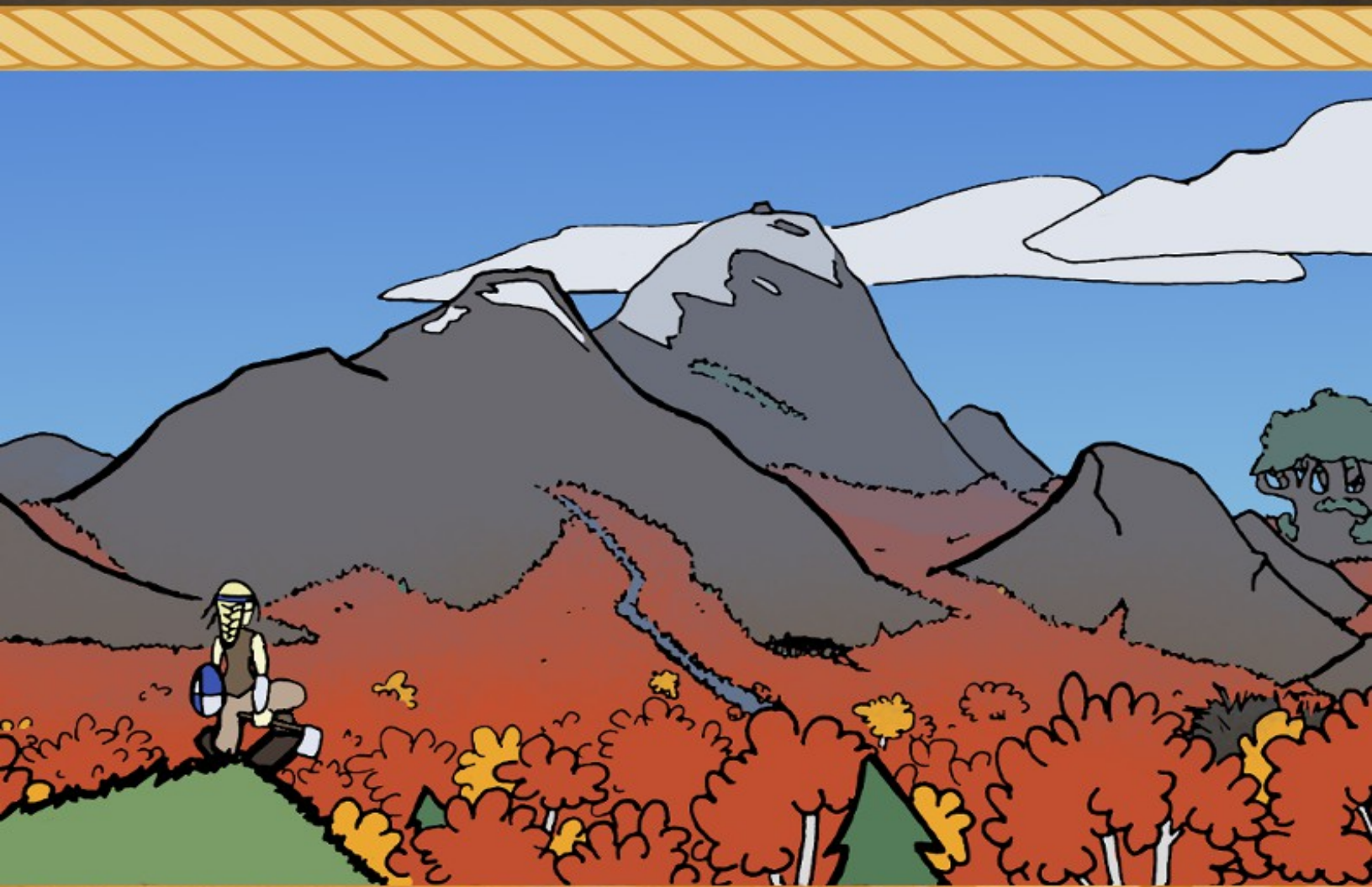


ENCOUNTER ROLEPLAY
PRESENTS

THE NORTH SEAT



PLAYER'S PRIMER

THE NORTH SEAT

THE PLAYER'S PRIMER

AN INTRODUCTION TO THE AXIUS AND
A PLAYER RESOURCE TO BUILD CHARACTERS
FOR THE NORTH SEAT

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A TIME FOR NEW HEROES

"Legend says that our humble home, isolated far in the northern seas was once the seat of the mighty devil Molnspjut. From upon his throne our lands were protected from the shadows that grew beyond and below to consume our ancient ancestors. There was a price for his protection. Blood. Our ancestors were willing to pay this price, sending one young man or woman up the lonely trails of the Djavulenstrom every spring in hopes to appease our protector.

"A young man, barely bearded, stood up against the Molnspjut. His partner taken from him, the young man's convictions and temper gave rise to a spirit of Passion to fight against the devil. Molnspjut's mighty spear pierced the Spirit's heart, and the Spirit's sword tore the devil asunder. Their essence rained down upon the land, infusing into our ancestors.

"Then onward we protected ourselves and face every beast and storm with might and passion. The trials before us are no different. We must stand now, together, against the worst our island may have, for our resolve is to be tested by not man nor monster, but by the Gods themselves! We've no Speakers to give us direction, those Gods' servants taken in by wave and dream.

"Those of the West would flee or pray. From the East, they would elect a council to determine their fates. In the North we stand strong, face our troubles head on and survive! We will show the Gods that we are fit to protect ourselves, and our home!

"Now, get out there and bring us the biggest damned beast you can find, or just stay out there until you do!

-Torik Klyverbjörn

A week prior to the first hunt, Hostadd's Temple to the Sea fell into the ocean and its waters became dark. The warriors and merchants sent off to the mainland haven't returned, the no bounty comes from sea. With the long winter coming the people of the north must band together to stock up on game from the interior of the island. Torik, knowing his way around trouble, hopes that with enough people they can make up for a lack of training in sheer persistence in fighting their way inland in search of game. You have been told that you will partake in these hunts, or be removed from the village for cowardice.

