protected through illusion magic, deep within the mountains. During the fall of the Empire, these Dwarven families left their mountain homes, striking out against the Empire as they reeled from the fall of the Deathless Emperor. In the intervening millennia, these Dwarven families were known for sending tutors and scalds throughout the world.

#### **Death Warden Dwarf**

Coming from families of traders that were conquered early during the reign of the Duraiyan Empire, these Dwarfs were used as guardians for the Empire's crypts. During the rise of the Deathless Emperor, the Death Warden Dwarfs were reassigned to protect the necrotic chambers utilized to produce countless undead abominations to be used as a weapon. During the fall of the Empire, the Death Warden Dwarfs crushed these abominations with divine fury. Afterwards, the Death Warden Dwarfs returned to society, forsaking the tombs which they'd guarded for generations.

#### **Forge Dwarf**

The most far-flung of the Dwarven families prior to the rise of the Duraiyan Empire, Forge Dwarf families had integrated themselves into many societies due to their passion for creation. This continued during the Duraiyan Empire and well after that government's fall.

#### **Rock Dwarf**

### **Dwarven Craft**

*"To craft something is to love something,"* is an ancient Dwarven proverb stretching back to the dawn of Dwarven civilization in the Old World.

Many Dwarven artisans take this proverb quite literally, striving to become the best at whatever craft or trade which they've chosen to spend their lives producing.

Most Dwarven metalwork items are a combination of utilitarian and beautiful, often engraved with Dwarven poetry describing the creation of the item but also the artisan's dreams that this item serves the next generation equally as well as the original owner of the item.

Dwarven poetry is filled with nuance that can be difficult for some to understand, but to those who do understand the Dwarven tongue and the hidden meanings in some words, the poetry is very moving.

Taken from their ancestral homes, Rock Dwarfs were forced to mine deeply into the earth for their Imperial overlords all throughout the Old World. After the decline of the Empire, Rock Dwarfs continued to ply their trade for those willing to offer them a good price for their labors.

### **Strong-blooded Dwarf**

Kidnapped from their mountain homes, the Duraiyan Empire put these Dwarven families to work gathering alchemical components in the toxic swamps along the eastern coasts of the Old World. After the downfall of the Empire, these Dwarfs left the toxic swamps along with the alchemical knowledge they gained from their former oppressors.

### **Ancestry Feats**

See the *Pathfinder Player Core* for rules concerning Dwarf Ancestry Feats. The following Dwarf Ancestry Feat have been modified for play within the Relicborne Saga.

### **Mountain Strategy**

#### **Feat 1**

**Special:** Instead of the listed bonus against creatures with the giant, goblin, hryngar, or orc traits, you instead gain the bonus against doppelgangers, and creatures with the aberration or giant trait.

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## Elf

Once a nomadic people living in the Great Desert, they were among the first peoples conquered during the rise of the Duraiyan Empire. Due to the Elves' connection to the environment around them, the transmuters of the Empire discovered through the use of magic and the environment, elves adapted to whatever climes that they found themselves. The Empire spread Elves throughout Aimsir because of this adaptability, creating a population capable of surviving in some of the most inhospitable places. In the millennia since the fall of the Empire, many Elves returned to their transient lifestyles, some as traders, couriers, or just pastoralists, although a far number also decided to stay within various city states throughout the Old World.

### Society

Prior to Gatefall, most Elves lived in extended tribal groups both within and outside of the Old World nations. The method of leadership among these groups differed in the Old World, but usually focused upon the protection of the group over that of the individual. Since Gatefall, the tribes have been slowly subsumed into the emerging Teppesian culture, adapting to the new environment which they have found themselves.

### Beliefs

Because of their innate magical connection to the environments where they live, Elves tend to approach life towards balance between themselves and nature. Unlike other cultural groups displaced by the Duraiyan diaspora, Elven society continues their worship of Hu'al and Leaud, although the worship of Llymann and the other Gods of Balance has increased over the intervening millennia.

**Popular Edicts** find beauty in nature and art, explore things that others would keep hidden, adapt to new situations which you find yourself

**Popular Anathema** abandon your own path, force another creature to do something

### Elf Heritages

See the *Pathfinder Player Core* and this guide for rules related to creating characters with an Elven ancestry. The descriptions of the Elf Heritages below explains the origins of these heritages within the Relicborne Saga, as well as any Relicborne Saga exclusive heritages (Desert Elf, Sea Elf, and Urban Elf).

### Ancient Elf

After the fall of the Duraiyan Empire, some elves decided to broaden their horizons and take up a variety of professions throughout their first century of life rather than focus exclusively on one job exclusively during their adolescence. As a long-lived culture, Elven society has encouraged these gestalts as they discover their place within the

world.

### **Arctic Elf**

Escaping from the Duraiyan Empire, several tribes of Elves escaped to the extreme northern and southern poles of Aimsir to live free from tyranny. Adapting to the cold environment, Arctic Elves turned to piracy, striking against the fringe of the Empire where it could not hope to easily retaliate. After the fall of the Duraiyan Empire, many Arctic Elves left the frigid poles and took up lives as sailors and hunters throughout the Old World.

### **Cavern Elf**

Early during the reign of the Duraiyan Empire, Elven rebels lashed out against their oppressors in a decade long war of attrition that ultimately these Elves lost. The survivors of these raids were gathered up by the Empire and exiled to the deepest adamantite mines beneath the volcanoes of the Twilight Mountains. Nearly seven hundred years passed as the Ashen Elves toiled away underground, believing that the gods and the world had forsaken them; as such, many Ashen Elves continue to refuse to answer to any higher divine power. Ashen Elves have light-gray skin, like that of ash, as well as white hair, due to their time toiling beneath Aimsir. Due to their time trapped beneath the surface of the Aimsir, Ashen Elves have darkvision instead of low-light vision.

### **Desert Elf (Relicborne Saga)**

Descended from the original Elven tribes who emerged from the Great Desert, Elves with this heritage are slightly taller than their kin and seem to have a perpetual tan and sun-bleached hair, no matter how little sunlight they encounter. You have gained incredible resistance against hot environments, granting you fire resistance equal to half your level (minimum 1). You treat environmental heat effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on).

### **Sea Elf (Relicborne Saga)**

Having been transplanted from the Great Desert to the Southern Isles by the Duraiyan Empire, descendants of these Elves escaped from their captors after several centuries by adapting to life beneath the water. Although these early Sea Elves escaped the Empire, they entered a new world in the deep sea filled with ancient nightmares and abominations who resisted intrusions from above the waves. Over time in the Old World, Sea Elves first lived in floating villages made up of floating boats, only venturing into the water to farm kelp and fish. After the fall of the Duraiyan Empire, some Sea Elves also took to sailing and trade throughout the Old World. Sea elves have a slight silvery-blue tint to their skin and hair.

You gain the Amphibious trait, allowing you to breathe water as easily as air. Your

unarmed Strikes don't take the normal -2 penalty for being underwater. You have a Swim Speed equal to half your movement Speed (round down). The deepest parts of the ocean are incredibly frigid, and your adaptation allows you to treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on). Because of your adaptation for living underwater, you gain only 2 hit points from your Ancestry rather than the normal 6.

### **Seer Elf**

Elves who displayed magical aptitude at a young age were often taken and trained as assistants to the Duraiyan Empire's arcanists. Many of these elves died alongside their masters when the Empire fell, but enough survived to return to societies that had given them up as dead.

### **Sky Elf (Relicborne Saga)**

Another vile experiment by the transmuters of the Duraiyan Empire, Sky Elves were created as warriors to invade the mountain aeries of the Tengu. During the fall of the Empire, many Sky Elves were slain by their masters rather than see their elite forces turn against them. Those Sky Elves that survived the purge hid away from the world, with the aid of Tengu monks, in isolated colonies for nearly a millennium. It was only in the last two hundred years that the Sky Elves emerged from isolation and slowly joined the greater culture of the Old World.

You have large, feathered wings, like those of an eagle, emerging from your back. As long as you are not wearing Medium or Heavy Armor, and you are not Encumbered or Fatigued, you gain a Fly speed equal to half your movement Speed (round down). Since flying is derived from the Acrobatics skill, many sky elves choose to train themselves in that skill.

The air at high altitudes where the ancestral lands of the Sky Elves live is colder than normal, allowing you to treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

## **Life Beneath the Waves**

Life beneath the surface of the ocean is a dangerous place, filled with dangers not found on dry land, from monstrous Sea-Devils raiding from beneath the waves, abominations enslaving all they can find, to rampaging Kraken to name a few of the numerous dangers. Although adapted to the underwater world and capable of living beneath the waves, Sea Elves learned quickly the dangers of living where they might not be welcome. Because of these dangers there were no large underwater towns or cities ever constructed in the Old World – the dangers far outweighed the benefits.

Sea Elves in Teppesia often live on boats in the Docks District, feeling more at home on the open water than on land. Those who live on the water understand the dangers in the bay, primarily from swarms of crabs and the occasional dire crab pulled up from the depths.

Due to the extreme environment in which the sky elves adapted, Sky Elves receive 0 hit points from your Ancestry at 1st level. You are never bothered by altitude sickness.

### **Urban Elf (Relicborne Saga)**

Since the fall of the Duraiyan Empire, a number of Elves became less transient and took up permanent residences in cities throughout the Old World. Because of the Elves' surprising connection to the environment, they began to change and adapt to their new urban homes. You are trained in the Society skill and do not treat crowds of people (such as those found in the bustling markets or docks of cities) as difficult terrain.

### **Whisper Elf**

In the later half of the Duraiyan Empire, Elven children were kidnapped at a young age, augmented through magic, and trained to become assassins for the Deathless Emperor. These Whisper Elves, as they had become known, were feared as silent enforcers of the Deathless Emperor's will. During the rebellion that brought down the Deathless Emperor, adventurers shattered the relic that gave the Empire control over their assassins. Needless to say, after their freedom the Whisper Elves paid back their former lords in kind. After the fall of the Empire, most Whisper Elves sought out the quiet lives that they'd been denied for centuries and rejoined societies all around the world.

### **Woodland Elf**

After the fall of the Duraiyan Empire, some Elves found themselves living within ancient forests throughout the Old World. These Elves adapted to their new lives over the intervening centuries. The new life living in the wilderness over the centuries has changed those with this heritage, allowing them to find solace in the shadows.

### **Ancestry Feats**

See the *Pathfinder Player Core* for rules concerning Elf Ancestry Feats. The following Elf Ancestry Feats are in addition to those found within the *Pathfinder Player Core*.

#### 1ST LEVEL

#### **Falcon Rush**

**Feat 1**

##### **Elf**

**Prerequisite:** Sky Elf heritage

Your Fly Speed increases by 10 feet. This does not affect any other mode of travel.

**Special:** You may take this feat multiple times, increasing your Fly Speed by 10 feet each time.

#### **Sandwalker**

**Feat 1**

##### **Elf**

**Prerequisite:** Desert Elf heritage

You possess the grace of your Elven ancestors who once roamed the Great Desert. You

can ignore difficult terrain caused by sand, dust, dirt, scree, gravel, and the like.

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### Socialite

**Feat 1**

#### Elf

**Prerequisite:** Urban Elf heritage

You understand the intricacies of the city and can use the Society skill to Earn Income in the same manner as the Craft, Lore, or Perform skills. You do this by arranging and attending social events, networking, and being a connector of people throughout the city in which you're living.

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### Waterjet

**Feat 1**

#### Elf

**Prerequisite:** Sea Elf heritage

Having lived most of your life in the sea, you move as gracefully as a fish. Your Swim Speed increases by 10 feet. This does not affect any other mode of travel.

**Special:** You may take this feat multiple times, increasing your Swim Speed by 10 feet each time.

5TH LEVEL

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### Born of the Sky

**Feat 5**

#### Elf

**Prerequisite:** Sky Elf heritage

You may now Fly while wearing Medium Armor, but not when wearing Heavy Armor, Encumbered, or Fatigued. You take the armor's Speed Penalty, if any, to your Fly speed while wearing that armor. If you meet the armor's Strength threshold, you reduce the penalty by 5 feet.

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### Pocket Full of Sand

**Feat 5**

#### Elf

**Prerequisite:** Desert Elf heritage

Ancient tales from the Great Desert have taught you that fighting fair is for the dead left on the battlefield. You have learned how to surprise your enemy when they least expect it. You gain the following action.

#### Blinding Grit

**Feat 5**

#### Open

**Frequency** once per day

You pull a handful of sand out of your pocket and toss it into the eyes of your opponent within reach. Make a melee Strike against the target. If successful the target gains the Off-guard condition until the end of your next turn.

## Wavehunter

Feat 5

### Elf

**Prerequisite:** Sea Elf heritage

You have gained proficiency with the ancient traditions of undersea hunting and combat against targets with the Amphibious or Aquatic traits. When you take this feat, choose either the Amphibious or Aquatic trait. You gain a +1 circumstance bonus to damage with weapons and unarmed attacks against creatures with that trait. If your attack would deal more than one weapon die of damage, the bonus is equal to the number of weapon dice or unarmed attack dice. In addition, if a creature critically succeeds at an attack against you while fighting in water, you gain your bonus to damage against that creature for 1 minute regardless of whether it has the chosen trait.

9TH LEVEL

## One with the Clouds

Feat 9

### Elf

**Prerequisite:** Sky Elf heritage, Born of the Sky

You may now Fly while wearing Heavy Armor, but not when Encumbered or Fatigued. You take the armor's Speed Penalty, if any, to your Fly speed while wearing that armor. If you meet the armor's Strength threshold, you reduce the penalty by 5 feet.

## Blend into the Crowd

Feat 9

### Elf

**Prerequisite:** Urban Elf heritage

You gain a +1 status bonus to Stealth checks in urban areas. If you enter Encounter Mode in a crowded area (5 or more creatures within 15 feet of you), you automatically gain Concealment until you take a hostile action (Game Master's discretion). If you Sneak in an urban area, you move at your full movement speed.

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## Gnoll

Once peaceful herders living in the western scrublands, the migratory people known as Gnolls enjoyed a secluded existence raising sheep which they used for food, clothing, and trade with the rare Catfolk or Ratfolk merchant. This peaceful life was ruined by the Duraiyan Empire, who enslaved the herders to work on their farms. After the fall of the Empire, some Gnolls returned to their traditional life, while many others found themselves joining newly form cultures around the Old World.

You Might...

- Use your knowledge of the natural world to help protect your companions.



- Have been taught the old ways by your family, seeking to introduce others to a simpler life.
- Attempt to work smarter, not harder.

### Others Probably...

- Respect your practicability when faced with a choice.
- Don't always understand your humor, in particular mimicry of others acting beyond their station.

### Physical Description

Often compared to hyenas, Gnolls are powerfully built humanoids at ease running across the scrublands which were their ancestral homes. Traditional Gnolls are fond of colorful woolen fabrics that can be wrapped around their bodies that helps them stay cool during the day and warm at night. Gnolls who have adapted to live in other cultures after the fall of the Empire tend to adopt the clothing choices of their neighbors, although most Gnolls seek out bright patterns and colors whenever possible.

### Society

Traditional Gnolls tended to live in migratory camps of several dozen family members, allowing all adults to share equally in all leadership decisions within the group. These traditional Gnolls were herders, centering their culture around raising sheep and using them for all aspects of life, from food to clothing and even shelter within their leather huts. Those Gnolls living elsewhere tend to find themselves adapting to the culture which they are living, although most end up keeping several pets as a homage to their once migratory past. Many Gnolls within Teppesia have adapted to their new culture, with a number of them found tending to the numerous flocks within the Comestibles District where Goblin farmers respect the Gnolls traditional knowledge.

