

Relicborne Saga

Fast Play Guide

Welcome to the Relicborne Saga, a living campaign utilizing the *Pathfinder Second Edition* ruleset!

The Relicborne Saga is based within the reclaimed ancient city of Teppesia, located on the coast of Enora, a vast continent which was been sealed away from the rest of the world of Aimsir by a powerful magic barrier over 2 centuries ago. Decades before the continent was locked away, adventurers and explorers had discovered Teppesia via an ancient teleportation ring, but when a calamity of weather and magic hit, known as Gatefall, it scoured the magic from the teleporter and surrounding lands, leaving only the barrier known as The Wall behind.

Now, the city's rebuilding is complete, and the time for expansion has come! Teppesia needs her adventurers to lead the charge, exploring new lands, recovering lost secrets, and maybe even finding a way past The Wall...

What is a living campaign?

A living campaign utilizes a special set of rules, and a specific kind of record-keeping, that allows you to play Relicborne Saga (RBS) adventures at home and at conventions using the same character. Relicborne Saga utilizes the *Pathfinder Second Edition - Remaster* ruleset, but we are not affiliated with the Pathfinder Society, and our adventures and game worlds have no cross-over whatsoever. Time passes in Teppesia at the same rate as in the real world, with the actions of adventurers affecting the campaign as time progresses.

What do you need to play?

The Relicborne Saga utilizes the *Pathfinder Second Edition Player Core* (Player Core) and the *Pathfinder Second Edition GM Core* (GM Core) during play. To start play, you will need to either build a 1st level character by utilizing the Player Core character creation rules, or use one of our pre-generated characters. Each character will also need an *Adventure Log* to record your adventures after you've played them, and *Reputation Tracker* to track your influence with the various prominent organizations of Teppesia.

Character Creation You can build a 1st level character using the rules found in the Player Core. Some additional restrictions apply to characters created for the Relicborne Saga:

- You can use any ancestry found in the Player Core, or in the Relicborne Saga Campaign Guide.
- Although alignment no longer exists as a game mechanic, RBS characters are heroic, not evil or deranged.
- The Relicborne Saga utilizes its own faiths, with a quick list located later in this guide.
- You cannot change your character's name after you've played your first adventure. Each character's name, along with their Adventure Log, Reputation Tracker, and treasure certificates, are how progress is tracked.
- 1 time, and 1 time only, you may work with a GM to completely redesign your character, as long as they are no higher than 3rd level, and their name is preserved. If you began play with a pre-gen, personalizing that character does not count for this rewrite...but no matter what, once you're 4th level, it's permanent.

Ancestries The Relicborne Saga uses the Ancestries found in the Player Core, but with a different flavor set to this world. In addition, two (2) new Ancestries, the Canisai and the Deilen, are unique to Relicborne.

- **Catfolk** are wanderers that were naturally drawn to Teppesia prior to Gatefall.
- **Dwarves** are industrious people who find pleasure in hearth and family, and see Kobolds as kindred spirits.
- **Elves** are a nomadic people who originated in the Great Desert in the Old World before being spread far by a great diaspora. Elves adapt quickly to these new environments.
- **Gnomes** were brought as slaves to this world more than a millennium ago by the ancient Duraiyan empire. Now natives, gnomes can be found everywhere.
- **Goblins** are an orderly and industrious people who lived on the continent of Enora, and helped the fledgling city of Teppesia survive after Gatefall. Led by matriarchs, goblins specialize in alchemy, farming, ranching, and brasswork.

- **Humans** are the most common people of Teppesia, coming from every conceivable background, including Aiuvarin and Dromaar ancestries.
- **Kobolds** are a curious race descended from the Elder Dragons. Kobolds specialize in clockwork machinery and gems, and see Dwarves as kindred spirits.
- **Orcs** are proud and honorable warriors that were created more than a millennium ago by the ancient Duraiyan empire. They are a civilized people that prize honor above all else.
- **Ratfolk** are traders at heart, seeking to better their families' fortunes. In the Old World, ratfolk lived along the oceans as sailors and merchants.
- **Tengu** are an insightful people who lived high in the mountains of the Old World. Many came to Teppesia seeking further enlightenment in this ancient city.

Relicborne Saga Ancestries The 2 ancestries presented here are unique to the world of Aimsir.

Canisai

A proud, observant people, canisai are canine-like humanoids (similar to how catfolk are feline-like humanoids) native to a far-off continent of the Old World. Fur covers their bodies in a broad array of styles and colors, and they stand between 5½ and 6½ feet tall, with pronounced snouts and keen noses and ears.

HP 6	Size Medium	Speed 30 feet	Traits Canisai, Humanoid
Ability Boosts Dexterity, Wisdom, Free		Ability Flaw Charisma	
Languages Common, Canisai		Low-Light Vision	

Canisai Heritages

Canisai bloodlines tend to reflect the unique environments or tasks that they've adapted to over time.