This book contains resources to help create characters unique to the setting of *The North Seat*, including available races, backgrounds and information about the world to help settle your character into life in the town of Hostadd.

CLASS CHANGES

Due to some of the elements of the setting some classes needed minor changes.

Druid Changes.

Druidic. You do not know "Druidic." Instead choose either the ability to speak, write and understand "Dreamer's Cant" or read and understand the "Celestial" language.
Wildshape. Unless your character is tainted by the Destruction or the Hunger, they may not shapechange into a bear or spider respectively, as both of these creatures are no longer animals. There is one exception: the honey bear (using black bear for juveniles and brown bears for adults) which has managed to escape the Destruction's corruption.

Paladin Changes.

Divine Sense. The presence of dreams and dream creatures registers on your senses like a noxious odor, heavenly music or strange auras. As an action, you can open your awareness to detect those creatures of the Underside. Until the end of your next turn, you know the location of any undersider, dragon or god within 60 feet of you that is not behind total cover. You know the type (such as undersider (demon) or dragon (white)) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Divine Smite. Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undersider or dragon.

Ranger Changes.

Favored Enemy. Second paragraph should read: "Choose a type of favored enemy: aberrations, beasts, constructs, dragons, elementals, fey, giants, monstrosities, oozes, plants, or undersiders. Alternatively, you can select two races of humanoid (such as norman and human) as favored enemies.

Monk Changes.

Safar monks consider the scimitar as a monk weapon.

SPELL CHANGES

Healing Evocation spells are now Necromancy spells (such as *Cure Wounds* and *Healing Word*).

NORMANS

It was in Norrsate that the Normans gained their strength and resolve. Although most had abandoned the isle for greater conquests, your clan and family decided to stay. Hearty and headstrong, the Normans view their very survival as proof of their greatness.

SIMPLE LIVES

The typical life of a Norman is one of hunting, fishing and farming. Autumn is a time of gathering resources to survive the long dark winters, during which the Normans perfect on their crafts of smithing, brewing and boats building.

LAWS AND FREEDOM

Above all else, the people of the North value freedom. Choices can be made by anyone, but must be defended with strength. There are few things explicitly illegal in Norman society. Generally, most common well-being is well-respected. Theft and lying are punishable by the loss of a digit. You cannot strike one unable to strike back. Any disagreement of in-conduct is often brought forward to a clan head, where the two parties can discuss or fight to determine the victor.

STRENGTH, COURAGE, AND HONOR

A true Norman would be nothing without these three virtues. They are that which the Normans hold highest and enjoy the most. Great feats of strength and courage are sung about in drinking halls, and great fanciful tales are then enacted out in the world after they are told.

NORMAN NAMES

Male Names. Jakob, Gerhard, Halsten, Simon, Ove, Ulrik, Vilhelm, Trygve, Ingemar, Osvald, Eric, Martin

Female Names. Fredrika, Camilla, Lilly, Tessa, Signy, Marit, Janina, Agatha, Gudrun, Vilma, Sigrun, Thea

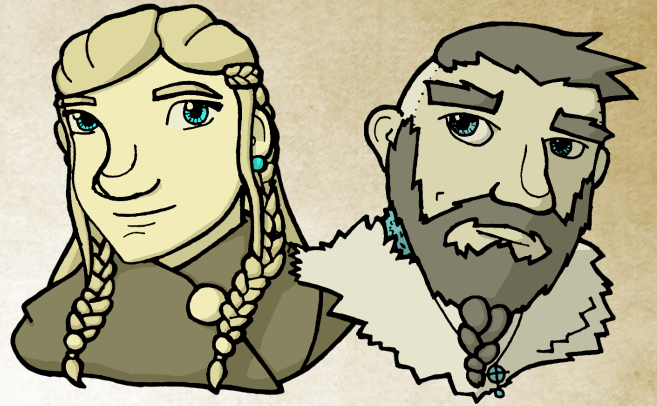
Surnames. Surnames are often the name of the parent followed by "son" (if male), or dottir (if female). ex. "Eric Osvaldson," "Fredrika Lillydottir." Likewise, a Norman may take the surname of a great task they have completed. ex. "the Bearcleaver," "the Ten-Drink," or "the Fireheart"

NORMAN TRAITS

Ability Scores. Your Constitution score increases by 2.

Age. Normans mature at the same rate as humans, and are able to begin their rites of adulthood as young as 14, but most do not succeed until their 16 th winter. Those that manage to survive into their 30's will often live to nearly 80 winters.

Alignment. While most the world may see them as brutal raiders, Norman culture is very structured. Most of their laws are based on good-will and strength, but any laws that do exist are well observed. They tend toward Lawful-Neutral.



Size. Normans grow taller than most humans, reaching heights between 6 and 7 feet tall. Your size is Medium-sized.

Speed. Your base walking speed is 30ft.

Language. You can speak, read and write Norman.

Snow Sight. You do not suffer penalties to vision due to natural fog, rain or snow up to 30ft around you.

Tool Proficiency. Normans often fill the dreary winter months in harboring some talent or playing games of the mind. Pick an artisan's tools or gambling set. You gain proficiency with that tool.

Superior Craftsman. Whenever you make an Intelligence (History) check related to a craft/tool in which you have proficiency, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

All Heroes. You are proficient in two of your choice from the following list: Battleaxe, Longsword, Longbow, Pike, Shield.

Subrace. You may choose one subrace from the following list of Norman virtues: Strong, Courageous, or Honorable.

STRONG

Strength is to move forward and change the world. While others are content to survive, you are not. You must strive for challenge.

Ability Scores. Your Strength score increases by 2.