### Beliefs

Gnolls are a pragmatic people who often find the simplest solution to a problem the most expedient answer. Many Gnolls find the acquisition of wealth a curious idea – although they understand its use for bringing comfort, most Gnolls focus upon a minimalism which is reminiscent of their ancestors upon the scrublands. Traditionally Gnolls follow the tenets of Tyn, seeking to divine fate through astrology in the diamond-studded night sky. Gnolls who have lived elsewhere have adopted the faiths of other societies.

**Popular Edicts** live simply so not to be burdened by the weight of material culture, understand that life and death are both part of a great cycle of existence, don't over-

complicate a problem with a simple answer

**Popular Anathema** be wasteful when given a gift, disregard your fate as it is written in the stars

### Gnoll Heritages

See the *Pathfinder Player Core 2* for specific rules related to creating characters with a Gnome ancestry. Until the release of *Pathfinder Players Core 2*, Gnolls cannot be chosen as a playable ancestry.

### Ancestry Feats

See the *Pathfinder Player Core 2* for rules concerning Gnoll Ancestry Feats.

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## Gnome

Before the rise of the Duraiyan Empire, Gnomes once lived within the fey realm known as the First World, a plane of existence separate from that of Aimsir. During the early days of the Empire, planar researchers discovered cities of Gnomes, living in peace within soaring citadels of wood and crystal. The Gnomes, interested in these travelers, invited the planar explorers into their homes and taught them to bypass the illusionary wards. This was a terrible mistake when a century later the armies of the Empire marched upon these cities and took thousands of prisoners back to Aimsir. After the fall of the Empire, Gnomes discovered their connection to their ancestral home so weakened that they eventually faded to nothingness if they traveled away from Aimsir. Because of this, Gnomes spread across Aimsir, creating communities throughout the Old World.

### Society

After the fall of the Duraiyan Empire, Gnomes spread across Aimsir and joined the rest of civilized society. Many Gnomes found roles as advisors, magical craftsmen, and entertainers, with most gnomes moving into the great towns and cities of the world. Gnomish families include complex and long genealogies, often recorded on intricately knotted strings. With the discovery of Teppesia, many Gnomes flocked to the new experiences offered in this new land, while others sought a key so their kind could return to the First World safely. Since Gatefall, many gnomes have integrated into the emerging Teppesian culture, returning to those crafts which they excelled in the Old World.

### Beliefs

Because of their connection to the fey realm, most Gnomes are impulsive tricksters who enjoy riddles and the occasional prank. These pranks and riddles are goodhearted, and gnomes seek to find joy in whatever they pursue. Gnomes tend to venerate many of the Gods of Balance, although many have begun worship of Irista in the last half millennia.

**Popular Edicts** seek new experiences, embrace your inspiration, move from obsession to obsession

**Popular Anathema** slow down to explain yourself, deprive someone of all stimulation

### Gnome Heritages

See the *Pathfinder Player Core* for specific rules related to creating characters with a Gnome ancestry. The descriptions of the Gnome Heritages below explains the origins of these heritages within the Relicborne Saga.

### **Chameleon Gnome**

Arcanists of the Duraiyan Empire experimented upon the first prisoner brought back from the First World to understand how the environment affected the Gnomes. These experiments left a mark upon the Gnomes, turning their connection to the First World inward and allowing Chameleon Gnomes to change their coloration over time.

### **Fey-touched Gnome**

In the waning years of the Duraiyan Empire, one final raid was conducted upon the First World to kidnap a fresh source of conscripts needed for the Empire's war efforts. Moments after the raid returned successfully to Aimsir, rebels freed the newly arrived prisoner and destroyed the portal to the First World. Fey-touched Gnomes can trace their heritage back to this last group of Gnomes to come to Aimsir.

### **Sensate Gnome**

Victims of the transmuters of the Duraiyan Empire, Sensate Gnomes descend from the failed efforts to create magically augmented spies. After nearly fifty years of failed attempts, Sensate Gnomes spread throughout Aimsir, passing along a fraction of their mutation to their progeny.

### **Umbral Gnome**

A band of Gnomes rebelled against their captors, the Duraiyan Empire, after being brought to Aimsir as captives and experiments. Escaping for a while, these Gnomes fought against the Empire but were ultimately captured when arcanists of the Empire turned the Gnomes' magic back upon them. As punishment, the ancestors of Umbral Gnomes were put to work in the deepest mines in the Old World, far from the sunlit world full of color and experiences. Over the centuries, these gnomes adapted to their light-less world until they were freed after the fall of the Empire.

### **Wellspring Gnome**

Put to work in the Duraiyan Empire's magical laboratories, some Gnomes entirely lost their connection to the First World, which was replaced with another form of magic. The Empire encouraged these Gnomes to become magical craftsmen, especially for traditions which the Empire had little control, such as the divine or primal. After the fall of the Empire, many of these Gnomes moved elsewhere, taking with them the magical knowledge stolen from their former oppressors.

### **Ancestry Feats**

See the *Pathfinder Player Core* for rules concerning Gnome Ancestry Feats. The following Gnome Ancestry Feat have been modified for play within the Relicborne Saga.

#### **Homeward Bound**

**Feat 17**

Due to the magical Wall surrounding Enora that crosses all planes, this spell deposits gnomes within a walled off section of the First World. This walled off section is a primal

wilderness filled with twisted monsters unlike anything known in gnomish history of the First World. No civilization has been discovered within this walled off portion of the First World, the same destructive magics which destroy anything crossing the Wall in Enora also destroy anything crossing the Wall in the First World.

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## Goblin

A hardy and industrious race, Goblins were encountered by the first explorers of Enora. Once the last slaves of the Duraiyan Empire, Goblins survived the disappearance of their masters by embracing alchemical sciences. Goblins can be found in small towns throughout Enora under the rule of a matriarchal council of the oldest Goblins in each community. Goblin towns are highly organized communities, consisting of multi-story brick buildings that are decorated with finely carved wood and brass accents. After Gatefall, the nearest goblin town to Teppesia, Westliche, helped the trapped outsiders in surviving through the first years of their exile from the Old World.

### You Might...

- Seek knowledge or new skills to help your community.
- Realize that the world is larger than your family and experiences in this broader world can make you a better goblin.
- You are fascinated with these outsiders who have chosen to make the wilds of Enora their new home.

### Others Probably...

- Don't always understand your bond to your community.
- Mistake your somewhat monstrous appearance that you are a highly educated and skilled individual.
- That you don't always understand the cultural rivalries from the Old World or why they would influence individuals living in Enora.

### Physical Description

Goblins are smaller humanoids, with large bodies, scrawny limbs, and oversize heads with large ears and tiny eyes. Their skin ranges from green to gray to blue, and most are bald with little to no body hair, with jagged teeth that fall out and regrow constantly. Goblins average three feet tall, reaching adulthood around the age of 15. The average goblin lives to 70 years of age, becoming an honored elder on their 51st birthday.

### Society

Goblins of Enora live in an orderly, matriarchal society, centered in towns throughout the continent. Goblins of each family are raised communally with many Goblin offspring having aunts and uncles adopted from outside their kin-group. Most Goblins wear utilitarian and sturdy clothing, with an effort to keep them incredibly clean when not working. Goblins are raised by the community to embrace their individual interests, guiding younger Goblins down paths that allow them to benefit the greater community. Goblins rarely use their family-names outside of goblin communities, instead introducing themselves by their given names and their profession, such as Marci the Locksmith or

Azim the Lantern-forged. Goblins find it polite when others speak to them in their native language, although most in contact with Teppesia understand the Common trade tongue.

Goblins have a strong work ethic, which is only matched by their enjoyment of life after the day's labors have been completed. Goblins are well known for their fermented foods, which they had shared with the trapped city of Teppesia after Gatefall, and even more known for their love of dark and robust beers. Twice a year, at each equinox, the goblins celebrate in week-long festivals involving equal parts dance, rowdy songs and poems, food, and drink, all aimed at celebrating life and community.

## Beliefs

Due to their upbringing in orderly communities combined with the choice to pursue their own interests leading to adulthood, most Goblins tend towards being order and thoughtfulness when considering their actions. Most Goblins venerate either Gwyneth, although most villages and towns have a Warden of Kaliac serving as their sheriffs or elected burgemeisters. The influx of cultures from the Old World have introduced Goblins to the faiths of others, with some finding comfort and purpose in the worship of these new deities.

**Popular Edicts** work hard so you can relax hard, support your family, become a master at your chosen profession

**Popular Anathema** destroy hard work in a moment of recklessness, demean others hard work

## Goblin Heritages

See the *Pathfinder Player's Core* for specific rules related to creating characters with a Goblin ancestry. The descriptions of the Goblin Heritages below explains the origins of these heritages within the Relicborne Saga.

### Charhide Goblin

Descended from long lines of craftspeople, metal workers, and brick-makers, goblins with this heritage shrug off the heat of the forges or brickworks where their ancestors

## An Isolated Culture

Goblins and Hobgoblins in the Relicborne Saga were isolated on Enora from the rest of Aimsir after the fall of the Duraiyan Empire. Their shared histories from that time are little more than legends now, but they all agree that one day they awoke and their former masters had disappeared.

With no one left to command them, the Goblinoids of Enora took the knowledge they'd learned from their former masters and began building communities along the coast of the continent.

Relicborne Goblins and Hobgoblins aren't the chaotic pyromaniacs or violent warriors found in other worlds – both are proud cultures with an emphasis on tradition.

worked.

### **Irongut Goblin**

Those goblins with this heritage usually come from long lines of alchemist healers, dating back to the Duraiyan Empire, who have a resistance against illness and inflections.

### **Razortooth Goblin**

Your ancestors were once shepherds, riding on specially bred dogs who once protected and butchered the aurochs which were prized by the Duraiyan Empire. Goblin history recounts that these shepherds ate raw meals in the fields alongside their canine mounts, a cultural tradition that some Goblin families still continue every few weeks. Unlike other goblins who now have slightly blunted teeth, your teeth are still sharp enough to sunder flesh.

### **Snow Goblin**

Once living in the frigid peaks of the Enoran Mountains, these goblins tended the aeries of the Duraiyan Empire until its fall. Some goblins still live in the mountainous regions of Enora, still tending their ancestral aeries, although some have spread across Enora.

### **Unbreakable Goblin**

Descended from the line of honor guards of the Duraiyan Empire, Unbreakable Goblins are much tougher than their counterparts.

### **Ancestry Feats**

See the *Pathfinder Player Core* for rules concerning Goblin Ancestry Feats.

## **Note on Hobgoblin and Goblin Heritages and Ancestry Feats in the Relicborne Saga:**

All Goblin and Hobgoblin Heritages and Ancestry Feats from the *Pathfinder Players Core* and *Pathfinder Players Core 2* are allowable in the Relicborne Saga.

The names of most Goblin Heritages and Ancestry Feats are a result of mistranslation from the highly complex goblin language to the Common trade language. A century later these mistranslations continue to creep into Teppesia's shared lexicons. Most Goblinoids have resigned themselves to the fact that even the most proficient non-Goblinoid speaker of Goblin can't produce complex guttural variations present within the language without the unique Goblinoid physiology.



## Halfling

Diminutive humanoids hailing from all throughout the Old World, Halflings for the most part have been left in peace throughout history. Halflings in Teppesia arrived as part of expeditionary members gathered by every nation of the Old World, and were ultimately drawn to this new continent with a sense of wanderlust and adventure. Since Gatefall, there have been three generations of Halflings born in this new land, with many young adults having at least a handful of siblings and usually ten times that in first- and second-cousins, aunts, uncles, and extended grandparents.

### Society

Halflings historically have integrated into whatever society that they've found themselves, adapting to the new culture and combining it with the traditional beliefs in which they were raised. In particular, Humans and Halflings have some of the longest shared histories in the Old World, often sharing a mutual culture that values both peoples. Since Gatefall, those Halflings trapped within Teppesia rapidly adapted to this new reality by setting aside their citizenship from their home nations and embracing their role in the newly evolving Teppesian culture.

### Beliefs

Halflings, much like their human companions, have a diverse outlook on life. Many Halfling families continue the worship of the faiths they brought from the homelands, but many younger Halflings have embraced the tenants of both Irista and Auric in the last half century.

**Popular Edicts** stand up to bullies and oppressors, be on equal footing with taller folk, share in the success of your community

**Popular Anathema** take luck for granted

### Halfling Heritages

See the *Pathfinder Player's Core* for specific rules related to creating characters with a Halfling ancestry. The descriptions of the Halfling Heritages below explains the origins of these heritages within the Relicborne Saga.

#### **Gutsy Halfling**

Sometimes referred to as "City Halflings," Gutsy Halflings are found throughout the Old World living alongside many cultures and societies.

#### **Hillock Halfling**

Your ancestors thrived in rural agricultural communities, far from the hustle and bustle of city life and the problems that came with such a life in the Old World.

#### **Jinxed Halfling**

Much like the experiments conducted on Gnomish communities, the Duraiyan Empire attempted to tap into the perpetual good luck seemingly inherent in these peaceful people. Like many of the Empire's experiments upon the civilized peoples of the world, this one ended poorly and created Halflings who manipulated the luck of others rather than their own. Jinxed Halflings are descended from these Halflings and are capable of manipulating the luck of others.

### **Nomadic Halfling**

Where the Hillock Halflings found pleasure in a simple life in a single place, those with this heritage found equal bliss in living in ever traveling wagon-caravans that made their way throughout the Old World. These caravans usually claimed no nationality and were seen as neutral traders between counties, even during times of conflict.

### **Twilight Halfling**

After the Duraiyan Empire's arcanists who had attempted and failed to create Gnomish spies through their magic, they turned their sight upon several families of Gutsy Halflings to see if they could have any more success. Like that of the Sensate Gnomes, the experiments failed on the Twilight Halflings, only creating a group of people with better vision at night. After the fall of the Empire, these Halflings joined other communities around the world, spreading this heritage to their offspring.

### **Wildwood Halfling**

Like their Hillock Halfling cousins, Wildwood Halflings live in woodland communities throughout the Old World. They were often left to their own devices because it was dangerous to intrude upon these hidden villages without invitation.

### **Ancestry Feats**

See the *Pathfinder Player Core* for rules concerning Halfling Ancestry Feats.

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## Hobgoblin

Off the coast of Enora, several hundred miles northeast of Teppesia, is the Isle of Eirini, a city-island of the peace and wine loving Hobgoblins. Once a warrior culture during the reign of the Empire, the once warlike people found enlightenment in the theatrical arts and symposiums as they separated themselves from their once violent pasts. Originally isolationists, the Consular of Eirini sought to understand their new Teppesian neighbors through the goblin-town of Westliche – the Hobgoblins fearful of the return of the Empire. After their fears were subsumed, a delegation from Eirini made official contact with Teppesia, forging a peace and trading treaty with the newly formed Teppesian Senate.

Since the peace treaty eighty years ago, Hobgoblin wine and olive oil traders, actors, scholars, and young adventurers have found their way to Teppesia and the thrills that it can offer.

### You Might...

- Find pleasure in the finer things, including food, drink, and theater.
- Enjoy scholarly debates and riddles, doubly so from cultural traditions not of their own.
- A respect for history and the lessons that it can teach.

### Others Probably...

- Are used to the orderly Goblin society, are surprised at how different Hobgoblin society is in comparison.
- Are surprised at how a warrior society transitioned towards peace, unlike the histories of conflict emerging from the Old World.

### Society

Since the fall of the Duraiyan Empire, Hobgoblin society found itself at a crossroads without the whips of their former masters driving them forward. In a moment of cultural revolution, the Hobgoblins of Eirini put down their arms and armor, taking up agriculture, arts, and scholarship instead of war and suffering. In the intervening centuries, Hobgoblins built cities of marble, filled with beautiful statuary, vineyards and olive groves dating back centuries, and fields of golden wheat blowing in the wind. Hobgoblin buildings are built from beautiful white marble, with gilded columns and wide open spaces heated by magical fires within brass brazers.