Malamute Canisai Cold Resistance equal to ½ your level (minimum 1), and treat environmental cold effects as one step less extreme.

Mastiff Canisai 10 HP instead of 6 HP at 1st level, +1 circumstance bonus to Athletics checks to Force Open or Shove actions.

Terrier Canisai *Read Aura* cantrip as an occult innate spell at will, and a +1 circumstance bonus to checks to Identify Magic and Decipher Writing of a magical nature.

Wolfhound Canisai imprecise scent (30 ft), and +2 circumstance bonus to Track a creature or object if you've smelled them before.

Retriever Canisai choose an additional Trained skill. At level 5, become an Expert in that skill

Collie Canisai get the Enclave Loyalty feat for free, and choose an additional level 1 heritage feat.

Canisai Heritage Feats

Bestial Claw (Feat 1, Canisai) Your fingers end in bestial claws, granting you a claw attack that deals 1d4+1 slashing damage, and has the Agile, Finesse, and Unarmed. This attack can be enhanced with *Handwraps of Mighty Blows* as normal, but cannot be used with the attacks granted by Monk Stances.

Enclave Loyalty (Feat 1, Canisai) You, and any allies within 30 feet, receive a +1 bonus to saves against effects with the mental trait. Once per day, after you roll a save against an effect with the mental trait and you know the result of that save, you may choose to increase your level of success with that save by 1 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 or Trained to Expert.

Nightvision (Feat 1, Canisai) Your vision is sharper than normal, granting you Darkvision.

On the Hunt (Feat 1, Canisai) Your hunting senses sharpen. You increase your proficiency rank in Survival by

1 step; from Untrained to Trained, or Trained to Expert.

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, or Trained to Expert.

Crossbreed (Feat 1, Canisai) Your family line is more eclectic than most. Choose a second Canisai heritage. You gain the abilities of that heritage, and are treated as both of your heritages for the purposes of prerequisites. You may only take this feat at 1st level, and you may not Retrain into or out of this feat.

Deilen

Tough, deliberate, and patient, deilen are a race of tree-like humanoids of unknown origins. Their skin is rough and thick like tree bark, their “blood” is actually a thin sap, and their hair can be needles or leaves that change with the seasons. They tend to stand about 6 to 7 feet tall, but sometimes appear shorter if they’re “rooting”.

HP 10 **Size** Medium **Speed** 20 feet **Traits** Deilen, Humanoid

Ability Boosts Strength, Wisdom, Free **Ability Flaw** Dexterity

Languages Common, Sylvan

Deilen Heritages

Deilen are highly adaptable to a wide array of environments, given enough time.

Betula Deilen Acid Resistance equal to $\frac{1}{2}$ your level (minimum 1), if you have at least 1 Hero Point, get a +1 bonus on saves vs. effects with the acid trait

Cacnae Deilen Fire Resistance equal to $\frac{1}{2}$ your level (minimum 1), and treat hot environmental effects as 1 step less extreme.

Confi Deilen Cold Resistance equal to $\frac{1}{2}$ your level (minimum 1), and treat cold environmental effects as 1 step less extreme.

Decidui Deilen You gain low-light vision and have hard, bark-like skin that grants a +1 status bonus to AC.

Ilex Deilen Lightning Resistance equal to $\frac{1}{2}$ your level (minimum 1), if you have at least 1 Hero Point, get a +1 bonus on saves vs. effects with the electricity trait

Deilen Heritage Feats

Fungicide (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.

Pesticide (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.

Paralysis Resistance (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 +2 status bonus to saving throws against being paralyzed or stunned, and any successful save against these effects is treated as a critical success instead.

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.

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.

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 your level rounded up.

Graft (Feat 1, Deilen) As a rebellious sapling, you grafted discarded cuttings to your developing body, not unlike fleshy adolescents getting embarrassing tattoos to vex their elders. Choose a second Deilen heritage. You gain the abilities of that heritage, and are treated as both of your heritages for the purposes of prerequisites. You may only take this feat at 1st level, and you may not Retrain into or out of this feat.

Faiths of Aimsir, and the deities of the Relicborne Saga

Relicborne Saga makes use of its own unique pantheon, which operates the same in all respects as the deities and faiths presented in the PF2 CRB.