Strength Training. You gain proficiency in light and medium armor. Worn armor only weighs half as much in concern to encumbrance.

COURAGEOUS

Bravery is to know the dangers and to proceed without faltering. Your bravery has caught you in many situations. Some you learned from. Others made you tougher.

Ability Scores. Your Wisdom score increases by 1.

Forged Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

HONORABLE

Those who boast must often step forward and make their claims true, pushing them to greatness. You exemplify your word, and are always prepared for backing up your claims.

Ability Scores. Your Charisma increases by 1.

Prove. Anytime another creature calls to question a statement you have made, you can receive a +1d6 bonus on one skill check involved in proving yourself right. You can decide to use this feature after you have rolled your d20, but before the results of the roll are determined. Once you use this feature, you can not do so again until you finish a short or long rest.

RATFOLK

Having fled from the oppression of the Pasu Rayjom, the “ratfolk” were welcomed into Norman society for their tenacity, work ethic and ingenuity. It was their kind that built the light house off the coast and more efficient tools for farming our frozen soil.

FAR FROM HOME

Ratfolk hail from the realms of the Pasu Rayjom, a kingdom of animal folk who banded together during the the humans' Crusades to remove them from Axium. The Ratfolk make up the lowest caste where they are farmers, foot soldiers and merchants, using their wits and ingenuity to make up for their lack of strength. Some of those feeling boxed in by the Vanara and Mayura who ruled over them have found themselves in the freedom of the North where many now thrive.

ENGINEERS

Among all of the greatest of inventions, Ratfolk seem to have made most of the useful ones. In Norrsate they are responsible for the lighthouse that lets our fishermen and raiders find their way home and perfected the lumber mill that lets us wright our ships and build our homes.

RATFOLK NAMES

Male Names. Aravind, Vikram, Ajit, Kishor, Pallab, Amar, Vishal, Gopinath, Narayan, Dilipa, Uttar

Female Names. Rati, Chandana, Reshmi, Sarika, Radha, Malati, Nithya, Roshni, Rachana, Kirtida

Family Names. Narang, Bhattachary, Chaudhri, Kaur, Mullur, Tamboli, Vemulakonda

Note. Ratfolk attempting to assimilate might also give their children Norman names.

RATFOLK TRAITS

Ability Scores. Your Dexterity Score increases by 2.

Age. Ratfolk reach maturity by their 14th summer, and will rarely reach 60.

Alignment. Despite many having left the heavily structured Pasu Rajyom, many ratfolk have retained their

want of structure and certainty in their lives. Freedom has also made them very agreeable. They tend toward Lawful Good.

Size. Ratfolk stand around 3 to 4 feet tall and weight about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25ft.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Rascal's Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Language. You know Norman and Ama'sabda.

Subrace. There are two subraces for Ratfolk: Field Rat or Warren Rat. Pick one; it depicts not necessarily your choices in life, but the life you were raised in.

FIELD RAT

Ability Scores. Your Wisdom score increases by 1.

Speak with Domestic Beasts. Through sounds and gestures, you can communicate simple ideas with domestic or urban beasts. Field rats love their horses, sheep and goats, but are known to curse at pesky birds, cats and dogs.

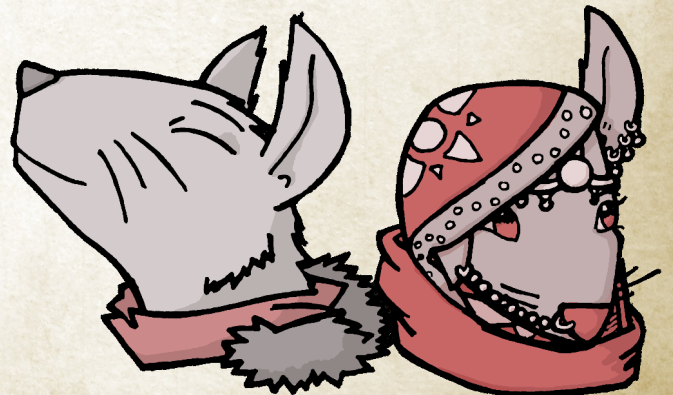
Farm Hand. Choose Animal Handling, Nature or Survival. You gain proficiency in that skill.

WARREN RAT

Ability Scores. Your Intelligence score increases by 1.

Science Savant. Whenever you make an Intelligence (History), (Investigation) or crafting check related to an alchemical object or technological device you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.



When you create a device, choose one of the following options:

Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier.

When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box. When opened, this music box plays a single song at a moderate volume.

The box stops playing when it reaches the song's end or when it is closed.

SAFAR

Displaced from their ancestral realms across the vast Nothing, most safar strive to hold on to anything that connects them to the past they had to forget.

CHILDREN OF THE SKY

It is said that the safar arrived upon burning Skyships from beyond the Nothing, and when they arrived they were given two choices by the Lord: They could either forget their pasts or die to the Hunger's corruption that filled their minds. Most chose to forget what they were (referred to as "Namudhaj"), and they became the safar. Those that chose to remember sunk into the depths of their ruined ships and became the jawean, succumbing to the rotting memories of the Nothing.

VAGUE MEMORIES

While everything was thought forgotten, some memories linger and pull at the mind's of the safar like hooks in their dreamless rest. Sometimes it is a song or an object or the faintest images of a person, pulling them to greatness.

DREAMLESS

Not created in this realm, the safar are not bound to a second self in the Underside and therefore do not visit



there when they rest. Instead they enter a restful meditation where they think about their day and things they need to do in the future.

RAFAE

While rare to see the princely rafae far from the mythrill towers of their crashed Skyships, many Seeker have come to Norrsate to try their hand at infiltrating the ruins along the northern coast. Rafae are created from the strange birthing vats of their ships, and are "genetically perfect" according to their own assertions.