Hobgoblins no matter their station are educated in the Symposium, one of the oldest structures in Eirini. Here, scholars and sages educate all young Hobgoblins, beginning with their shared history and then diversifying towards each Hobgoblins' strengths. It is

rumored that beneath the Symposium is one of the largest libraries on Enora, accessible only through permission of the Consular – the leading sage of the island nation. For those granted access, they've often only been presented with copies of the requested text rather than the originals.

Hobgoblins, even those found in Teppesia, often dress in colorful togas and prefer leather sandals that leave their toes free. Hobgoblins in colder climes will often add layers of thick, woolen cloaks purchased from Teppesia, and hand-knit socks, hats, and mittens made from brightly dyed wool. Although trade has offered up a plethora of different styles and clothing to the people of Eirini, Hobgoblins often complain that these other styles are constricting in comparison to their favored garb.

The arts, especially theater, orators, poems, and riddles, have enthralled Hobgoblin culture for centuries; these artists and bards can find positions of respect and privilege on Eirini. These entertainers are always seeking new and interesting stories and forms of art, occasionally traveling to Teppesia to broaden their horizons and to refine their craft.

Eirini has no standing embassy within Teppesia, trusting instead the Goblin Susteneers to represent the island within the Teppesian Senate. Eirini is noted for its production of olive oil, fine wine, and marble statues, which it trades with Teppesia for a variety of goods, including fine jewelry, fine wool, and literature.

## Beliefs

Hobgoblins of Enora see themselves as enlightened beings who see violence as the last resort of any intelligent species, but this doesn't mean that Hobgoblins won't defend themselves if attacked. Although Hobgoblin society as a whole has abandoned its militaristic past and the disbanding of their army, there are some within the society who have kept some of the combat arts alive, especially close quarters grappling, so to protect their community in times of need.

Beyond their shared education within the Symposium, many Hobgoblins venerate either Gwyneth or Tyn based on their upbringing. The followers of The Civilized Gods have sent missionaries to the island over the last half century, but no temples have been constructed in the honor to these younger deities.

Many Hobgoblins believe that they can divine the future through their dreams,

**Popular Edicts** seek pleasure in the arts, that dreams (both good and bad) are insights into the future that could be, learn from history so not to repeat sins of the past

**Popular Anathema** violence for the sake of violence, ignoring history and the lessons that it can teach

### Hobgoblin Heritages

See the *Pathfinder Player's Core 2* for specific rules related to creating characters with a Hobgoblin ancestry. Until the release of *Pathfinder Players Core 2*, Hobgoblins cannot be chosen as a playable ancestry.

### Ancestry Feats

See the *Pathfinder Player Core 2* for rules concerning Hobgoblin Ancestry Feats.

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## Human

Be it a blessing or a curse, but due to the machinations of the Duraiyan Empire, humanity is the most predominate ancestry throughout Aimsir. Since the fall of the Duraiyan Empire, Humanity has spread throughout the world, adapting and creating new cultures and beliefs wherever they call home. The lure of Teppesia drew countless humans to the unexplored culture prior to Gatefall. Several generations of Humans have been born since that disaster, with many humans adapting to

Humanity, thanks to the Duraiyan Empire, are the predominant race throughout all of Aimsir, the world where the Relicborne Saga is set. Although many cultures were destroyed during the rule of the empire, humanity quickly rebuilt after the Deathless Emperor was defeated more than a millennia ago.

### Society

Since Gatefall, humanity has slowly but surely lost many of the old prejudices from their homelands in the Old World and forged ahead in the multicultural nation of Teppesia. With a handful of generations passing since Gatefall, humanity is the least likely to align themselves with the nations of the Old World. Within the greater culture of Teppesia, it is said that humanity is the glue that holds together the myriad cultures, factions, and beliefs that make up modern society. With that said, humans are by far the most populous ancestry within Teppesia because of the number of adventurers, merchants, and experts who migrated to the city prior to Gatefall.

### Beliefs

Regarded as the most flexible of the ancestries trapped within Teppesia after Gatefall, humanity excels at adapting to change and challenge. Due to this adaptability, Humans find meaning in a wider variety of edicts and anathema than most other Ancestries. For those with a Human ancestry, your values are yours to identify.

**Popular Edicts** explore the world, strive for greatness, devote yourself to a cause or belief

**Popular Anathema** waste what time you have

### Human Heritages

See the *Pathfinder Player's Core* for specific rules related to creating characters with a Human ancestry. The descriptions of the Human Heritages below explains the origins of these heritages within the Relicborne Saga.

### Skilled Human

Humans with this heritage often coming from families valuing education or those who focused upon their studies.

**Versatile Human**

Humans are known for their drive and ambition, often learning new abilities to further their individual goals.

**Ancestry Feats**

See the *Pathfinder Player Core* for rules concerning Human Ancestry Feats.

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## Kobold

Legends say that the first Kobolds are descendants of the Elder Dragons – titanic and primordial creatures which once ruled over the Southern Islands several millennium ago. The Elder Dragons are said to be unlike anything known in the modern world, creatures said to rival the power of the gods before they withdrew from the world for their own machinations. Kobolds lived in relative peace until the rise of the Duraiyan Empire who saw the Kobolds legendary progenitors as a means to even greater power. Using their vile magics, the Duraiyan Empire created biological weapons of untold power and destruction – modern dragons. These lesser dragons scattered after the fall of the Duraiyan Empire, the mystical chains once binding them to the will of the Deathless Emperor were broken. Having been displaced from the Southern Islands during the great diaspora, Kobolds lived in peace side-by-side with Dwarven families scattered around the Old World.

### You Might...

- Understand that beneath your slight stature is a mind sharper than a vorpal sword.
- Be prideful of your ancestors survival at the hands of the Duraiyan Empire.
- Be enthralled with the intricacies of clockwork and springs, seeing the reflection of cunning Kobold mind reproduced in ticking machinery.

### Others Probably...

- Dismiss your strength of character due to your size.
- Are concerned by your disregard for your own safety when confronting a new experience.
- Don't grasp the bond between Kobolds and Dwarves.

### Society

During the reign of the Duraiyan Empire, Kobold society was all but destroyed by their conquerors. After centuries of cruel and heartless experimentation, Kobolds found themselves finally free from the Empire and began to integrate into the greater society of the Old World side-by-side with equally displaced Dwarven families. Kobolds are known to build warrens within the communities which they reside, converting many structures once inhabited by taller humanoids into multi-level buildings sized more appropriately for their large, extended families. Kobolds raise their eggs and young in large clutches, and are raised through mutual aid of all Kobolds living within the warren. Overtime these young Kobolds will seek mentorship from older Kobolds within the



warren, learning the trade of their mentor.

Due to their time enslaved within the Duraiyan Empire, many Kobold families learned skilled trades that they have passed down to their kith and kin throughout the century. Traditional crafts, such as gem cutting, jewelry, and clockwork tinkering enamored many Kobold warrens and Dwarven families to each other throughout the centuries, each group showing mutual respect with one another for their talents and forging bonds over a shared love of craftsmanship.

Kobold names incorporate two distinctive parts – the first part is the name each Kobold chooses for themselves on their sixth birthday, and the second part is the name of their Warren. Unless you are a member of a Kobold's warren, it is highly disrespectful to use a Kobold's chosen name without using their Warren-name. Such examples include Xun-Darvic, where Xun is the chosen name and Darvic is their Warren-name, or Saul-Zarvic, where Saul is the chosen name and Zarvic is their Warren-name. Likewise Kobolds find the concept of a “nickname” insulting to an individual, even when given permission; Kobolds see a complete name as a sign of respect and a sign that they are speaking with someone that they consider an equal.

## Beliefs

Due to their subjugation under the Duraiyan Empire, Kobolds have lost most of their traditional cultural beliefs over the intervening millenniums. Many Kobolds find comfort in the Elemental Court, seeing the interplay and balance between the elements much like a clockwork device, only on a cosmic scale.

A Kobold's warren is an important part of their individual identity, not only will Kobolds seek to protect their home warren, but they want to see the warren thrive and grow from one generation to the next. Because they are raised by the community, Kobolds don't have a rarely identify themselves with their biological parents (which can become apparent due to familial features as a Kobold reaches adulthood). Because Kobolds identify themselves through their home warren, adult Kobolds are often invited to other warrens through ritualized ceremonies and well-maintained histories kept by each warren's elders.

**Popular Edicts** respect yourself and your name, every action has an equal and opposite reaction, protect your warren so it can grow and prosper

**Popular Anathema** degrading others due to prejudice, betrayal of both Dwarven or Kobold families

## Kobold Heritages

See the *Pathfinder APG* for specific rules related to creating characters with a Kobold ancestry. The descriptions of the Kobold Heritages below explains the origins of these

heritages within the Relicborne Saga.

### **Cavern Kobold**

Descended from Kobolds the Duraiyan Empire used to mine gems from deep in the world, Cavern Kobolds were the first of the Kobolds to gain the friendship of the Dwarven families. After the fall of the Empire, many of these warrens joined with Dwarven communities to continue mining and crafting in peace.

### **Dragonscaled Kobold**

Those with Dragonscaled Kobold heritage are said to have descended directly from the Elder Dragons themselves. These Kobolds channel the primal essence of their ancient progenitors more acutely than most.

### **Spellscale Kobold**

The Duraiyan Empire experimented upon Kobolds with this heritage, using the ancestral memories trapped within the blood of the Spellscale Kobold to create modern dragons. These experiments left Spellscale Kobolds changed, allowing them to tap into the primal powers once available to the Elder Dragons.

### **Strongjaw Kobold**

Another series of experiments by the Duraiyan Empire attempted to fuse the intellect of the Kobold with that of primal drakes, animalistic predators found throughout the Old World. These experiments failed, but left those with this heritage with powerful jaws capable of inflicting damage on their foes.

### **Venomtail Kobold**

Yet another experiment by the Duraiyan Empire to fuse the intellect of the Kobolds with that of a wyvern, this is yet another experiment which failed, but left these Kobolds changed. Venomtail Kobolds, as their name indicates, secretes a toxin that is dangerous to other creatures.

### **Ancestry Feats**

See the *Pathfinder APG* for rules concerning Kobold Ancestry Feats.

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## Leshy

Once Leshy roamed the Old World, experiencing life in all of its endless variations and glory until the rise of the Duraiyan Empire. The Empire, unable to control the Leshy, sought a campaign of extermination of the entire species, unwilling to understand that the immortal spirits would be reborn elsewhere in the world. Leshy hid from civilization for centuries, living in the dangerous wilds until well after the fall of the Duraiyan Empire. Due to the attempted genocide centuries before, history books discuss the role of the Adventurer's Guild working with the nations of the Old World to see that Leshy could cross international borders safely in their journeys to experience life wherever their wanderlust leads them. Prior to Gatefall, many Leshy passed through the Relic to Teppesia, drawn to the mysterious continent by an urge that they didn't understand.

### Society

Leshy have incorporated themselves into the greater culture of Teppesia, finding solitude in the Comestibles District, the numerous parks found throughout the Azure Ward, or within Roothome. Since Gatefall, Leshy have adopted the tradition of living within apartments in the city, with the government attempting to house these folk adjacent to parks or in the Comestibles District, where the nature-loving humanoids feel more at home.

Leshy within Teppesia find themselves drawn to Roothome within the Azure Ward, finding a place of solitude and peace in the bustle of the reclaimed city.

### Beliefs

Leshy beliefs tend to focus upon the natural world and the experiences that it can offer. For those inclined, Leshy tend to venerate the Green Way over most other faiths, although a number also find comfort in the worship of the Elemental Court or Gwyneth.

**Popular Edicts** experience the physical world, form a family through loyalty and trust, protect parts of nature that you embody

**Popular Anathema** embrace unnatural magic or influences

### Leshy Heritages

See the *Pathfinder Players Core* for specific rules related to creating characters with a Leshy ancestry.

### Ancestry Feats

See the *Pathfinder Players Core* for rules concerning Leshy Ancestry Feats.

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## Lizardfolk

This ocean-fairing culture originated from the western oceans in a wide chain of volcanic islands hundreds of miles off of the coast of the Old World along the Equator. Calling themselves the Tanga, their word for *people*, this ocean-fairing culture traveled from island to island on massive wooden canoes and catamarans, fishing within the coral shoals of each island, and trading pieces of scrimshaw and coral jewelry that was culturally important for a variety of ceremonies throughout the year. The Duraiyan Empire discovered the Tanga near the end of their rule which minimized the trauma caused by the forced diaspora that affected most of the Old World. After the fall of the Deathless Emperor, the Tanga rose up against the last of the empire, forming a collation of island kingdoms focused on protecting their ancestral homes. Upon the discovery of Teppesia, the Tanga were invited to join the expedition into the unknown, bringing their unique culture to Enora prior to Gatefall.

### You Might...

- See yourself as the inheritor of a long and proud lineage of people, holding onto ancestral values while making your life in a new world.
- Be called to the ocean, finding more comfort on the waves than dry land.
- Find joy in working with others towards a common goal.

### Others Probably...

- Don't fully understand your culture that was relatively untouched by the Duraiyan Empire.
- Are intimidated by your reptilian appearance, including your fangs and claws.

### Society

Although cut off from their ancestral kingdoms by Gatefall, Tenga within Teppesia have melded ancestral traditions centered on community and giving, with those values expounded upon by the Adventurer's Guild and the Teppesian Council. Lizardfolk find comfort living on and working in the seas surrounding Enora, serving as sailors or fisherfolk traveling up and down the coast of the continent. Tenga songs, known for their heavy percussion and uplifting chorus can be heard from the Docks as they return each morning from fishing.

Many Lizardfolk can be found living in the floating community of fishermen out in the harbor, or near the border of the Azure Ward near the Docks. Lizardfolk have readily adopted the broader Teppesian culture, but maintain their cultural practices behind closed doors of outsiders. Tenga are known cultural for their dishes of raw-fish dipped

in spicy sauces that have become increasingly popular among adventurers in the city.

## Beliefs

Tenga believe that they are interconnected with every other living creature in a large web of life, and as they live their life, they will change this web for all other creatures around them. This respect for life does not mean that Lizardfolk won't defend themselves when attacked or kill when needed, only that their actions will ultimately have an impact upon the web of life that they might not understand at the time. As such, Tenga fisherfolk ensure that they only take what is needed to survive and use all parts of an animal slain for food. Tenga have an insatiable love for crab found within the harbor adjacent to Teppesia, crafting jewelry from the shells of particularly beautiful crabs.

Most Lizardfolk traditionally worship an aspect of the Green Way that evolved on their island homes – this aspect of the Green Way focuses upon a balance between civilization and nature. Tenga view storms as nature finding balance with Lizardfolk, and these are seen as times of celebration including song and dance.

**Popular Edicts** understand your place within the web of life, honor your culture even if cut off from it after Gatefall, honor others as they honor you

**Popular Anathema** take a life without reason, forsake your ancestral culture

## Lizardfolk Heritages

See the *Pathfinder Players Core 2* for specific rules related to creating characters with a Lizardfolk ancestry. Until the release of *Pathfinder Players Core 2*, Lizardfolk cannot be chosen as a playable ancestry.

## Ancestry Feats

See the *Pathfinder Players Core 2* for rules concerning Lizardfolk Ancestry Feats.