The Civilized Gods: Younger deities that take an active interest in the civilizations of mortals

Ashi the Champion – freedom, and fights against tyranny; **Attributes** Constitution or Charisma; **Font** heal; **Skill** Athletics; **Favored Weapon** war flail; **Domains** Destruction, Freedom, Might, Zeal; **Sanctification** can choose holy; **Cleric Spells** 1st: *sure strike*, 4th: *weapon storm*, 6th: *chain lightning*

Auric - the Merchant's Friend, god of commerce; **Attributes** Dexterity or Charisma; **Font** heal; **Skill** Society; **Favored Weapon** short sword; **Domains** Ambition, Cities, Luck, Wealth; **Sanctification** can choose holy; **Cleric Spells** 1st: *ant haul*, 4th: *suggestion*, 9th: *foresight*

Bylanni - patron of artists; **Attributes** Dexterity or Charisma; **Font** heal; **Skill** Performance; **Favored Weapon** starknife; **Domains** Ambition, Cities, Creation, Passion; **Sanctification** can choose holy; **Cleric Spells** 1st: *dizzying colors*, 3rd: *hypnotise*, 7th: *project image*

Church of the Saints - large church following the seven virtues; **Attributes** Strength or Charisma; **Font** harm or heal; **Skill** Society; **Favored Weapon** longsword; **Domains** Confidence, Family, Healing, Zeal; **Sanctification** can choose holy; **Cleric Spells** 1st: *phantasmal minion*, 4th: *liminal doorway*, 7th: *warp mind*

Dante the Protector - patron of laws and protection; **Attributes** Strength or Wisdom; **Font** heal; **Skill** Athletics; **Favored Weapon** bastard sword; **Domains** Might, Protection, Truth, Zeal; **Sanctification** can choose holy; **Cleric Spells** 1st: *thunderstrike*, 4th: *mountain resilience*, 6th: *wall of force*

Edric the Swordsaint - patron of reckless valor and honor; **Attributes** Strength and Charisma; **Font** harm; **Skill** Survival; **Favored Weapon** greatsword; **Domains** Ambition, Confidence, Tyranny, Zeal; **Sanctification** can choose holy or unholy; **Cleric Spells** 1st: *sure strike*, 2nd: *blur*, 4th: *flicker*

Ha'ul - goddess of the sun and fate; **Attributes** Constitution or Charisma; **Font** heal; **Skill** Society; **Favored Weapon** kukri; **Domains** Fate, Fire, Sun, Truth; **Sanctification** must choose holy; **Cleric Spells** 1st: *breathe fire*, 4th: *fire shield*, 7th: *fiery body*

Irista - lady luck and goddess of freedom; **Attributes** Dexterity or Charisma; **Divine Font** harm or heal; **Skill** Thievery; **Favored Weapon** rapier; **Domains** Confidence, Fate, Luck, Trickery; **Sanctification** can choose holy or unholy; **Cleric Spells** 1st: *sure strike*, 2nd: *invisibility*, 6th: *mislead*

Kaliac - goddess of death and foe of undead; **Attributes** Constitution or Wisdom; **Font** heal; **Skill** Occultism; **Favored Weapon** flail; **Domains** Death, Fate, Sun, Undead; **Sanctification** must choose holy; **Cleric Spells** 1st: *sleep*, 3rd: *paralyze*, 5th: *umbral journey*

Leaud - god of the moon and dreams; **Attributes** Dexterity or Charisma; **Font** heal; **Skill** Nature; **Favored Weapon** scimitar; **Domains** Darkness, Dreams, Moon, Passion; **Sanctification** must choose holy; **Cleric Spells** 1st: *sleep*, 3rd: *dream message*, 5th: *mind probe*

Llymann the Navigator - patron of travelers and traders; **Attributes** Strength or Charisma; **Font** heal; **Skill** Survival; **Favored Weapon** battle axe; **Domains** Freedom, Nature, Travel, Water; **Sanctification** can choose holy; **Cleric Spells** 2nd: *mist*, 5th: *control water*, 5th: *mariner's curse*

Tano the Scribe - god of knowledge and indulgence; **Attributes** Constitution or Intelligence; **Font** heal; **Skill** Arcana or Occultism (choose 1) **Favored Weapon** light pick; **Domains** Indulgence, Knowledge, Magic, Perfection; **Sanctification** can choose holy; **Cleric Spells** 1st: *force barrage*, 4th: *flicker*, 6th: *teleport*

Urdim - goddess of crafts; **Attributes** Strength or Intelligence; **Font** heal; **Favored Weapon** warhammer; **Skill** Crafting; **Domains** Creation, Confidence, Fire, Truth; **Sanctification** can choose holy; **Cleric Spells** 1st: *summon construct*, 4th: *creation*, 7th: *telekinetic haul*

The Gods of Balance: Older deities focused more on the balance of the natural world

Awyr - elemental goddess of the air; **Attributes** Dexterity or Intelligence; **Font** harm or heal; **Skill** Acrobatics; **Favored Weapon** longbow; **Domains** Air, Freedom, Perfection, Travel; **Sanctification** none; **Cleric Spells** 1st: *gust of wind*, 3rd: *wall of wind*, 8th: *punishing winds*