ZAHR

Having lived on the island since before the death of the Djvalen, the zahr rarely leave the side of their tree Al'umu Alraatiea. It is the tree that protects them against the harshest elements of the island. It is their "Glorious Mother" as well, with each zahr grown from the fruit of its branches. Overly protective and naturally xenophobic, there is little interaction between the normans and the zahr, but each respect the other greatly.

SAFAR NAMES

Male Names. Zahi, Bousaid, Shareef, Munir, Khalil, Salim

Female Names. Dima, Farida, Basma, Amirah, Galila, Sara

Ship Names. DeBoulous, DeZahad, DeSayf, DeMura, DeNniema

Note. Rafae care little for gender identification and often use male and female names interchangeably. Zahr from Norrsate might have Norman-like names.

SAFAR TRAITS

Ability Scores. Your Wisdom score increases by 2.

Age. While maturing at about the same rate as humans, safar age much more gracefully. They do not wrinkle or lose their hair and retain much of their physical ability until their body eventually dies at just past a century old.

Alignment. The rafae believe in a strict code of conduct, and that it should always be met by everyone other than themselves. Zahr have a similar conduct, but believe ultimately that none should ever surpass an individual's freedoms.

Size. Safar vary greatly in height from 4 to 7 feet tall. They tend to be strong and slender in build. Safar are medium sized.

Speed. Your base walking speed is 30 feet.

Darkvision. Over the generations left in the void of Nothing your ancestors obtained superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dreamless. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Safar don't need to sleep. Instead they enter a trance and meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Language. You can speak, read and write Norman and either Safaer (High) or (Low).

Station. Ancient divides among the safar people resulted in two main subraces: Rafae and Zahr. Pick one.

RAFAE

Ability Scores. Choose Intelligence or Charisma. That score increases by 2.

Rafae Weapon Training. You have proficiency with the scimitar, shortsword, shortbow, and hand crossbow.

Classically Trained. You gain proficiency in one of the following skills: Arcana, History, Nature, Religion.

Cantrip. You know one cantrip of your choice from the wizard spell list. Choose intelligence or charisma. That is your spellcasting ability for it. This choice is permanent.

Ambassador. You can speak, read, and write one additional language.

ZAHR

Ability Scores. Choose Strength or Dexterity. That score increases by 1.

Zahr Weapon Training. You have proficiency with the glaive, scimitar, shortbow, and longbow.

Keen Senses. You have proficiency in the Perception skill.

Fleet of Foot. You have a base walking speed of 35 feet.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

TITANS

Champions of frozen peaks, the titans live for challenge. When a titan reaches maturity they are exiled from their mountain top villages until they have completed a worthy enough task to be shouted up at the sky to ward off those who would threaten their world.

Whether this be traversing the hottest deserts to slay a sand wyrm or sailing the roughest seas in hunt of a kraken, a titan can be found anywhere there is a trouble worthy of their strength, often sending them away to the furthest reaches of civilization to do so.

When their task is complete and their story told, a titan is welcomed back with rambunctious ceremony worthy of their task. It is only natural that the titan dot our populace and have made for great competition in the norman ways of hunting, fishing and tavern brawling. Some titans even adapt to norman ways so entirely that they forget their quest and live to the end of their lives happily among their adoptive families.



THE EPIC

Titans are sent out at a young age into the world to complete a task. This task is referred to as "The Epic," and is a story told that is so great that it would scare the Nothing above them. When completed and the titan returns to their mountain homes, they tell their tale at the top of their lungs out into the sky, warding the monsters beyond.

CHOSEN OF THE LORD

This task of reminding the sky of the titans' deeds was given unto them by the Lord himself. In the early days of Man, the Lord took chosen champions and led them to the peaks himself. He blessed them, and gave them their duty. It is without little consequence that any titan shrugs this duty.

TITAN NAMES

Male Names. Erkki, Jarkko, Eetu, Arto, Kustaa, Tahvo, Sisu, Juuso

Female Names. Emma, Varpu, Kerttu, Veerra, Tyyne, Oona, Lotta, Tuija

Surnames. Typically references their home mountain's peak, unless they have completed a notable task. They then use that instead, ex. "Stormseeker," "Wyrmrider," or "Helmetbreaker."

TITAN TRAITS

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

Age. Titans have lifespans comparable to humans. They enter adulthood in their late teens and usually live less than a century.

Alignment. Ritual overtakes most aspects of a titan's life, and are typically lawful.

Size. Titans are between 7 and 8 feet tall and weigh between 280 and 340 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Part the Clouds. You have proficiency in the Intimidation skill.

Epic Reprisal. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Until the end of your next turn, your next attack against the source of that damage deals +1d10 damage. You can't use this feature again until you finish a long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, receiving advantage on checks made against natural cold or wet weather.

Languages. You can speak, read, and write Norman with and without the (Giant) dialect.

HUMANS

Not many humans from the Western Kingdoms make the voyage through the Northern Seas lightly. Those that do are either traders looking for Norman steel and crafts, or adventurers looking to prove themselves in rugged "barbaric" lands. Rarely a scholar will show up to examine the many various ruins dotting the isle, but they are more often swallowed by their depths.

CHILDREN OF THE COYOTE

Humans were the original children of the Coyote in a bet that He could make as many creatures as the Lady, plus one. So he made humans, and then "Merged" them with every other creature that already existed. As a result, our world gained the creatures of the Pasu Rayjom (such as the ratfolk), domesticated animals (such as cows and dogs), and mad creatures intent on the destruction of the human race. It was because of this that the Lord made further unions between humans and other creatures impossible. It was this decree that the humans of the Western Kingdoms decided that it was the Lord's edict that they should destroy all creatures made by the Merging. Thus began the Crusades and war against the Pasu Rayjom.