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## Orc

An ancestry born of war, the first Orcs were created by the Duraiyan Empire as enforcers of the Deathless Emperor's will and law. The Empire took lessons learned from their experimentation of Gnomes and Halflings to twist Humans into the perfect soldiers – stronger and tougher than most of the free peoples found throughout Aimsir. Countless generations died in agony during this cruel process, but no price was too high for an empire set upon domination of the world. The Duraiyan Empire granted these new people the title of *Orc*, which meant *honorable warrior* in the ancient tongue.

The irony of such a name was not lost upon the Deathless Emperor, who magically compelled his new army to destroy a monastery-turned-library as their first official act.

No matter their role within the Empire, the honorable Orcs were just as much slaves as the rest of the Aimsir under the Duraiyan Empire – any acts of rebellion were met with death and suffering a hundred-times worse than the original travesty. Finally, during the uprising which brought the Empire low, Orcs turned upon their masters to protect cities and towns from the arcane retaliation from imperial archmages. Countless Orcs were slain protecting the people of the Old World from death, saving a thousand lives for each warrior slain. These brave actions did much to ease the integration of Orcs into the newly formed nations throughout the Old World.

### You Might...

- Eagerly meet challenges head-on so to bring honor to your ancestors.
- Find fulfillment in protecting those who cannot protect themselves.
- View lies and treachery as a slippery slope which can bring dishonor to yourself and your family.

### Others Probably...

- Underestimate your intellect, cunning, and knowledge due to your size and stature.
- Admire your thoughtfulness and blunt honesty, especially during difficult decisions.
- Don't always understand your concept of honor and how your actions reflect upon your ancestors who watch you from the afterlife.

### Society

Since the fall of the Duraiyan Empire, Orcs have integrated into societies throughout the Old World. Central to an Orc's place in the world is the value that they place on their

family, their personal honor, and the honor that they can bestow upon their ancestors through their deeds. An Orc takes seriously this responsibility to their family, and actions that could bring dishonor upon their family is a taboo taken seriously by their familial line. No matter the culture in which an Orc is raised, on their sixteenth birthday an Orc is taken by his family to either a temple of Kaliac or to the Grey Lady, there to learn of their family history from their elders and choose among their ancestors to honor throughout their lives. These stories and individuals are tattooed upon the Orc's arm during a week-long ceremony as their family watches on in pride and joy.

## Beliefs

Many Orcs are brought up with a strong belief in a code of honor which reflects directly upon their families, no matter the greater culture in which they are raised. Orcs are encouraged by their families to find meaning in their lives through this code, which occasionally leads an Orc towards joining fraternal orders dedicated to good, worship of a particular faith, or service to a cause crossing geographic boundaries. Orcs tend to adopt the faiths of the cultures which they live, with the worship of Kaliac and the Grey Lady being the most common belief.

**Popular Edicts** bring honor upon your ancestors, follow the lawful orders of officials (unless they would harm others), help build something greater than just yourself

**Popular Anathema** lie or commit acts which bring dishonor upon your family (unless that lie would save lives), bring disgrace upon others through your actions

## Orc Heritages

See the *Pathfinder Players Core* for specific rules related to creating characters with a Orc ancestry. The descriptions of the Orc Heritages below explains the origins of these heritages within the Relicborne Saga.

### **Badlands Orc**

Having been created to guard the wilderness of the Duraiyan Empire, Badland Orcs are known for their endurance when traveling for long distances over difficult and hot terrains.

### **Deep Orc**

Bred to keep subterranean miners in line throughout Aimsir, Deep Orcs instinctively have an innate understanding of the underground world where many of their ancestors once lived. Many Dwarfs and Kobolds appreciate Deep Orcs for their strength and understanding of the subterranean world.

### **Grave Orc**

Your distant ancestors survived serving in the court of the Deathless Emperor, a place of horror and death where countless lives were sacrificed during the ruler's millennium of

rule. Some resistances to the vile magics of the Deathless Emperor persist to modernity.

### **Hold-Scarred Orc**

After the fall of the Empire, many orcs who joined the greater Aimsir society began exploring methods in which to show their respect towards their ancestors and to record moments of honor for all to see. Orcish culture has evolved elaborate tattooing arts and ceremonies designed to exalt this honor, and it is a great honor to be offered a tattoo from another Orcish family.

### **Rainfall Orc**

Having been sent to the jungles of the Southern Islands, your ancestors learned to live within this difficult terrain as they fought against sea elf rebels.

### **Winter Orc**

Your ancestors were stationed in the tundras of the far north, serving as bulwarks against coastal towns going viking or as prison guards in frigid prisons. Having lived on the peripheries of the Empire, legends tell of brave Orcs who helped rebels escape the Empire and ultimately defeat the Deathless Emperor.

### **Ancestry Feats**

See the *Pathfinder Players Core* for rules concerning Orc Ancestry Feats.

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## Ratfolk

Before the Duraiyan Empire, these diminutive humanoids lived along the eastern coast of the Old World, traveling and trading up and down the Glass Sand Coast. As the Empire spread across the Old World, so did the traveling Ratfolk merchants who helped connect far-flung societies with one another. Ratfolk are known for their large, extended families that are spread throughout the world.

### Society

Ratfolk culture values cooperation and community, working together as a whole to help their society as a whole thrive. This includes extremely large families, which Ratfolk consider the most important thing in the world. Back in the Old World, communities of Ratfolk and Halflings worked side-by-side, supporting each other through times of feast and famine. Ratfolk have a tradition of travel, including merchant caravans being pulled by riding goats all throughout the Old World. These caravans were known to bring esoteric goods to smaller communities which other larger merchant caravans often ignored, creating relationships which helped the Ratfolk survive the Duraiyan Empire's brutal rule. With the discovery of Teppesia, many Ratfolk were drawn to the city as either merchants and wanderers seeking adventure and profit.

### Beliefs

Most Ratfolk are more concerned for their families than with moral codes with a strict dichotomy between good and evil. This had led to many misunderstandings historically between Ratfolk and others, although the good far outweigh the bad. Through centuries of wanderlust, Ratfolk have adopted cultures and faiths from around the world, with many Ratfolk encouraging their youth to seek a faith or cause that appeals to their hearts.

**Popular Edicts** working with others to reach a mutual goal, help their family grow and thrive, seek out new experiences which you can share with others

**Popular Anathema** being selfish when you can help others, being confined in one place

### Ratfolk Heritages

See the *Pathfinder APG* for specific rules related to creating characters with a Ratfolk ancestry. The descriptions of the Ratfolk Heritages below explains the origins of these heritages within the Relicborne Saga.

### Deep Rat

Your ancestors once lived in the shaded valleys along the eastern edge of the Old

World, granting your ancestors an ability to see in the dark.

### **Desert Rat**

Having migrated to the Great Desert millennia ago, your ancestors adapted to the heat and sand as they traveled the sand seas between Desert Elf communities.

### **Longsnout Rat**

Said to be one of the first great families of Ratfolk, this heritage can be found throughout the world and are known for their keen sense of smell.

### **Sewer Rat**

It is said that near the end of the Empire, the Deathless Emperor became paranoid of any travelers who could spread the word of rebellion throughout Aimsir. To survive brutal purges, some Ratfolk hid within the sewers in many cities. These survivors passed along their tolerance towards diseases with their progeny.

### **Shadow Rat**

Long ago, Ratfolk legends speak of a monstrous race of creatures who enslaved their kin at the dawn of time, and took them to a dark land far from their homes. After many centuries of enslavement, these Ratfolk were able to escape their captors, escaping back to their homes. But the time that these Ratfolk spent with their masters changed them, and sometimes this change emerges in modern Ratfolk.

### **Ancestry Feats**

See the *Pathfinder APG* for rules concerning Ratfolk Ancestry Feats.

## **A Tradition of Travel**

Unlike the traditional Catfolk ledge wagons, which were cottage shaped wagons with solid wood sides covered in ornate carvings and paintings, with a wide, arched roof, Ratfolk traders and caravans were lighter covered wagons of a shallow wagon covered in a framework of wood covered in colorful, waxed canvas. These wagons were much lighter than those of other travelers and were often drawn by a pair of specially trained riding goats.

Because these Ratfolk travelers didn't need to carry the specialized feed needed for normal horses (since their goats would willingly eat anything found growing alongside the trail), this meant that the Ratfolk caravans were often lighter and could travel greater distances in a given day than their counterparts.

As important as the carvings were to the cultural history of Catfolk, the patterns dyed or woven into the canvas of Ratfolk wagons helped differentiate individual families from each other.

Ratfolk linens aren't as popular in Teppesia as other cultures, but this tradition is seen most often in the sails crafted for the myriad of sailing vessels being made in the Teppesian dry docks.

## Tengu

For thousands of years, Tengu lived in isolated aeries found along mountaintops throughout the Old World. These aeries were known for their massive libraries of lore, collections of knowledge that the budding Duraiyan Empire saw as a threat to their rule. The Tengu found themselves besieged in their aeries for hundreds of years, withstanding the invasion after invasion from within their well fortified homes. After the fall of the Duraiyan Empire, Tengu helped the newly freed continent recover the lost lore and knowledge long suppressed by the tyrannical Deathless Emperor. Tengu pride themselves from coming from a society with a rich history of artisans and traditions, but are eager to acquire new skills, ideas, and norms that they encounter in the wider world.

### Physical Description

Tengu on Aimsir are as varied as the birds in the sky, not only in personality but quite literally with with feathers. Although more than a fair number of Tengu in Teppesia have inherited their plumage and beak-types from their raven-like ancestors, there's others who have inherited plumage and beak-types from other avian, such as owls, toucans, parrots, parakeets, bluebirds, magpie, and goldfinch. These cosmetic variations are superficial in nature, having no influence on their heritages or other abilities.

### Society

After the fall of the Duraiyan Empire, Tengu culture came to the realization that their isolation was no defense against a changing world. Tengu opened their aeries and libraries to the rest of the world, encouraging trade and travel to-and-from these centers of knowledge. Likewise, Tengu youth sought to explore the recently freed world in an attempt to better understand their neighbors. After the discovery of Enora and the lost-city of Teppesia, many Tengu were drawn to the city and the secret lore that might have been left behind.

### Beliefs

Tengu within Teppesia are more concerned with the balance between traditionalism and adaptability instead of the morality between good and evil. Traditionally Tengu worshiped the Elemental Court, but due to their travels throughout the Old World, Tengu have adopted the faiths and beliefs of numerous societies.

**Popular Edicts** be willing to change your mind when you discover new information, use knowledge responsibly to avoid harming others, be open to new experiences even if they're uncomfortable

**Popular Anathema** destruction of knowledge (unless that knowledge can harm others), stubbornness born from ignorance

### Tengu Heritages

See the *Pathfinder APG* for specific rules related to creating characters with a Tengu ancestry. The descriptions of the Tengu Heritages below explains the origins of these heritages within the Relicborne Saga.

#### **Jinxed Tengu**

Said to be blessed by the gods, curses seem to wash off the feathers of Jinxed Tengu with no effect.

#### **Mountainkeeper Tengu**

Having descended from long lines of ascetics who protected the great libraries from the monstrosities of the Deathless Emperor, Mountainkeeper Tengu have a connection with the spiritual realm that aids them against undead.

#### **Skyborn Tengu**

Incapable of true flight, these Tengu can still use their arms as vestigial wings to slow their falls and avoid damage.

#### **Stormtossed Tengu**

Said to have been blessed by the Elemental Court upon birth, Stormtossed Tengu are resistant against storms that commonly strike aeries throughout the Old World.

#### **Taloned Tengu**

Your talons are just as sharp as those of your ancient ancestors, capable of being used as a weapon if needed.

### Ancestry Feats

See the *Pathfinder APG* for rules concerning Tengu Ancestry Feats.

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## Versatile Heritages

In the ancient past, well before the Duraiyan Empire rose to power, Aimsir was often visited by immortal beings. These immortal beings occasionally had children with mortals, leaving behind their power in their progeny. These progeny, known as Nephilim, were seen as either blessed or cursed depending on their parentage.

Eventually the Gods of Balance put a stop to the spreading war between these immortal beings on Aimsir, prohibiting the creation of new Nephilim that was enforced by the Grey Lady who would slay both offending immortal and progeny. Those Nephilim already existing on Aimsir before the prohibition and their progeny were allowed to survive, but without the continuous influx of immortal power the bloodlines of the Nephilim began to thin over generations into what is known today.

The rise of the Duraiyan Empire saw many of those remaining Nephilim captured by the Deathless Emperor for their vile experiments. Those who escaped the Emperor's experiments were those who could hide the external signs of their lineage – such as horns, scales, golden eyes, or tails – from the Empire. Because of this, most individuals who carry a Nephilim lineage rarely manifests any outward changes unless they cultivate such power.

Changelings, the scions of various hags, have also existed since before the rise of the Duraiyan Empire. Unlike those carrying the lineage of immortals within their blood, Changelings could better hide their powers from the Empire. Since the discovery of Teppesia, no hags have been found on Enora, but occasionally someone discovers that their ancestors carried enough of a hag's lineage to manifest a Changeling lineage.

See the *Pathfinder Players Core* for rules creating a character with Changeling and Nephilim Heritages.

## Mixed Ancestry

Thanks to the magical machinations of the Duraiyan Empire and the environmental adaptability of Elves, there are two predominate ancestries found throughout the world: Aiuvarins, often referred to as *half-elves*, and Dromaars, who are known as *half-orcs*. Dromaars often are raised by their Orc kin, raised in the traditional Orcish culture of honor and service, although occasionally their non-Orc parentage influence their upbringing. Aiuvarins are brought up in the cultures that sired them, rarely identifying themselves with the Elven heritage which could have occurred dozens of generations in the past.

See the *Pathfinder Players Core* for rules creating a character with Aiuvarin and Dromaar Heritages.

## Chapter 4: Backgrounds

*"Youngin', don't give me any lip about you being an all-powerful wizard – I remember your ma making you scrub dishes down that the pub all morning before you went to Vietstown. Now get in the kitchen and help out with dinner, the dinner party you need to crash is going to be here in a few hours and we still have about a hundred taters to peel before then."*

*Ralph Iverstein*

*Owner of the Golden Fleece Brewery and Feast Hall*

Your background describes what your Character did prior to becoming an adventurer. You can choose any Common Background in the *Pathfinder Players Core*, *Pathfinder Players Core 2*, or from those presented below.

### **Adventurer's Union Scion (Background)**

A descendant of one of the many adventurers who have called Teppesia home, you have been brought up surrounded by those who retired from this dangerous career for more home-bound pursuits. You've taken up the mantle of adventurer in a new age.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in the Society skill and the Teppesia Lore skill. You gain the Multilingual skill feat.

### **Adjacent Spiritualist (Background)**

Your group's religious practices don't quite fit the mold, and can be off-putting to the traditionalists, so you keep it all on the down-low. And sometimes you have to get... creative...with the truth in order to get through to them.

Choose two ability boosts. One must be to Intelligence or Charisma, the other is a free ability boost.

You're trained in the Occultism and Legal Lore skills, and you gain the Deceptive Worship skill feat.

### **Bodybuilder (Background)**

You have developed your body for feats of great strength, either as a street performer or in a circus. Unlike a gladiator, you rarely find yourself fighting for the entertainment of others.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.



You're trained in the Athletics skill and the Circus Lore skill. You gain the Titan Wrestler skill feat.

### **Bouncer (Background)**

The Gatewatch can't be everywhere at once, so many businesses have learned the importance of having someone on hand to defuse tense situations before the legal authorities arrive. Be it through physical prowess or intellectual juggling, you have learned how to defuse situations without breaking the law before they get too ugly.

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

You're trained in the Intimidate skill and the Legal Lore skill. You gain the Group Coercion skill feat.