Dwur - elemental god of water; **Attributes** Dexterity or Wisdom; **Font** harm or heal; **Skill** Athletics; **Favored Weapon** trident; **Domains** Healing, Luck, Protection, Water; **Sanctification** none; **Cleric Spells** 1st: *hydraulic push*, 5th: *control water*, 8th: *arctic rift*

Eirias - elemental goddess of fire; **Attributes** Dexterity or Wisdom; **Font** harm or heal; **Skill** Arcana or Occultism; **Favored Weapon** spiked chain; **Domains** Ambition, Destruction, Fire, Zeal; **Sanctification** none; **Cleric Spells** 1st: *breathe fire*, 3rd: *fireball*, 6th: *volcanic eruption*

Lomau - elemental god of earth; **Attributes** Constitution or Wisdom; **Font** harm or heal; **Skill** Nature; **Favored Weapon** maul; **Domains** Earth, Creation, Nature, Protection; **Sanctification** none; **Cleric Spells** 1st: *pummeling rubble*, 3rd: *earthbind*, 5th: *magic passage*

The Green Way - faith in the natural world; **Attributes** Constitution or Wisdom; **Font** harm or heal; **Skill** Nature; **Favored Weapon** bo staff; **Domains** Nature, Protection, Sun, Water; **Sanctification** can choose holy or unholy; **Cleric Spells** 1st: *vanishing tracks*, 4th: *wall of thorns*, 6th: *tangling creepers*

The Grey Lady - goddess of change, healing, and final rest; **Attributes** Constitution or Wisdom; **Font** harm or heal; **Skill** Medicine; **Favored Weapon** kama; **Domains** Death, Healing, Pain, Passion; **Sanctification** none; **Cleric Spells** 1st: *phantom pain*, 4th: *vision of death*, 6th: *phantasmal calamity*

Gwyneth - goddess of agriculture and home; **Attributes** Strength or Wisdom; **Font** heal; **Skill** Nature; **Favored Weapon** scythe; **Domains** Earth, Family, Nature, Wealth; **Sanctification** can choose holy; **Cleric Spells** 1st: *summon plant or fungus*, 3rd: *earthbind*, 5th: *nature's pathway*

Tyn - deity of fate, dreams, and magic; **Attributes** Constitution or Wisdom; **Font** harm or heal; **Skill** Arcana; **Favored Weapon** fletcher's fork; **Domains** Dreams, Fate, Magic; Nightmares; **Sanctification** can choose holy or unholy; **Cleric Spells** 1st: *sure strike*, 4th: *detect scrying*, 6th: *scrying*

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Some commonly used terms and organizations, to make navigating our lore a little easier.

Adventurers' Union - The professional union which licenses and oversees adventurers within the city.

Aimsir - The name of the world.

The Consortium - The larger organization that oversees trade and craft guilds throughout Teppesia.

The Civilized Gods - Younger faiths of the world focused upon seeing civilization flourish throughout the world.

Council of Teppesia - The elected council of Teppesia, it has been chaired by Obvex the Farsighted for more than fifty years. The council (and the bureaucracy supporting it) ensures the city prospers through hard times.

Duraiyan Empire - An ancient magocracy which once ruled the world more than a millennium ago, the empire was overthrown during a slave uprising around the world. Much of the empire's magical knowledge was lost during its fall.

Enora - The continent on which Teppesia is located. Enora is cut off from the rest of the world by a magical barrier, the Wall, which destroys anything that attempts to pass through it. The only gate bypassing the Wall is in Teppesia.

The Fallen Gods - Evil deities that feed on pain and suffering. Illegal to worship in Teppesia.

Gatewatch - The combined police and army of Teppesia. Most members are retired adventurers.

Gatefall - Occurring more than fifty years ago, this is the event where the magical gate linking Teppesia from the rest of the world stopped working and trapping more than a hundred thousand people in Teppesia.

The Goblin Susteneers - The council of goblin families who run agricultural factories of the city.

The Gods of Balance - Older gods of the elements and nature, more concerned with the balance of the world.

Obvex the Farsighted - A sphynx champion who has chaired the Council of Teppesia for more than fifty years.

Spire of Song - The main bardic college within the city.

Teppesia - A massive city built by the Duraiyan Empire more than 1500 years ago. Only a small portion has been reclaimed from the wilderness. There are six wards in the city where people live and work.

Vietstown Community College - The leading university in the city where anyone can come to study. Has the leading experts on magic, science, and history in the city.

The Wall - A magical barrier surrounding the continent of Enora, making leaving the continent impossible.

Westliche - The nearest goblin settlement to Teppesia, it is a hub of agriculture, alchemy, and brasswork.