BATHED IN DRAGON'S BLOOD

Present for the death of the Knight, many humans absorbed His free essence. Those so endowed believed them the rightful heirs to the Knight's duty of protecting the Lord's Laws. In time, those with the Dragon's blood became the nobility, and much blood is shed for the right to rule, often their own.

HUMAN NAMES

Male Names. Darian, Kelsey, Colbert, Todd, Duncan, Bran, Jake, Eli, Herbert

Female Names. Kathryn, Cecelia, Hope, Lesley, Johanna, Willow, Gertie, Elle, Evelyn

Surnames. Human surnames either reflect ancestral duties ex. "Miller," "Wright," or "Gardener," or the place



they hail from ex. "of Stoneharbor," "of Hillsbrook." Nobles use their House name ex. "Winterscale," "Goldenclaw," "Skybreaker."

HUMAN TRAITS

Ability Scores. Your ability scores each increase by 1.

Age. Humans are considered adults by the age of 16. Those that live through their twenties can live into their 80's, with exceptional cases of some living to a century.

Alignment. Humans sit at the extremes of the Dragon's Judgment and the Coyote's need for Change. Otherwise, commoners believe in being good natured, while nobles are often taught that their service requires making difficult decisions.

Size. Humans grow anywhere between 4'6" and 6" tall. They are medium-sized.

Speed. Your base walking speed is 30 feet.

Adaptable. You gain proficiency in one skill or tool of your choice. Whenever you attain a new level beyond first or spend one week practicing, you may lose your proficiency with the skill or tool obtained with this ability and replace it with a new skill or tool proficiency. After 32 summers, a human can no longer change proficiencies.

Language. You can speak, read and write Norman and Draconic with either the (Diremonte) or (Patrias) dialect.

MARATAYN

In an unnatural union between human and rafee using the strange birthing chambers aboard the crashed Skyships of the latter, the maratayn are created as a loophole to the prohibition of human and safar slaves as they are considered neither. These half-bloods have the endurance and obedience of humans, and the intelligence and grace of rafee making them the perfect servants in any capacity. Those that escape their bonds find liberty in the North where their freedoms are quickly protected by their new neighbors.

MARATAYN TRAITS

Ability Scores. Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Age. Maratayn mature at the same rate humans do and reach adulthood around the age of 20. They live longer than your average humans, and age much more gracefully like their safar parent.

Alignment. Liberated maratayn are often scarred from their previous lives and believe in constantly moving and spontaneous actions.

Size. Maratayn are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your rafee blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Unshackled. You have advantage on saving throws against being charmed, and magic can't put you to sleep. Although you sleep, you do not dream.

Genetically Tuned. You gain proficiency in two skills or tools of your choice.

Languages. You can speak, read, and write Norman, Saffar (High), and one extra language of your choice.

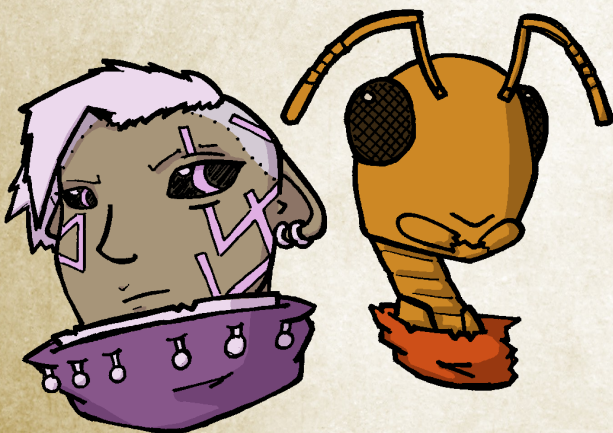
DROMANT

Having crawled their way up to the surface from the Underside, the insectoid dromant are newcomers to Norrsate. They do not seem to do well in the harsh winters, which makes one wonder why they are here. Not that I nor anyone else have managed to ask. They seem just as likely to hunt you as hunt beside you.

DROMANT NAMES

Trying to adapt human words to dromant names tends to arrive in a series of clicking noises, so either they are named after those noises, or those around them give them a name (typically Norman). Other than the queen and her consorts, dromant do not have genders.

Names. Tik, Nakk, Nuy, Chi, Quoo, Nxx



Note for GMs. Roleplaying a Dromant is a very difficult task involving pantomime, descriptions, and a lot of patience. Ensure that any player wanting to play a Dromant knows the difficulties before attempting, and recommend that novices not play this race.

DROMANT TRAITS

Ability Scores. Your Intelligence score increases by 2.

Type. You are an Undersider, and are not affected by spells and abilities that only affect humanoid.

Age. Dromant reach maturity within 4 years of birth, and few live longer than 30 years.

Alignment. Dromant have an alien sense of morality compared to most humanoid races. They follow their tribes and leaders with organized devotion, but when dealing with other humanoid races their motivations are less clear. They tend toward chaotic neutral alignments, though the rare adventuring Dromant may vary greatly.

Size. Dromant are slightly taller than normal humans, though they are much lighter than they look. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision to a range of 60 feet.

Aquaphobe. You can double your Constitution modifier when determining the number of days you can go without water, as well as when making Constitution saving throws against the environmental effects of extreme heat. Like many land-based insects, dromant are not built for life in the water. You make all checks involving swimming at disadvantage.

Sleepless. Dromant do not sleep and can take a long rest while remaining alert and performing light tasks. This torpor still takes 8 hours.

Extra Limbs. Dromant have an additional pair of hands. These hands can be used to hold additional objects, though they cannot be used to wield weapons in combat, cast spells, nor wear a shield. You may also, as a bonus action, stow or retrieve an object from your pack or sheath with these extra hands.

Dromant that choose to wear armor must have it specifically designed, doubling its base cost. Magical armor designed for humanoids does not typically adapt to a dromant's multi-limbed body structure.

Languages. You speak Dromant, and can understand, read and write, but not speak, one other language (typically Norman). The Dromant language is not known to have a written equivalent, preferring to inscribe memories into objects instead.