### **Caravaneer (Background)**

You have spent your life growing up on the road in the trade caravans traveling between the major cities and smaller communities. Having seen more of the world than others, you have decided to take your fate into your own hands as an adventurer.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Geography Lore skill. You gain the Terrain Expertise skill feat related to one terrain that you would have traveled in with the caravans.

### **Chemist (Background)**

Apprenticed at a young age, you quickly learned that magic is not always the solution to every problem. Whether you're making tools or trinkets, there's no limit to the applications of science in adventuring.

Choose two ability boosts. One must be to Intelligence or Constitution, and one is a free ability boost.

You're trained in Alchemical Crafting.

### **Chimney Sweep (Background)**

Vital to prevent fires throughout any civilized town or city, chimney sweeps understand how buildings are constructed and the best way to protect these structures from catching fire. This includes learning how to get places that others can't normally go, a skill that is equally valuable as an adventurer.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Acrobatics skill and the Engineering Lore skill. You gain the Quick Squeeze skill feat.

### **Conservationist (Background)**

You work outside, tending the delicate balance of nature in a way so people can benefit from the bounty of the environment for generations to come.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Stealth skill and a terrain Lore skill related to the environment you were trained to tend (Forest, Mountain, River, Sea, etc.). You gain the Terrain Stalker skill feat.

### **Deaf Interpreter (Background)**

You either grew up in a family where someone was deaf or you were trained to assist those who can't hear, but you learned to bridge the gap between the hearing and the deaf.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Society skill and the Administrative Lore skill. You gain the Sign Language skill feat (choose one language).

### **Disaster Survivor (Background)**

You survived something that should've killed you, and came out the other side with an unnatural ability to keep a cool head. Your words and poise can inspire others to do the same, if you can make them listen.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and a Lore skill related to a region from your personal history, likely where the disaster occurred. You gain the No Cause For Alarm skill feat.

### **Equestrian (Background)**

You take to the saddles as easily as a sea elf takes to water. You have been trained in the finer points of equestrian, including the care of horses and well as riding them, perhaps as part of a cavalry to defend merchant caravans or caring for horses in a smaller community.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Nature skill and the Horse Lore skill. You gain the Train Animal skill

feat.

### **Gatewatch Scion (Background)**

Your parents were career members of the Gatewatch, either as former adventurers or self-made specialists, and your childhood was defined by a respect for authority and civil service. You've gained a knack for putting posers in their place, and have little patience for those who would try to skirt the law for personal gain.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in the Intimidation skill and the Teppesia Lore skill. You gain the Intimidating Glare skill feat.

### **Grifter (Background)**

You have learned a thing or two about a particular magical tradition moving from one job to another, even if you aren't able to formally cast spells from that tradition. You've perhaps used this knowledge to engage in petty or small-scale swindling, preying upon those less knowledgeable in mystic arts to make a profit.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Arcane, Nature, Occult, or Religion skill and the Underworld Lore skill. You gain the Trick Magic Item skill feat.

### **Grove Initiate (Background)**

You were brought up by the Order of the Wild, a powerful order of druids living outside of Teppesia on the edge of the Burnwood. You learned early of the wonders and dangers of the natural world, learning a respect for the elemental forces that control this world. Upon coming of age, you were sent out into the broader world to find your own way.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Nature skill and the Conservation Lore skill. You gain the Natural Medicine skill feat.

### **Guild Agent (Background)**

As the crafting guilds have gained power over the last century, so too have those who have learned to serve the interests of the guilds. You apprenticed in the bureaucracy between the various trades that are the core of the commerce entering and leaving the city.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free

ability boost.

You're trained in the Society skill and the Guild Lore skill. You gain the Streetwise skill feat.

### **Groupie (Background)**

As a young adult you were obsessed with adventurers and their exploits; listening with rapt attention to their stories, hyping up their visits to your town, and crafting and selling merchandise in their honor. As a...slightly older...adult you've finally gathered the courage to join the ranks of your heroes.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in the Deception skill and the Teppesian Lore skill. You gain the Dubious Knowledge skill feat.

### **Harborfolk (Background)**

You grew up in the Docks Ward of Teppesia, working a variety of jobs needed for the commerce of the city to continue. Having grown up on the tales of far off places and adventurers, you seek your own fortune in the greater city.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Athletics skill and the Teppesia Lore skill. You gain the Hefty Hauler skill feat.

### **Journeyman's Apprentice (Background)**

You were apprenticed at a young age to one of the thousands of craftsmen found in Teppesia and surrounding Goblin towns. You might have cut your training short or shown little aptitude for the finer points of your master's crafts, but you have gained enough knowledge to work on the simplest of projects.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Crafting skill and a Lore skill related to the kind of craft you were trained in (Example: Blacksmithing, Carpentry, Brewing, Leatherworking, etc.). You gain the Quick Repair skill feat.

### **Librarian (Background)**

Whether it was a public library, a wealthy family's private selection, or work in a private bookshop, you've spent your share of time stuffing your head full of knowledge. You've taken this knowledge and decided to apply it to adventuring in new ways.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free

ability boost.

You're trained in Arcana or Academic Lore. You gain the Additional Lore skill feat.

### **Maestro (Background)**

Trained in the theater arts, you have made a living as an actor or singer who performs on the stages that entertain the masses throughout Enora.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Performance skill and the Theater Lore skill. You gain the Virtuoso Performer skill feat.

### **Mage's Apprentice (Background)**

You have been trained under the private tutelage of a spellcaster through either an endowment paid by your family, or a more formal apprenticeship. You could be deemed worthy to make your own way in the world or had been turned away in frustration by your former teacher, but now you are making your way through the world on your own.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Arcane, Nature, Occult, or Religion skill (choose one) and the Academic Lore skill. You gain the Recognize Spell skill feat.

### **Mountaineer (Background)**

You have perhaps grown up around mountains, be in the mountains surrounding Teppesia or elsewhere in the world. Your skills and daringness come in handy in less lofty pursuits.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Athletics skill and the Mountain Lore skill. You gain the Combat Climber skill feat.

### **Porter (Background)**

(Background)

You pick up heavy things, walk somewhere, then you put them down. Sometimes the things are expensive or important, and you have to do the picking up and putting down gently. You learn early on the value of steady hands, when those hands are the reason you get to eat each day.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Athletics skill and the Labor Lore skill. You gain the Assurance skill feat in a skill you are Trained in.

### **Private Investigator (Background)**

Whether you supported Gatewatch investigations or took private contracts from customers seeking information, your time as a professional sleuth has taught you how to gather information from unconventional sources. Eventually you decided to take these skills and apply them towards the adventuring profession.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Society or Legal Lore skills. You gain the Read Lips skill feat.

### **Shop Apprentice (Background)**

You might have been brought up working in your family's shop or another business, learning how to sell a wide variety of items to a varied clientele. As a generalist, you have learned a bit of a particular subject to help you identify strange items brought in by adventurers to sell.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Arcane, Nature, Occultism, or Religion skill (choose one) and the Mercantile Lore skill. You gain the Quick Identification skill feat.

### **Street Magician (Background)**

You are an entertainer far removed from the feast halls or theater-houses found throughout Teppesia, and find the streets to be a much wider and more profitable stage. From tricks of sleight of hand to games of chance (which seem to always be in your favor), you make your way through the world looking for the next opportunity.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Deception skill and the Games Lore skill. You gain the Lengthy Diversion skill feat.

### **Social Butterfly (Background)**

You excel at chatting people up, making new friends as easily as others breathe and putting those around you at ease. And when people are at ease, information flows from their lips like a surging river, and you're there to gather every drop.

Choose two ability boosts. One must be to Wisdom or Charisma, the other is a free ability boost.

You are trained in the Diplomacy skill and the Recreation Lore skill. You gain the

Hobnobber skill feat.

### **Trapper (Background)**

Much like a pelt hunter, you have learned how to capture prey using mechanical traps instead of feats of marksmanship.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Crafting skill and the Trapper Lore skill. You gain the Snare Crafting skill feat.

### **Thief (Background)**

You have gained skills in your youth that many legal authorities frown upon. It is ultimately up to you on how you use these skills, but you walk a fine legal line whenever you do.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Thievery skill and the Underworld Lore skill. You gain the Subtle Theft skill feat.

### **Vietstown Novitiate (Background)**

You received an advanced education at the prestigious Vietstown Community College, an elite society of intellectuals and arcanists who have served the nation-state of Teppesia for decades. Upon graduation, you are now seeking your own way in the world with the skills that you've learned.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Arcana skill and the Teppesia Lore skill. You gain the Arcane Sense skill feat.

## Chapter 5: Classes

*"You fool! That was a fire-fly swarm you just fireball'ed! 'What's wrong' is that they eat fire and we're now dessert!"*

*Unknown Druid displeased with her Wizard companion*

The Relicborne Saga uses the classes found in the *Pathfinder Players Core*, *Pathfinder Core Rulebook*, and *Pathfinder APG*, as well as Archetypes found in the *Pathfinder Players Core* and *Pathfinder APG*. If a class is found in the *Pathfinder Players Core*, that class replaces any information found in both the *Pathfinder Core Rulebook* and *Pathfinder APG*. For any class that has not yet been converted through the Pathfinder Remastered process, utilize the errata documentation on the Paizo website for any required changes.

The Relicborne Saga is a high-adventure set in an ancient world filled with magic, intrigue, and many hidden secrets. As a heroic campaign, a player can choose any class found in any of the above books as long as they do not gain the Unholy trait.

Champions and Clerics must choose their Faiths from the list found in [Chapter 6: Faiths of Aimsir](#). You will also find more detailed information for each Faith, including their edicts and anathema, description of their roles within the world, and other role playing tips and information.

Remember that it is your role as a player to have access to the rules that you need to play your character, including any feats, spells, or special abilities that your class possesses. It is not the Game Master's responsibility to look up information required to play your class.

As Paizo releases supplemental guides in the future, the Relicborne Saga Campaign Staff will assess their future use within the campaign. If additional sources are allowed, these updates will be shared on Relicborne.com, social media websites, and a revision to this guide.

### Errata

**Animal Companions** – Horse are extremely rare on Enora, the few herds that have survived since Gatefall are much more expensive than normal. Characters who want to choose a Horse as an Animal Companion must pay for the animal, per the costs listed in Chapter 7 of this Guide.

Players can also choose a Riding Goat as an Animal Companion. See Chapter 7 for more details on this particular breed of mount.



**A Special Note** – Upon the release of the *Pathfinder Players Core 2* in late 2024, you will not be allowed to use any Classes found in the original *Pathfinder Core Rulebook* or *Pathfinder APG*. An announcement will be made on the Relicborne.com website allowing players to convert their characters without cost or penalty, as described in Chapter 7 of this guide.

## Chapter 6: Faiths of Aimsir

*"Miss, I don't care whom you worship when you come to this shrine, all I can see is someone in need to take care of that arrow sticking out of your leg."*

*Asura Schmit  
Priestess of Tyn*

The Relicborne Saga living campaign uses a unique pantheon of gods separate from those found in the *Pathfinder Core Rulebook*. Divine Spellcasters who can choose a Domain will use the Domain rules found in the *Pathfinder Core Rulebook*. Players can choose to worship gods or faiths found on either the **Civilized Gods** or the **Gods of Balance** tables found below. Detailed descriptions of each faith, their portfolios, holy symbol, edicts, and anathemas can be found in this Chapter.

Many faiths were drawn to Enora thanks to the Treaty of the Gate, which outlined a means of peaceful conflict resolution between the various faiths, to help avoid the same cycle of squabbles that had spurred centuries of chaos in the Old World. After Gatefall, those trapped on Enora continued the traditions listed in the Treaty with a handful of minor modifications to account for their new environment. These faiths naturally formed broad alliances within the Senate, officially recognized as either The Civilized Gods or The Gods of Balance.

### The Civilized Gods

The Civilized Gods are most favored by established settlements and cities, and tend to have large, intricate organizations dedicated to their worship. Temples and shrines to these faiths can be found throughout Teppesia, centered where their followers live or work. Most streets within the Azure District have at least one shrine located every few blocks where the faithful (or those with coin) can find aid. Although many of these gods originated in different parts of the known world, trade and travel have spread worship of these faiths far and wide.

### The Gods of Balance

These gods predate the fallen Duraiya Empire, often by thousands of years. Incarnations of these gods were worshiped throughout the Known World in a variety of ways in isolation, but as the world became more interconnected through trade and travel, a realization occurred that these people all worshiped the same greater powers. Shrines to these gods are rarer than The Civilized Gods within the city, but the

worshippers of these gods are no less numerous than the civilized counterparts.

*Table 1: The Civilized Gods*

<b>Faith</b>	<b>Portfolio</b>	<b>Skill</b>	<b>Weapon</b>	<b>Domains</b>
Ashi the Champion	Freedom, fighting tyranny, honor	Athletics	War Flail	Destruction, Freedom, Might, Zeal
Auric	Commerce and success in material endeavors	Society	Shortsword	Ambition, Cities, Luck, Wealth
Bylanni	The Arts, including music, dance, literature, and physical art	Performance	Starknife	Ambition, Cities, Creation, Passion
Church of the Saints	Service to others, Temperance, Charity, Diligence, Action, Honor, Pride	Society	Longsword	Confidence, Family, Healing, Zeal
Dante the Protector	Laws, protection, civilization, courage	Society	Bastard Sword	Might, Protection, Truth, Zeal
Edric the Swordsaint	Courage, adventure, conquest, honor	Survival	Greatsword	Ambition, Confidence, Tyranny, Zeal
Ha'ul	The sun, fate, and seeking the truth	Society	Kukri	Fate, Fire, Sun, Truth
Irista	Luck (both good and bad), illusion, choice, wit, and humor	Thievery	Rapier	Confidence, Fate, Luck, Trickery
Kaliac	Destruction of undead, restful death, fate	Occultism	Flail	Death, Fate, Sun, Undeath
Leuad	The moon, dreams, and love	Nature	Scimitar	Darkness, Dreams, Moon, Passion
Llymann the Navigator	Travel, sailors, fishermen, and the sea	Survival	Battle Axe	Freedom, Nature, Travel, Water
Tano the Scribe	Magic, knowledge, balance between law and chaos	Arcana or Occultism (choose 1)	Light Pick	Indulgence, Knowledge, Magic, Perfection
Urdim	Craft, invention, engineering, and creation	Crafting	Warhammer	Creation, Confidence, Fire, Truth

Table 2: The Gods of Balance

<b>Faith</b>	<b>Portfolio</b>	<b>Skill</b>	<b>Weapon</b>	<b>Domains</b>
Awyr	Air, sky, weather, freedom, and cleansing	Acrobatics	Longbow (including composite)	Air, Freedom, Perfection, Travel
Dwur	Water, purification, cleansing, and rain	Athletics	Trident	Healing, Luck, Protection, Water
Eirias	Fire, change, zeal	Arcana or Occultism (choose 1)	Spiked Chain	Ambition, Destruction, Fire, Zeal
Lomau	Earth, rocks, and minerals	Nature	Maul	Earth, Creation, Nature, Protection
The Green Way	Plants and untouched wilderness	Nature	Bo staff	Nature, Protection, Sun, Water
The Grey Lady	Cycle of life and death, change over time	Medicine	Kama	Death, Healing, Pain, Passion
Gwyneth	Agriculture, farmers, harvest, fermentation	Nature	Scythe	Earth, Family, Nature, Wealth
Tyn	Fate, the future, and magic	Acrobatics	Flicher's Fork	Dreams, Fate, Magic, Nightmares

## Awyr

One of the four elemental deities of the Elemental Court, Awyr (Aw-eir) is the godlike incarnation of elemental air, overseeing the skies and is said to breath life into the world. Modern worshipers of Awyr often refer to the deity as the "Lady of Wind," although Awyr is depicted as either male or female in ancient legends and myths depending on the culture where they originate. Of the deities of the Elemental Court, Awyr is the most aloof of the deities, rarely taking notice of the world beneath the winds. The main shrine to Awyr is the Temple of Air which is the tallest clock tower within the Azure Ward and overseen by a Tengu known as Ravenbeak. The holy symbol of Awyr is a rough beaten copper disk inscribed with a white or blue spiral line representing wind.