The Dromant is a simple language to understand. Any creature who has spent at least a week with a communicative Dromant may understand their strange language of clicks and facial expressions. This process is expedited if a creature finds themselves in a Seer's Collective (see below) to a single long rest.

Subrace. Each Dromant is determined whether to be a

builder, consort, queen, hunter or a seer, as per their initial choices of play objects at birth. Players may choose between Hunters and Seers.

DROMANT HUNTER

Ability Scores. Choose Strength or Dexterity. That score increases by 1.

Standing Leap. Your long jump is up to 20 feet and high jump is up to 10 feet, with or without a running start.

Chameleon Carapace. You can change the color of your carapace to match the color and texture of your surroundings. As a result, you have advantage on Dexterity (Stealth) checks made to hide. You lose this advantage if you move or have moved for a round. This benefit is lost if you wear armor.

Natural Armor. If you are wearing no armor, your base AC equals 12 + your Dexterity modifier. This increases to 13 + dex at 5th level. You can use a shield and still gain this benefit.

Fleet of Foot. Your base walking speed increases to 35 feet.

Background. You must choose either the "Hunter" or "Broken" background.

DROMANT SEER

Ability Scores. Your Wisdom score increases by 2.

Keen Awareness. You have proficiency in the Insight skill.

Collective. You can create an empathic bond with a number of willing creatures equal to your Wisdom modifier plus your proficiency bonus. For each creature in your collective, you can detect their presence and emotional state, giving you advantage on all Wisdom (Insight) and Wisdom (Perception) checks with respect to them, regardless of your ability to perceive them. You know the location of every creature in your collective, and each member has the same abilities against you.

As a standard action, you can transmit images or a sensation to all the members of the collective (much like *minor illusion*).

As a standard action, you can sever the link between you and any number of members of the collective. During a long rest, you can add additional members to your collective, assuming you have not hit your maximum. At level 1, the range of this ability is 100ft. At level 5, it increases to 10 miles.

If a member of your collective leaves your range the link is not automatically severed. Should they re-enter within range the connection is automatically reestablished.

Latent Dreams. You know the *Minor Illusion* cantrip. When you reach 3rd level, you can cast the *Command* spell once per day as a first level spell. When you reach 5th level, you can also cast the *Detect Thoughts* spell once per day. Wisdom is your spellcasting ability for these spells. These spells do not require Material components.

Background. You must choose the "Broken" background.

ODD-BLOODS

Sometimes a child takes an essence from one of the dead gods while in the womb. In such a case, an Odd-Blood is born.

Odd-Bloods are typically very rare among the populace, but not in tale and legend. They are blessed with adventure and challenged with adversity.

DRAGONBORN

Exhibiting the might and nobility of their namesake, Dragonborn are often highly revered in norman culture. Dragonborn find themselves in positions of great power as their right to rule is often unanimous. Their nature is often seen in rough, almost scaly patches of skin, horns and an air of great power.

HALFLINGS

Rarely growing taller than their parent's hip, halflings are believed to be incredibly lucky, fearless and entirely overcompensating, making them natural adventurers and gamblers. Other than that, they often live normal lives and enjoy the comforts of the world more than most. Halflings appearance often reflects their Mouse aspect, with small twitchy noses, large fuzzy ears and long tails with poms on the end.

TIEFLINGS

Heralds of a great omen to come, Tieflings become the focus of fear and suspicion. Their participation in the catastrophe is sealed, it haunting their dreams until its happening. While some of the poor creatures succumb to the nightmares, many more take it upon themselves to right the wrong that their birth heralds. Their appearance varies with the most common features being horns, cloven hooves for feet, thick patches of fur, slit pupils, although stranger qualities are not unheard of.

ODD-BLOOD TRAITS

Age. Odd-Bloods live about a decade or two longer than their parents and age much more gracefully and retain much of their physicality late into their life.



Alignment. While alignment usually matches those that raised them, Dragonborn tend towards Law, while Tieflings and Halflings are very rebellious and are more often chaotic. Halflings are lighthearted, tieflings are misunderstood (reasonably or not) and Dragonborn revered.

Language. You can read, write and speak Norman and one additional language.

Parental Guidance. Choose your parent's race. You receive a proficiency as noted by the following table.

Parent Race Proficiency

Norman	Artisan Tool or History
Ratfolk	Animal Handling or Investigation
Safar	Arcana or Perception
Titan	Athletics or Intimidation
Human	Deception or Persuasion

Subrace. Choose either Dragonborn, Tiefling or Halfling.

DRAGONBORN TRAITS

Ability Scores. Your Strength score increases by 2, and your Charisma score increases by 1.

Size. Dragonborn are slightly taller and much heavier than their parent race. Your size is always Medium.

Speed. Your base walking speed is 30 feet.

Draconic Ancestry. You have draconic ancestry.

Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Draconic Ancestry Table

Black	Acid	5 by 30ft Line	Dex Save
Blue	Lightning	5 by 30ft Line	Dex Save
Brass	Fire	5 by 30ft Line	Dex Save
Bronze	Lightning	5 by 30ft Line	Dex Save
Copper	Acid	5 by 30ft Line	Dex Save
Gold	Fire	15ft Cone	Dex Save
Green	Poison	15ft Cone	Con Save
Red	Fire	15ft Cone	Dex Save
Silver	Cold	15ft Cone	Con Save
White	Cold	15ft Cone	Con Save

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

TIEFLING TRAITS

Ability Scores. Your Constitution score increases by 1, and your Charisma score increases by 2.

Size. Tieflings are about the same size and build as their parents. Your size is small if your parents were Ratfolk. Otherwise they are Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. You know the *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *hellish rebuke* spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the *darkness* spell once per day. Charisma is your spellcasting ability for these spells.

HALFLING TRAITS

Ability Scores. Your Dexterity score increases by 2 and Charisma by 1.

Size. Halflings are typically half the height of their parents (unless their parents are ratfolk), and their weight is about a quarter. Your size is Small.

Speed. Your base walking speed is 30 feet.

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

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

LANGUAGES	ORIGIN AND USE
Norman	The language of the Normans. It is a heavily punctuated language making it seem aggressive by other culture's standards. In rare written form the Norman language uses a word-per-character rune system.
Ama'sabda	The language of the Pasu Rajyom. Many ratfolk immigrants still use it in the North. It is a quick, rhythmic language that most new speakers find hard to comprehend. Its written form is likewise very flowing and with words connected by single lines struck through them.
Safar (Low/High)	What remains of the Namudhaj language, used by the safar. High safar is almost a song, putting emphasis on tone in place of inflection. Low safar puts emphasis on efficiency and saying as few words as possible.
Draconic (Diremonte/Patrias)	The language of humans, inheritors of the Knight's power. It is the unified languages of the Western Kingdoms and as such has many confusing and often conflicting rules. While it may have a variety of dialects, most can be divided into two major groups for understanding.
Belle	Faeries dance and sing in a melodic language that is difficult to reproduce without a musical instrument.
Dwarve	The language of dwarves uses a complicated scheme of meter and rhyme that they use to keep in time during their works.
Gnomish	Most gnomes cannot speak, and thus created a language that requires dexterous use of hand signs and eyebrow work.
Gobbish	The goblin language comprised of short staccato words and quick hand gestures. It also lacks nouns so the only way to reference something is by pointing at it.

RARE LANGUAGES	ORIGIN AND USE
Celestial*	The language of the gods. Mortals can only read and understand this language, but have not the ability to reproduce its complex and intricate form.
Abyssal (High/Low)	The language of Concepts in the Underside, its dialects stem from high and low Concepts. This language has no written form.
Dreamer's Cant	Spoken only by dreamers, this language might sound familiar, but nonsensical to non-dreamers. In written form it appears like nonsensical letters and pictograms.
(Giant)	A dialect of the titan people. They adapt the language of the people around them to befit their needs of shouting as loudly as possible without making their voice go hoarse. Giant can be spoken three times louder than the base language.
Dromant	A strange combination of clicks, hand signs and antenna position that is difficult for any other race than the Dromant to replicate.

Note. Languages with parenthesis have Dialects. This means that two creatures with the same root language (such as safar), but have two different dialects will have some difficulty communicating to one another and are only able to pass on simple information.

BACKGROUNDS

The normans believe that anyone can become a hero. It just requires the right situation, a bit of courage and a well told story over some drink.

APPRENTICE

While it's the hunters, fishers and warriors who often get the glory, it's the humble smiths, carpenters and shipbuilders that enable them their greatness. You are an apprentice to one of these craftsmen who are the backbone of the village and you take as much pride in your handiwork as anyone else.

What is your trade? How did you come into it? Have you other dreams, or do you seek to become the best at what you do? Who is your master, and what are they known for?

Skills: Insight, Persuasion

Tools: Any two Artisan's Tools

Feature (Master's Craft): As long as you are in Hostadd you can petition your master to assist you in a project. That project takes half the time to complete, although the cost remains the same. You can petition a project once per week, assuming you help in the crafting of the object.

FARMER

Although the dirt is hard and the sky dark with twilight, farmers find a way to grow simple crops and raise sufficient amounts of sheep and goats to keep the small town's larders full of bread and cheese. Edith Ulladottir maintains the largest farm where you work and runs it with the brutal rigor of a former shield maiden.

What is your job on the farm? Are you content with your simple life? What event caused you to learn to wield a blade or bow?

Skills: Animal Handling, Nature

Tools: Vehicles (Land), either (Gaming Set or Artisan's Tools)

Feature (Trusty Steed): You have a pony. While the animal lives, you have double proficiency on Animal Handling checks when handling that animal. This animal strays from combat and will always run away from danger. When the danger subsides you can easily call them with a loud whistle and they return in 1d4+2 minutes. Should this animal die you can spend two weeks training another loyal steed. (Your pony does not join you for the first adventure of the module).

FAVORED CHILD

You are the favorite son or daughter of the famous Torik Klyverbjörn or Ester Langtspujt. Both are known for their adventures of raiding, monster hunting and more recently owning great mead halls. Your parent and a majority of the town expect great things from you.

Are you proud of being your parent's favorite? Have you met their expectations of you thus far? How do your other siblings see you?

Skills: Performance, and either (Persuasion or Intimidation)

Tools: Gaming Set, Musical Instrument

Feature (Renown): You start the game with 3 Reputation Points you may spend on equipment prior to the first session. If you have 5 or more Reputation Points, you receive a +1 bonus to all Charisma checks made while in Hostadd or dealing with residents of the town. If you have 10 or more Reputation this increases to a +2 bonus.

FISHER

Hostadd's main source of food has always been from the sea. Fishes large and small, crab, whale and the occasional sea monster, fishermen have a life more exciting than one might expect. Their long sojourns into the sea have made them as tough and salty as their calloused hands. However, fishers and sailors are a superstitious bunch and when the House of Waves fell into the sea, none have dared push their ships out of dock. What have you been doing since your ship has been docked? Does the sea still call to you, or have you taken advantage of the situation to try something new?

Skills: Perception, Survival

Tools: Vehicles (Water), and either (Gaming Set or Navigator's Tools)

Feature (Seaworthy): You have access to a small fishing vessel (a small keel boat). Assuming you can convince a crew to set sail, you can take trips around the island. Should you lose the vessel in any capacity, you will have to build another one yourself over 1d4 weeks before you can use this feature again.