**Areas of Concern** freedom, air/wind, balance between the elements

**Edicts** serve as a balance between civilization and nature, protect elemental creatures of air from harm (unless they seek to harm you first), to seek freedom for yourself and others

**Anathema** polluting the wind with poison, using magic to permanently change the weather

**Divine Attribute** Dexterity and Intelligence

**Devotee Benefits**

**Cleric Spells** 1st: *gust of wind*, 3rd: *wall of wind*, 8th: *punishing wind*

**Divine Font** heal or harm

**Divine Sanctification** none

**Divine Skill** Acrobatics

**Domains** air, freedom, perfection, travel

**Favored Weapon** longbow

## The Elemental Court

Among the oldest gods worshiped throughout the history of Aimsir, The Elemental Court consists of godlike incarnations of the four elements: Awyr (goddess of air), Dwur (god of water), Lomau (god of the earth), and Eirias (goddess of fire). The Elemental Court concerns itself with balance, understanding that too much or too little of each element can bring as much harm as it can bring aid. The followers of Awyr, Dwur, Lomanu, and Eirias see themselves as protectors of the greater balance of existence and are willing to work together and offer aid to other followers of the Elemental Court.

## Ashi the Champion

One of the triumvirate of deities including Tano the Scribe and Dante the Protector, Ashi the Champion is the embodiment of freedom and scourge of tyrants. Considered the most impulsive of the triumvirate, Ashi is often portrayed as a young man dressed in armor scrounged from the battlefield, with a massive silver war flail perched on his shoulder. Ashi teaches that freedom must rage against tyranny wherever it is found, even if that causes suffering in the short term. Ashi has little concern for laws over freedom, because too often throughout the history of the world these same laws have been used to harm the innocent more often than they have protected them.

Within the triumvirate, it is said that Tano the Scribe has been able to temper Ashi's most impulsive tendencies, including a peace between the Ashi and the more lawful Dante the Protector. Shrines dedicated to Ashi are often found in combat schools throughout the world. The holy symbol of Ashi the Champion is a palm-sized disk of wood painted with the symbol of a fist surrounded by a sunburst.

**Areas of Concern** freedom, protection, warriors, honor

**Edicts** protect people from monsters, fight against tyranny, gain ever greater honor through action

### The Three Brothers

For the common worshipers, the triumvirate of gods known as Ashi the Champion, Tano the Scribe, and Dante the Protector after often combined in shared shrines throughout Tempessia. It is said that the three deities are kin, influencing and ensuring that their personal interests don't become destructive for others. With that said, the three deities share many parables and hymns among themselves, and a follower can seek out aid at any of the shared shrines when in need of spiritual guidance. Only the most devote cleric or champion followers of the triumvirate choose to exclusively worship Ashi, Tano, or Dante.

**Anathema** rule over people with fear, running from a fight (but a tactical retreat is acceptable), dishonorable actions that besmirch your legacy

**Divine Attribute** Constitution or Charisma

Devotee Benefits

**Cleric Spells** 1st: *sure strike*, 4th: *weapon storm*, 6th: *chain lightning*

**Divine Font** heal

**Divine Sanctification** can choose holy

**Divine Skill** Athletics

**Domains** destruction, freedom, might, zeal

**Favored Weapon** war flail

## Auric, the Merchant's Friend

Emerging from the Great Desert, the ancestral home of the elves prior to the rise of the Duraiyan Empire, Auric, also known as the Merchant's Friend, is a god of commerce and trade. The teachings of Auric state that a dedication to the fair and honest trade of goods and services connects people throughout the world, building community and connections that strengthen civilization. Auric also teaches that the only true wealth in the world comes when goods and coin trade hands, not in the accumulation of wealth that lies untouched and hoarded away from civilization. Many merchants and noble houses seek favor from the Merchant's Friend through their donations to the cathedral-markets of Auric throughout the Known World.

Through these donations, the faithful of Auric have funded incredible public works projects throughout the world, supporting budding artists and artisans, and investing in small businesses with no-interest loans. Within Teppesia the worshipers of Auric have used their position to support and help fund the efforts of the Senate and tempering the ambition of the Consortium. Although there are numerous shrines to Auric found throughout the Azure Ward, the Market, and the Manufactory, the main temple to Auric is known as the Golden Cathedral, a spiraling tower constructed along the border of the Azure Ward and the Market. The faithful of the city are led by Vicar Crenon, an elderly elf who is often found serving as a guide in the Market, helping folks find just what they need within the maze of tents and stalls. Vicar Crenon is well known for his influence upon the doctrine of Merchant's Friend, most famously his sermon after Gatefall where he reminded all that, "wealth is not riches, it is riches put to use."

The holy symbol to Auric is a silver coin inscribed with a star.

**Areas of Concern** trade, commerce, generosity, and growth

**Edicts** all trade is divine, promote the joy of commerce, combat dragons and other creatures that hoard wealth

**Anathema** greed to the point of self ruin, loss of wealth without gain, hoarding wealth without spending it – especially when there are those in need

**Divine Attribute** Dexterity or Charisma

Devotee Benefits

**Cleric Spells** 1st: *ant haul*, 4th: *suggestion*, 9th: *foresight*

**Divine Font** heal

**Divine Sanctification** can choose holy

**Divine Skill** Society

**Domains** ambition, cities, luck, wealth

**Favored Weapon** shortsword

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## Bylanni, Patron of Artists

Known as a fickle god, Bylanni is the patron of art in all forms. The worship of Bylanni originated in the northern reaches of the Known World along with the worship of Urdim, the goddess of crafts and craftspeople. Many hymns to Bylanni center upon his adoration of Urdim and his attempt to woo the stoic goddess from her workshop and endless creations. The faithful speak of a day when a mortal will create a masterpiece of such divine perfection and beauty that it will catch the eye of Urdim for just a moment, breaking her focus from her work long enough to notice Bylanni and fall in love. Many worshipers of Bylanni are inspired by their god's love and worship through the creation of all forms of art.

Bylanni also teaches that art of all kinds is to be shared with all, to inspire others towards greater things. Almost every theater, stage, or gallery has a shrine dedicated to Bylanni, often a well made marble bust of a beautiful young man smiling in an alcove overseeing the performance. The main temple of the Bylanni is located within the Spire of Songs, which is located within the Trust Ward. The holy symbol of Bylanni is a palm-size curio with a bust of a beautiful young man.

**Areas of Concern** art, creation, inspiration, and love

**Edicts** create new art (no matter the form), promote the betterment of the world through the arts, seek out love

**Anathema** to willingly destroy a piece of unique art, discourage an artist from perfecting their craft, deny love in your life

**Divine Attribute** Dexterity or Charisma

Devotee Benefits

**Cleric Spells** 1st: *dizzying colors*, 3rd: *hypnotize*, 7th: *project image*

**Divine Font** heal

**Divine Sanctification** can choose holy

**Divine Skill** Performance

**Domains** ambition, confidence, creation, passion

**Favored Weapon** starknife

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## Church of the Saints

This highly organized faith was begun more than a millennium ago by a group of mortals known as The Seven Saints. The Seven Saints taught that the world was created by Anima, the one true god who has overseen creation since the beginning of time. The Seven Saints served at the intermediaries between Anima and the world of the living, creating the Scripture of Virtues which is the basis of their modern faith. The original identities of the Seven Saints have been lost to time, but they are still worshiped for the virtues that they represent: Service, Temperance, Charity, Diligence, Action, Honor, and Pride.

The Church of the Saints (sometimes referred to as the Church) is a worldwide organization overseen by a strict hierarchy within the faith. Overseeing the worldwide organization is the Pope of the Saints, who is viewed as the divine intermediary between the Seven Saints and the faithful. Beneath the Pope of the Saints is a hierarchy of Archbishops, Bishops, and Priests guiding the faithful in the Scriptures of Virtues.

Over the centuries the Church of the Saints, through tithes and other wealthy benefactors, has accumulated great wealth. This great wealth was seen as a blessing from the Saints for mortality's faith in Anima, which was used by the hierarchy of the Church to gain political power throughout the world. The Church was often highly antagonistic with other faiths and beliefs prior to Gatefall, but this changed after the Relic stopped working and cut off Teppesia from the rest of the world.

The Church of the Saints within Teppesia is led by an ancient half-elf known only as the Bishop. The main cathedral of the Church of the Saints is located in a northeastern neighborhood of the Azure Ward. The faithful of the Church often present themselves as "*Brother or Sister <insert name> of the Seven Saints.*" The faithful tend to gravitate towards one of the Seven Saints as their primary benefactor, often invoking their name when seeking grace or inspiration. The holy symbol of the Church is a stylized, seven-petal flower.

**Areas of Concern** The Church of the Saints, service to the community, spreading the faith of the Seven Saints through word and actions

**Edicts** Protect the faithful of the Seven Saints, obey the Church of the Saints, serve their communities in the name of the faith

**Anathema** undermine the rule of law, disobey the Church of the Saints, willingly aid followers of an evil god

**Divine Attribute** Strength or Charisma

Devotee Benefits

**Cleric Spells** 1st: *phantasmal minion*, 4th: *liminal doorway*, 7th: *warp mind*

**Divine Font** heal or harm

**Divine Sanctification** can choose holy

**Divine Skill** Society

**Domains** cities, confidence, family, zeal

**Favored Weapon** longsword

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## Dante the Protector

One of the triumvirate of deities including Ashi the Champion and Tano the Scribe, Dante the Protector is the embodiment of the strength of law and order needed to preserve civilization. The faithful of his belief depicts Dante as a larger humanoid clad in ornate full plate armor, holding a merchant's scale in one hand and a bastard sword in the other. The core of Dante's teachings is that society can persevere through staunch adherence to the law and that the law is the only shield against any external threats.

Dante is depicted as inflexible in his belief, and this inflexibility could easily shift towards cruelty if it weren't for Tano the Scribe tempering Dante's rigid enforcement of the law. Dante respects Ashi, but is often frustrated by what the Protector believes is the selfish nature of the Champion. Within Teppesia, most shrines dedicated to Dante the Protector are located in or near various Gatewatch posts and courthouses throughout the city. The Trust Ward features a prominent temple to Dante that also serves as Teppesia's highest court. The judges on this court are appointed to the Council for a two year term. It is said that a sliver to Dante's power resides within the court that will divinely smite anyone who knowingly speaks a lie within the Advocate's Circle, a circle of power inscribed with silver runes on the floor of the court. The holy symbol of Dante the Protector is a palm-sized disk of metal shaped like a shield and inscribed with a set of merchant scales.

**Areas of Concern** justice, law, and protection

**Edicts** follow all laws of the settlement where you live, shield the weak against criminals, never speak a lie (unless it is to protect the weak)

**Anathema** break the laws of the settlement where you live, allow the weak to be injured by the forces of chaos

**Divine Attribute** Strength or Wisdom

Devotee Benefits

**Cleric Spells** 1st: *thunderstrike*, 4th: *mountain resilience*, 6th: *wall of force*

**Divine Font** heal

**Divine Sanctification** can choose holy

**Divine Skill** Athletics

**Domains** might, protection, truth, zeal

**Favored Weapon** bastard sword

## Dwur

One of the godlike incarnations of the four elements, Dwur (D-wur) is the known as the "Lord of Water," and oversees the protection of water throughout Aimsir. Worshipers say that Dwur is ever changing like the water in a raging river, the deity's form always changing in every legend and myth. In these myths, Dwur is often protecting those whom seek to protect the balance, either by offering them a bit of luck or healing them of grievous wounds earned protecting others.

The main shrine to Dwur is located within the Docks in a partially submerged tower within the bay known as the Temple of Water. The Temple of Water is overseen by a catfolk gentleman known as Midnight, although the priest is often found outside of the shrine. More often than not, Midnight is often found within the flotilla of fishing ships in the center of the bay, aiding the fishing families who live their lives upon the water with healing and a blessing of luck. The holy symbol of Dwur is a rough beaten copper disk painted with three horizontal, wavy, blue lines representing waves.

**Areas of Concern** protection, water, and the balance between the elements

**Edicts** serve as a balance between civilization and nature, protect elemental creatures of water from harm (unless they seek to harm you first), protect yourself and your allies from harm

**Anathema** polluting water with poison, using magic to permanently change the weather

**Divine Attribute** Dexterity or Wisdom

Devotee Benefits

**Cleric Spells** 1st: *hydraulic push*, 5th: *control water*, 8th: *arctic rift*

**Divine Font** heal or harm

**Divine Sanctification** none

**Divine Skill** Athletics

**Domains** healing, luck, protection, water

**Favored Weapon** trident

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## Edric the Swordsaint

Also known as “The God of Reckless Valor,” Edric the Swordsaint is often portrayed as a young man dressed in leather armor and wielding a greatsword in his hands. Often seen as an impulsive deity, Edric encourages zeal and recklessness in his followers so they can seek greater adventures and acts of valor. Followers of this deity rarely reach old age, but those who do tend to rule over small fiefdoms, lead mercenary parties, or captaining ships. Many followers of Edric immigrated to Enora prior to Gatefall, seeking adventure in the unknown.

Within Teppesia there’s no singular leader for the followers of Edric, but there are a number of small combat schools scattered throughout the Azure Ward, Manufactory, and the Docks where shrines to the Swordsaint can be found. Divine followers of Edric often drop their surnames when they formally introduce themselves, replacing their surname with the title, “of the Swordsaint.” A tiny sect of well-meaning zealots take this a step further, renouncing their own names entirely or regularly using false identities so their heroic deeds can only be attributed to the Swordsaint. The holy symbol of Edric is a white greatsword on a crimson banner.

**Areas of Concern** adventure, zeal, and valor

**Edicts** seek adventure wherever it can be found, seek increasing valor and recognition from your peers and betters, never back down from a fight (unless it is a hopeless fight with no chance of victory)

**Anathema** to commit actions which lose you honor/valor, run away in cowardice (unless magically or supernaturally compelled), to claim honor that you did not earn

**Divine Attribute** Strength and Charisma

Devotee Benefits

**Cleric Spells** 1st: *sure strike*, 2nd: *blur*, 4th: *flicker*

**Divine Font** harm

**Divine Sanctification** can choose holy or unholy

**Divine Skill** Survival

**Domains** ambition, confidence, tyranny, zeal

**Favored Weapon** greatsword

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## Eirias

One of the godlike incarnations of four elements, Eirias (Eir-i-as) is known as the “Lady of Flames,” to her faithful. This deity teaches that everything must change, even if that change can be painful or destructive. Myths surrounding Eirias often portray the deity in the form of a firehawk, encouraging those struggling through great trials to adapt and change to succeed. The same firehawk is spoken of in other stories as a cleansing force against a great pollution, crashing into the ground like a falling star and rising from an inferno as a phoenix who burns away the sins of the present so the future can grow from the ashes. Eirias doesn’t seek destruction but understands that destruction is one part of the natural cycle of life.

Within Teppesia, the main shrine to Eirias is known as the Temple of Fire, and is located adjacent to the Foundry, located in the Manufactory Ward. An ancient desert elf woman named Sazu oversees the temple as the high priest, although she spends most days serving as an intermediary between the faithful, the artisans of the Manufactory, and the fire elementals within the Foundry. The holy symbol of Eirias is a rough beaten, copper disk painted with three vertical, red, wavy lines in a row, resembling stylized fire.

**Areas of Concern** fire, change, and passion

**Edicts** serve as a balance between civilization and nature, protect elemental creatures of fire from harm (unless they seek to harm you first), teach that everything changes and so to must you change as well

**Anathema** unwillingness to change, using fire to create poison, using magic to permanently change the weather

**Divine Attribute** Dexterity and Wisdom

Devotee Benefits

**Cleric Spells** 1st: *breath fire*, 3rd: *fireball*, 7th: *volcanic eruption*

**Divine Font** heal or harm

**Divine Sanctification** none

**Divine Skill** Nature

**Domains** ambition, destruction, fire, zeal

**Favored Weapon** spiked chain

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## The Green Way

Rather than a singular deity, the naturalistic faith that became The Green Way was once worshiped throughout Aimsir in a myriad of ways unique to hundreds of different cultures predating the Duraiyan Empire by thousands of years. During the great diaspora caused by the Duraiyan Empire, peoples from around Aimsir were introduced to one another, sharing their faith and methods of worship far beyond their homes. This diaspora bridged the various ways that different cultures venerated the natural world, evolving into the faith known as The Green Way.

The Green Way is now a shared belief among many rural communities, druidic circles, and monasteries who venerate the natural world in all of its myriad forms. This decentralized faith holds no grand temples or shrines venerating a singular being, but instead most temples or shrines to The Green Way are usually natural groves with a single stone menhir carved with a symbol of an ouroboros (a serpent eating its own tail). Often these menhir are covered with moss or other local vegetation, said to be a sign of blessing from The Green Way.

### **The Green Warden**

Seen as an aspect of The Green Way, some of the ancient myths and legends of the Green Way speak of a primal force of nature pushing back against civilization when it encroaches too far into wilderness. A vengeful avatar, some of the faithful see the Green Warden as the true face of nature, pushing back against the destruction that civilization brings. Although worship of the Green Warden is not illegal, the beliefs of true believers have been problematic since the fall of the Empire – many true believers seeing cities and civilization as a blight upon the natural world. Although the faithful of this sect are often antagonistic with civilization, the Teppesian Council has decreed that the worship is legal within the city as long as the faithful break no laws.

The faithful of The Green Way often don't proclaim their allegiance to the faith through titles or regular worship with other faithful, nor are those granted the divine blessings of The Green Way see themselves as anything more than part of the broader natural world. The holy symbol of The Green Way is an oak disk inscribed with a stylized ouroboros.

**Areas of Concern** natural world, cycle of life, and animals

**Edicts** protect nature from unnatural assaults (although events, such as a forest fire or tornado, are considered natural), only take from nature as much as you or your community need to survive, respect all kinds of life

**Anathema** harm nature through intentional irresponsible actions, taking more from nature than you or your community need, create undead creatures



**Divine Attribute** Constitution or Wisdom

Devotee Benefits

**Cleric Spells** 1st: *vanishing tracks*, 3rd: *wall of thorns*, 6th: *tangling creepers*

**Divine Font** heal or harm

**Divine Sanctification** can choose holy or unholy

**Divine Skill** Nature

**Domains** nature, protection, sun, water

**Favored Weapon** bo staff

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## The Grey Lady

Often referred to by her followers as “The Lady,” The Grey Lady is an ancient deity predating the Duraiyan Empire. The Grey Lady oversees and protects the cycle of life and death, seeing change as a natural part of the world as one generation is born, grows into adulthood, has children of their own, and then dies in a never ending cycle. Followers of The Lady understand that everything changes and that change is a natural cycle which can sometimes bring as much pain as it does pleasure. The Grey Lady is often portrayed in art and her holy teachings as one of three forms depending on the time of day: a child dressed in a grey smock in the morning, a woman in a grey dress in the afternoon, and finally a matronly lady in a heavy grey robe in the evening. In all three forms the goddess is carrying a kama, often harvesting flowers as a child, wheat as an adult, or medical herbs as an old woman.

Unlike many of the Gods of Balance, shrines and temples to The Grey Lady are found throughout settlements throughout the world, serving as both a place of worship and a place of healing. Within Teppesia an old orc woman known as Healer Maive is considered the leader of the faithful. Healer Maive has a small doctor’s office located in the southwestern edge of the Azure Ward, within blocks of The Docks and the Comestibles District if she is needed for an emergency. There are many smaller shrines to The Lady throughout the Azure Ward, offering their services to the communities where they live, offering their healing services to those who are sick or injured. Among the followers of the Grey Lady it is seen as a blasphemy to return dead to the land of the living, a violation of what they believe is the natural order; but unless those restored to the land of the living are undead, followers of The Lady will not act or comment upon the individual’s decision.

The holy symbol to The Grey Lady is a black pendant painted with the symbol of a white circle.

**Areas of Concern** cycle of life and death, healing, and community

**Edicts** heal those in need (unless those people will harm you or others in return), understand that everything changes over time, destroy undead because they have broken from the cycle of life and death

**Anathema** create undead, raising people from the dead (the *revival* spell is considered an anathema if cast by a worshiper of the Grey Lady), allowing something to remain changeless

**Divine Attribute** Constitution or Wisdom

Devotee Benefits

**Cleric Spells** 1st: *phantom pain*, 4th: *vision of death*, 6th: *phantasmal calamity*

**Divine Font** heal or harm

**Divine Sanctification** none

**Divine Skill** Medicine

**Domains** death, healing, pain, passion

**Favored Weapon** kama

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## Gwyneth

Known throughout Aimsir as the “Flaxen Maiden,” Gwyneth is a goddess of agriculture and harvest. Often depicted as a darkly tanned, older woman with sun-bleached hair, the goddess’s tenants teach that providing for family, home, and hearth is divine. The goddess in particular teaches that it is prudent to plan in advance for hardship, to plant your crops with care, and to nurture both crops and community to be earn a good harvest. In particular, the goblins of Enora pay homage to the Flaxen Maiden, their scriptures saying that the goddess brought civilization to the goblin peoples after their freedom from the Duraiyan Empire.

The main temple to Gwyneth is located outside of Westliche in the Comestible District, a large granary protected by the clergy of Gwyneth when they are not tending to the fields. The leader of the temple is only known as Grandmother, an ancient goblin known to walk barefoot through the fields with a smile on her face and candy in her pocket for good children.

**Areas of Concern** agriculture (both crops and animals) and community

**Edicts** to protect home and families from evil, to nurture crops so they grow, to offer comfort to those suffering from hunger

**Anathema** to waste food when others go hungry, destroy crops (unless they are diseased or fouled), to salt the earth

**Divine Attribute** Strength or Wisdom

Devotee Benefits

**Cleric Spells** 1st: *summon plant or fungus*, 3rd: *earthbind*, 5th: *nature’s pathway*

**Divine Font** heal

**Divine Sanctification** can choose holy

**Divine Skill** Nature

**Domains** earth, family, nature, wealth

**Favored Weapon** scythe

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## Ha'ul

Ha'ul, also known as the "Lady of the Sun," is one of a pair of deities known as the Heavenly Court along with her lover, Leuad, the Moon Lord. Worship of these two gods originated in the Great Desert and spread across the Known World along various trade routes carrying rare dawnsilver and orichalcum extracted from the shifting sands. Because of this, worship of the Heavenly Court can be found throughout the world.

The scriptures of the goddess encourage her faithful that it is better to live life seeking truth, exposing this truth to the light of day, which will ultimately guide themselves and others towards their true fate. The faithful of both Ha'ul and Leuad share their temples and shrines with each other, seeing their cooperation as honoring the two lovers chasing each other across the sky above the world they helped create. These temples are built to face the east, to greet the rising sun and moon as their journey begins for the day. The majority of the temples to the Heavenly Court are found scattered throughout the Azure Ward, but there is no true leader who speaks for all of Ha'ul's faithful.

Worshippers of Ha'ul hold a brief prayer service each morning at dawn to welcome the Lady of the Sun, her light, and truth into their lives. The holy symbol of Ha'ul is a disk of gold, painted with a crimson circle in the center. The faithful of the Lady of the Sun often dress in yellows and crimson clothing to honor their fiery goddess.

**Areas of Concern** the sun, fate, and seeking the truth

**Edicts** approach life by seeking truth, encouraging others to seek their fate, protection of life (including destruction of undead, the antithesis of life, wherever they are found)

**Anathema** creation of undead, lying (unless that lie would save lives), discourage others from seeking their fate

**Divine Attribute** Constitution or Charisma

Devotee Benefits

**Cleric Spells** 1st: *breathe fire*, 4th: *fire shield*, 7th: *fiery body*

**Divine Font** heal

**Divine Sanctification** must choose holy

**Divine Skill** Society

**Domains** fate, fire, sun, yruth

**Favored Weapon** kukri

## **The Heavenly Court**

Ancient elven legend speaks of a time before time, when two lovers, the Ha'ul the Lady of the Sun and the Leuad the Moon Lord, came upon a fledgling Aimsir and found the world empty. The two lovers brought life to this new world, creating a perpetual twilight where the two lovers cared for all of their charges. But after a while a pair of twins approached the gods, concerned about their perpetual twilight.

The eldest of the two twins spoke to Leuad, concerned that they had no dreams of their own within the twilight world. The younger twin then turned to Ha'ul and told her that they couldn't find the truth of their own existence in the twilight world.

The two gods looked at each other in surprise and sadness, realizing that they had been cheating their children within the twilight world where they could not grow. The two gods thanked the twins before kissing one final time, before rushing towards the opposite side of the world, creating the first dusk and dawn. Since then, the two lovers have been chasing each other across the sky, only meeting briefly for a kiss every year and a half.

## Irista

Worship of the Goddess of Luck, known by many as “Lady Luck,” dates back five hundred years when the current goddess of luck won her title and power from the previous goddess of luck in a game of chance. Unlike many other faiths, the worship of Irista is highly decentralized with most of her faithful putting up small shrines in alleyways or by fountains where impromptu games of chance sometimes take place. It’s said that Irista favors those who face life head on, seeking adventure and living through a combination of wit and luck.

Within Teppesia the faithful are represented by Pippen Flameshank, a Halfling adventurer and owner of the bar known as the Last Sigh. The Halfling begrudgingly accepts this role, often joking that Irista’s luck has a strange sense of humor, but he is willing to serve as a mentor and leader of the faithful when asked – or at least to the faithful willing to listen to Pippen’s advice. Although The Civilized Gods work to thwart the machinations of The Fallen Gods, Irista is the sworn enemy of The Cackling Glyfar, another mortal-turned-god who ascended after killing the previous god of murder.

Most faithful of Irista don’t proclaim their devotion through formal titles, although in formal situations some individuals will simply go by their name followed by “of Irista.” The holy symbol of Lady Luck is a copper coin stamped with an image of a rabbit on one side and a coyote on the opposite.

**Areas of Concern** Luck (both good and bad), illusion, choice, wit, and humor

**Edicts** trust in luck (both good and ill), pursue your personal freedom, seek out new experiences

**Anathema** deny luck when it is unfavorable to you, avoid adventure when it is presented to you, bemoan life, offer aid to followers of The Cackling Glyfar

**Divine Attribute** Dexterity or Charisma

Devotee Benefits

**Cleric Spells** 1st: *sure strike*, 2nd: *invisibility*, 6th: *mislead*

**Divine Font** heal or harm

**Divine Sanctification** can choose holy

**Divine Skill** Thievery

**Domains** confidence, fate, luck, trickery

**Favored Weapon** rapier

## **Of Coins and Daggers**

The conflict between Irista and The Cackling Glyfar date back to a time when both deities were mortals seeking adventure throughout Aimsir. The names of these two mortals have been lost to time and divine magic, but the pair one day came across an old man living deep in the Great Desert at an unmapped oasis. The old man, seeing the two powerful adventurers, cunningly smiled and offered to play a game of chance with the pair – if they won in a coin flip, then they could be allowed to drink from the oasis, but the loser would have to leave immediately. The first of the pair, a woman, agreed with a smile on her lips. At the end of the flip, the woman had lost, but she laughed and accepted the results.

When it came to her companion's turn, the old man flipped the coin into the air and the companion also lost. As the old man stood up to leave the pair, the woman's companion drew a dagger and stabbed the old man in the back in rage. As the old man stumbled away, the woman crossed blades with her companion so to protect the old man whose game they agreed to play.

Suddenly the old man shed his guise, revealing themselves to be the goddess of luck in disguise. The deity used their magic to send the companion away, leaving the woman bloody and alone in the oasis.

What followed next has been lost to time, but the two mortals ascended to godhood yet their conflict has continued until today.



## Kaliac

Kaliac (Kay-liac), which in the ancient tongue means “Warden of the Dead,” was once a mortal woman that was born during the Deathless Emperor’s rise to power many millennia ago. Who the woman was prior to her ascent to divinity is a mystery, but some sects believe that Kaliac was once a lowly commoner who discovered that she had a spark of magic in her bloodline which led her to greatness, while other sects believe that she was a mageborn noble disgusted by the growing darkness within the Duraiyan Empire. No matter who the woman was prior to her godhood, Kaliac ascended to divinity to ensure that life reaches its natural conclusion and that souls aren’t corrupted by the curse of undeath. In the intervening centuries since the fall of the Duraiyan Empire, worshipers of Kaliac has focused primarily on offering comfort to those when they’ve lost loved ones, ensuring the dead do not return as undead, and offering guidance and knowledge to those seeking their fate.

Divine spellcasters who worship Kaliac refer to themselves as “Wardens,” no matter their gender or rank within the faithful. The faithful of Kaliac follow a religious hierarchy in which senior and more experienced Wardens oversee less experienced Wardens. The main chapel to Kaliac is located within the Docks District, and is overseen by Warden Sunny, a cheerful human woman often seen wearing a bright yellow sundress speaking with anyone who would listen. The holy symbol of Kaliac is a purple circle with a white sunburst in the center.

**Areas of Concern** destruction of undead, restful death, fate

**Edicts** lay undead to rest, offering comfort to those who’ve suffered the loss of a loved one, aiding those seeking to find their fate

**Anathema** create undead, desecration of the dead (but destroying undead is acceptable), causing others to suffer at the deaths of their loved ones

**Divine Attribute** Constitution or Wisdom

Devotee Benefits

**Cleric Spells** 1st: *sleep*, 3rd:

### Forbidden Knowledge

Lust for power and greed can lead mortality towards paths that should remain forgotten in the past, and that occasionally that pathway leads toward godhood. Knowing full well the dangers of this path, Wardens long ago destroyed any records relating to the woman that would become Kaliac. None in the clergy from the lowest acolyte to the senior-most Wardens know anything concerning the ascension of Kaliac to divinity – within the church it is considered heresy to even speculate on how this occurred.

Although the faithful have destroyed all known records of Kaliac’s ascension, history is filled with lunatics attempting to wrest the secret of divinity from the faithful.

*paralyze, 5th: umbral journey*

**Divine Font** heal

**Divine Sanctification** must choose holy

**Divine Skill** Occultism

**Domains** death, fate, sun, undeath

**Favored Weapon** flail

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## Leuad

Leuad (Leu-Ad), also known by his faithful as “The Moon Lord,” is part of the pantheon of faith known as the Heavenly Court along with his wife, Ha’ul the Lady of the Sun. The scriptures of The Moon Lord encourage his faithful to seek out their dreams, protect love, and live their lives with passion. Of the two deities, it is said that Leuad is the more romantic and reckless of the two married deities, and that the phases of the moon are when Leuad sneaks away to whisper a love poem in the ear of his wife before returning back to his duties.

The faithful of the Heavenly Court share their temples and shrines with each other, the buildings always built facing the east to greet the two deities daily. The faithful of Leuad hold their services at dusk, wishing the Lady of the Sun a good nights rest and welcoming the Moon Lord each evening with a prayer for sweet dreams. Although there is no strict hierarchy with the faithful of Leuad within Teppesia, a human champion, Xant Silverspear, has been willing to represent the Heavenly Court among the faiths of The Civilized Gods. The holy symbol of Leuad is a silver disk painted with a blue circle, and the faithful often dress in shades of blues and pale yellows in honor of their god.

**Areas of Concern** the moon, dreams, and love

**Edicts** seek out dreams, worship of the moon, protect love, live life with passion

**Anathema** deny love, create undead, lying (unless that lie would save lives)

**Divine Attribute** Dexterity or Charisma

Devotee Benefits

**Cleric Spells** 1st: *sleep* 3rd: *dream message*, 5th: *mind probe*

**Divine Font** heal

**Divine Sanctification** must choose holy

**Divine Skill** Nature

**Domains** darkness, dreams, moon, passion

**Favored Weapon** scimitar

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## Llymann

Worship of Llymann (L-ly-mann), also known as “The Navigator,” originated from the northern islands of the Known World, and he is the patron of seagoing travelers, traders, and occasionally raiders. Llymann is portrayed as an old, well muscled man dressed in fur-lined armor with a battle axe strapped to his back while sailing a ship. The Navigator teaches that a person is only truly free when traveling, and is often worshiped by sailors, fisher-folk, and travelers.

Shrines to Llymann are found exclusively within The Docks District, as close to the water as possible. Many sailors make small donations to these shrines for good fortune and travel upon the sea, while the tithed funds are used by the faithful to support widows, widowers, or children of those who are lost to the sea. The leader of the faithful in Teppesia is Eric Redhalf, a middle-aged dwarf who can be found telling stories to follow sailors within the pubs of The Docks. The holy symbol of Llymann is a scrimshaw pendant showing an image of a wave.

**Areas of Concern** Travel, sailors, fishermen, and the sea

**Edicts** to seek freedom and travel, protect the sea from pollution

**Anathema** pollution of water, using magic to change the weather permanently, keeping slaves

**Divine Attribute** Strength or Charisma

Devotee Benefits

**Cleric Spells** 2nd: *mist*, 5th: *control water*, 5th: *mariner’s curse*

**Divine Font** heal

**Divine Sanctification** can choose holy

**Divine Skill** Survival

**Domains** freedom, nature, travel, water

**Favored Weapon** battle axe

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## Lomau

The final godlike incarnations sitting on the Elemental Court, Lomau (Lo-mau) is known as the "Lord of Earth," to his faithful. Known for his stability and reliability, Lomau is known for his thoughtfulness and stability within the court and rarely rushes to any decision recklessly. The faithful remind others that this reliability doesn't mean that the god is inflexible, quite the opposite Lomau can be as swift as a landslide when the situation merits such action. Lomau is considered a protector of others, the mighty stones of earth serving others as a bulwarks against harm.

Within Teppesia the main shrine to Lomau is located within the Temple of Earth, which is within a short walking distance from the goblin-town of Westliche. This temple is overseen by a goblin woman known as Mother Dirt, who walks barefoot throughout the Comestibles District. The holy symbol of the Lord of Earth is a rough beaten copper disk painted with three brown lines in the shape of a triangle, representing a mountain.

**Areas of Concern** Earth, rock, reliability

**Edicts** serve as a balance between civilization and nature, protect elemental creatures of earth from harm (unless they seek to harm you first), to encourage creation that protects others

**Anathema** polluting the earth with poison, using magic to permanently change the weather

**Divine Attribute** Constitution or Wisdom

Devotee Benefits

**Cleric Spells** 1st: *pummeling rubble*, 3rd: *earthbind*, 5th: *magic passage*

**Divine Font** heal or harm

**Divine Sanctification** none

**Divine Skill** Nature

**Domains** earth, creation, nature, protection

**Favored Weapon** maul

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## Tano the Scribe

One of the triumvirate of deities including Ashi the Champion and Dante the Protector, Tano the Scribe is seen as a balance between the stoic Dante and impulsive Ashi. Tano is depicted as a bald and portly old man wearing a simple, homespun robe of green-dyed wool, and holding a mug of ale. The deity teaches that knowledge is a divine gift to share among all and the source of all magic. As such, clergy of Tano are often found as advisors throughout the world, offering their services as mystical theurges or sages. Those who don't find themselves drawn to the intrigue of courts or other offices often find themselves running breweries and distilleries in the name of their deity, who is extremely fond of any alcoholic beverage.

Within the triumvirate it is said that Tano helps temper Ashi's most impulsive tenancies, which has led to a peace between Ashi and Dante. Within Teppesia, the main temple to Tano the Scribe is a large library along the borders of the Azure and Trust Wards known as the Kooru Eolas, a squarish tower that covers nearly a quarter of a block. Within Kooru Eolas, monks pour over ancient tomes recovered from the ruins and create a beer used for holy services. The holy symbol to Tano the Scribe is a palm-sized book inscribed with the image of a pen and inkwell.

**Areas of Concern** Magic, knowledge, brewing

**Edicts** to seek out new information wherever it can be found, share their knowledge with others, encourage the use of magic throughout the world

**Anathema** destroy knowledge, discourage the use of magic throughout the world, tell a lie (unless that lie would cause harm to others)

**Divine Attribute** Constitution or Intelligence

Devotee Benefits

**Cleric Spells** 1st: *force barrage*, 4th: *flicker*, 6th: *teleport*

**Divine Font** heal

**Divine Sanctification** can choose holy

**Divine Skill** Arcana

**Domains** indulgence, knowledge, magic, perfection

**Favored Weapon** light pick

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## Tyn the Weaver

An ancient and enigmatic deity, Tyn the Weaver is depicted as an androgynous, crimson-cloaked figure wearing a white, featureless mask and holding a filcher's fork in their hand. Upon the mask is a single silver teardrop, dripping from where the deity's left eye would be. Legends and scriptures tell a tale that Tyn weaves together the strands of life together with strands of time, creating the tapestry of power that is known as magic. Tyn and their followers combat aberrations wherever they are found – the deity teaching that aberrations are a corruption of life on Aimsir that threatens to unravel the weave of magic if left unchecked.

This deity never speaks directly to their faithful, instead opting to send dreams or nightmares to guide their faithful to their ultimate fate. Their clergy often follow these dreams or nightmares, creating shrines or temples where guided even if they don't understand their mysterious deity's ultimate purpose. The faithful who find themselves serving in these temples serve all those who come seeking guidance or aid, hoping to complete their part within the fabric of life that Tyn constantly weaves. Clergy of Tyn at a shrine or temple often wear red robes trimmed in silver thread to easily identify themselves from other worshipers, although these robes are often set aside when traveling. The holy symbol of Tyn is a silver pendant shaped like a teardrop, covered in arcane runes.

**Areas of Concern** Fate, the future, and magic

**Edicts** to seek inspiration of the future from both dreams and nightmares, believe in an unknown fate greater than themselves, do not let aberrations corrupt life

**Anathema** disbelieve in the dreams seen by others, destroy unique magical items, aid aberrations in corrupting life

**Divine Attribute** Constitution or Wisdom

Devotee Benefits

**Cleric Spells** 1st: *sure strike*, 4th: *detect scrying*, 6th: *scrying*

**Divine Font** heal or harm

**Divine Sanctification** can choose holy or unholy

**Divine Skill** Arcana

**Domains** dreams, fate, magic, nightmares

**Favored Weapon** filcher's fork

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## Urdim of the Crafts

Originating in the northern reaches of the Known World, the worship of this goddess spread throughout the world during the diaspora caused by the Duraiyan Empire. The teachings of Urdim state that the goddess was the first to draw forth fire from deep within the heart of Aimsir, creating the first forge. It is said that she taught a fledgling world industry and craft. Artisans and craftspeople look to this goddess for inspiration, seeking favor and insights as these creators seek to perfect their individual crafts.

The faithful of Urdim rarely congregate to larger temples, instead building small shrines to the goddess in a corner of their workshops overlooking the worshiper's work. These shrines are simple affairs, often only consisting of a small hammer, they symbol of the goddess, and a small unlit candle, representing the craftspeople seeking guidance from Urdim. Tradition states that when one the faithful joins another workshop, they add a new candle to the shrine to show the goddess how her gift of industry and craft is growing within the world.

It is said by the worshipers of Bylanni that the god has an unrequited love with Urdim, who ignores the god's attention to focus upon her work, but the faithful of Urdim don't hold much stock in this tale. Rather than accidentally start a fight with the worshipers of the fickle god, Urdim's faithful shrug off the tale as they believe they have more important things to concern themselves about.

The faithful of Urdim rarely proclaim themselves as followers of the faith, although worshipers with a divine connection to the goddess go by the title of Artisan. The holy symbol of Urdim is a bronze disk inscribed with the symbol of a hammer on both sides.

**Areas of Concern** Craft, invention, engineering, and creation

**Edicts** take what the world offers to craft something new, inspire craftspeople to push beyond their limits to create something new, promote acts of creation

**Anathema** to disparage something created by another person, to destroy a unique crafted item, allow crafting knowledge to be lost on purpose

**Divine Attribute** Strength and Intelligence

Devotee Benefits

**Cleric Spells** 1st: *summon construct*, 4th: *creation*, 7th: *telekinetic haul*

**Divine Font** heal

**Divine Sanctification** can choose holy

**Divine Skill** Craft



**Domains** creation, confidence, fire, truth

**Favored Weapon** warhammer

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## The Fallen Gods

As the Civilized Gods protect civilization and the Gods of Balance seek to maintain balance within the world, the Fallen Gods are voracious deities who find power in the pain and suffering of others, the destruction of civilization, life unending feasting upon others, and entropy. Although numbering fewer than the other gods, these deities are so powerful that it takes the Civilized Gods and Gods of Balance to keep them in check. These faiths and deities remain hidden in the dark places of the world, waiting to corrupt the willing to commit the worst atrocities.

The fallen gods draw their power from the pain and suffering of Aimsir as a whole, from the most destructive of emotions and depraved of worshipers. The true source of their strength, though, is how they are empowered not just by devoted worshipers, but by any desperate soul whose thoughts, motivations, and actions align with their dark agendas. Every murder is devoted to Glyfar, no matter what the killer believes, every depraved scholar chasing dark secrets ultimately serves Byblos, whether they offer prayers or not. The rampage of a mindless monster feeds Grimm, the mere existence of undead empowers Lammarru; Typhos delights in natural disasters (the deadlier the better), and the Whispering Legion sips of a chalice filled by the existence of strife itself. In this way, the Fallen Gods amass power beyond their worship, and will never truly be banished from Aimsir and its people.

## Byblos

Worshiped by the Duraiyan Empire, Byblos was once a god of knowledge and magic that was slowly twisted over time by the rising malice and evil of the Empire. It is said that the creation of the Deathless Emperor was the final sin which drove Byblos from the ranks of the Civilized Gods and into those of the Fallen. Since the fall of the Duraiyan Empire, worship of Byblos was rare in the Old World, with many arcane and occult spellcasters seeking long lost knowledge and power. The holy symbol of Byblos is a black feather quill trimmed in gold.

Domains: Knowledge, Magic, Secrets, Tyranny

## Grimm

The Lord of Abomination, this daemon was once a mighty tyrant a millennium before the rise of the Duraiyan Empire. It is said that Grimm twisted life, fathering the first monsters to plague civilization. The legends continued that his son, seeing the horrors of his father, killed the tyrant lest his action continue. But his son was too late, Grimm foreseeing this eventuality, used his murder at the hands of his child to ascend into

godhood. Grimm arose in the Hells as a daemon, quickly rising to power by shattering the legions of demons and devils alike from the shadows. Followers of Grimm move among civilized nations, seeking to further their god's rule of the mortal realm from the beyond. The holy symbol of Grimm is a crimson eye on a black circle. Grimm's preferred weapon is a main-gauche.

Domains: Ambition, Darkness, Destruction, Tyranny

### Lammarru

Known as the Ravenous Beast, Lammarru is an ancient deity of undeath and gluttony. Lammarru is portrayed as an enormous, obese ghoul, his fingers and maw stained black from consuming the souls of countless innocents. Lammarru offers whispered power to his followers, everlasting life for the souls they are willing to gather in their god's name. Worshipers of Lammarru find safety through secrets, hiding their vile rites from the prying eyes of good. The holy symbol of Lammarru is the image of a grinning skull, with the eyes aglow with fire. Lammarru's preferred weapon is a trident.

Domains: Death, Indulgence, Secrets, Undead

### The Cackling Glyfar

Once a mortal, the deity that is The Cackling Glyfar murdered the former god of the dead a millennium ago, assuming the god's title and domains. Scorned by the other gods, foremost by Irista the goddess of luck, The Cackling Glyfar now seeks the power to continue his murder spree across all of existence. Worship of The Cackling Glyfar focuses upon seeking revenge against those who have slighted you, causing pain, and taking what you believe belongs to you. Many assassin and rogue guilds in the Old World forged their alliances around The Cackling Glyfar, but since Gatefall, any lone assassins and rogues have been cut off from their guilds. The holy symbol of The Cackling Glyfar is a kris-bladed dagger covered in blood.

Domains: Death, Nightmares, Pain, Trickery

### The Whispering Legion

Birthered at the beginning of existence, The Whispering Legion is more of an elemental force of evil that has grown from the countless lives destroyed by ambition, secrets, and pain. Myths of The Whispering Legion speak less of a deity, but more of a dark cloud of whispering voices, offering the secrets of the universe to those willing to join them in the pursuit of knowledge. The Whispering Legion is the culmination of trillions of lives that it has destroyed over the eons, the souls corrupted and becoming one of the

countless voices within the Whispering Legion. Unlike the other Fallen Gods, The Whispering Legion has accumulated power not through the worship of others, but through acts which have led souls to their ultimate destruction. Divine followers of The Whispering Legion seek power through the secrets that the elemental spirit has collected throughout history, using this knowledge to corrupt others and ultimately sacrifice them to the corrupt deity. The holy symbol of The Whispering Legion is a square of black cloth with thirteen smiling lips embroidered on the patch.

Domains: Ambition, Destruction, Secrets, Pain

## Typhos

Known as the Furious Storm, Typhos is the elements gone amok, destroying anything in their path. From earthquakes to hurricanes, tornadoes and volcanic eruptions, Typhos relishes in the destruction of all life, which it believes is a perversion of the purity of the elements. Worshipers of Typhos channel that fury against life into their own pursuits, seeing the destruction of civilization as one of the greatest callings. Typhos encourages this belief among its worshipers, seeing them as flawed pawns in need of destructive purification to become closer to the purity of the elements. Raiders, berserkers, and certain sects of druids worship Typhos, groups that believe that purity comes from destruction. The holy symbol of Typhos is a yellow lightning bolt on a field of red. It is said that worshipers who are old, infirm, or otherwise at the end of their lives will try to find ways to die to the violent expression of the elements (drowning in a storm at sea is apparently a popular choice).

Domains: Air, Earth, Fire, Water

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## Chapter 7: Adventuring In Teppesia

*“Oh, the city is just as dangerous as the Dregs – civilization is just ‘survival of the fittest’ given a fresh coat of paint to make it look pretty.”*

*Jinn Flamewind  
Guild Master, Company of the Black Wolf  
Missing (presumed dead)*

The Relicborne Saga is a living campaign, differing from a standard home campaign in a number of ways. Because you can take your character in the Relicborne Saga Campaign and play them in any adventure or event related to the Relicborne Saga, there are some specific rules related to play that come into effect before, during, and after any adventure. This chapter goes over those specific rule changes related to playing a character in the Relicborne Saga.

<under construction>