HUNTER

Though the interior of the island is rife with dangerous monsters, hunters pierce through the woods in hopes to bring back the essentials of hardy meat and thick hides to keep them from freezing in the winter. Often working in small groups hunters can either comb for easy prey or the bold may find that bigger prey is worth the extra risk. Recent events have caused your profession to be all the more important as well as more desperate as many more flock into the woods to join you.

How do you hunt? Do you sneak upon a target, or lay a trap? Every hunter has a story of their favorite hunt, whether theirs or not. What is yours? Do you prefer to hunt in a pack, or as the lone wolf?

Skills: Stealth, Survival

Tools: Artisan's Tools, Musical Instrument

Features (Stalker): While others might bumble through the woods and manage to bag a boar, you stick to the shadows and are capable of so much more. When traveling over land and a roll for a random encounter table is rolled, you may ask the GM for the title of the event. You may then elect to re-roll the encounter. You must accept the second result.

WARRIOR

You are a proud warrior. Whether this be a guard of the town and protecting the peace with sword and shield against those who would harm your friends and family, or an aspiring raider who seeks out glory on distant coasts, you are among the proudest professions of your people. While others have been sent away on the raids you have been chosen to help protect Hostadd this winter.

Why do you fight? Are you calm and reserved in battle, or do you let the thrill excite you? Who taught you to fight, and are you still on good terms with them? Are you bitter about being left behind, or is it an honor for you to protect your home?

Skills: Athletics, Intimidation

Tools: Vehicles (Water) and either (Navigator's Tools or one additional Language).

Feature (Respected): You begin with 2 Reputation points that you may spend before the start of the campaign (see below). In addition the people of Hostadd are likely to be less suspicious of you and you have access to places other townfolk do not such as the Warrior's Lodge bunks and suspicious or empty homes and may enter these places without legal repercussions, although anything illegal done in these places (such as theft) are not taken lightly.

SPEAKER

When the gods and spirits speak, they do so through symbol and archaic tongue. It is up to the Speakers to interpret these symbols and divine meaning as to their purpose and reasoning, and guiding the populace with their wisdom.

You were apprenticed either to Asa the Speaker of Waves, or Josef the Speaker of Stone. Both are hermetical, seeking out few companions. Instead they leave themselves open for communication with the gods. You typically run errands between lessons, gathering materials and receiving guests in need of guidance.

However, after the sinking of the House of Waves, Asa has gone missing and Josef has been locked in his chambers for weeks..

How did you become an apprentice? What have you been doing since the disappearance of your Speaker? If necessary, do you think you're ready to take over the position?

Skills: Insight, Religion

Languages: You can understand and read Celestial, and read, write and speak One other Language.

Feature (Interpreter): You can determine whether an event or occurrence is a message of a god, a lesser being or of mortal means and have a basic understanding of what it might mean.

TINKER

The industrious Ratfolk are known for their great machines that improve the simple lives of those around them. Tinkers either work on these machines (either born into a Ratfolk family, or taken in by as an apprentice) or live to make their own mark upon the world of burgeoning science.

How did you come into this rare profession? What do you hope to build some day? What are your family's thoughts on the matter?

Skills: Investigation, Sleight of Hand

Tools: Artisan's Tools, Thieves' Tools

Feature (Crafty): Given the opportunity and the time to thoroughly examine and deconstruct a device, you can replicate its construction assuming you have all the materials required. The time and price is up to your GM, but these periods of time need not be consecutively and may be done during any short rests (tinkers find deconstruction of mechanisms relaxing).

Optional Feature (Inventor): Through the creation of various quasi-magical or alchemical objects, you are basically a spellcaster! Pick a spellcasting class; you use Intelligence for all features of that class. All your spells require your Tinker's Bag (5lbs) which you can use as a Focus. Your inventions use Academic principles.

WHISPERED

A voice whispered in the darkest of hours. In the loneliest of places. You hear fragments of what they speak; the forgotten tales and ancient knowledge. As a result, you are often thought by the villagers as a bit touched as you often daydream, listening to the voices that only you can hear.

Your parents told you to never speak of the voices, and to never do as they told. Instead, you simply listen.

What do you think the voices are? Do you embrace in their knowledge, or do you try and block them out with loud companions and heavy drink? Why do you think they chose you to listen to them, and what do you think they want?

Skills: Perception, and one of (Arcana, History, Nature , or Religion)

Languages: Two Languages

Feature (Secrets Told): Admits the usual babbling of the voices there was one secret told that has stuck with you for better or worse. This secret can be of any origin although it should be linked in some way to the knowledge skill you chose. Some secret of a local or historical figure, something untold of by the gods, or something worse from outside the world, you now know this piece of information. Talk with your GM about its implications with regards to the campaign. Should you ever share this piece of information with another creature, it instantly becomes false. Should your secret be revealed (either from your indiscretion or its discovery) you can obtain another secret in 1d4 weeks of listening.

BROKEN *Dromant Only*

For whatever purpose, you have found yourself removed from your clutch and have lived in the norman town of Hostadd for about a year. While the villagers still give you funny looks, their acceptance of your odd mannerisms has made them friendly enough.

As an odd act of irony, you find yourself fascinated with fixing things, and have a supernatural knack for it. How did you end up in Hostadd? Why can't you go back to the hive? Have you attempted to form a new clutch with any of the villagers, or have you accepted your isolation?

Skills: Athletics, Survival

Cantrips: Mending (This power is dreamer based, requires no material components, and uses Wisdom as its spellcasting ability)

Language: one Language (see below)

Feature (Strange Communication): You have lived in Hostadd long enough to mimic enough of their facial emotions and pantomime to pass simple messages to humans. While you cannot actually speak the language you chose with this background, you can essentially communicate with other creatures who speak that language.

Optional Feature (Dream-made): Your people come from the Underside, the place of dreams and are innately familiar with the workings of dreams. You may replace Intelligence or Charisma with Wisdom for all features of a spellcasting class of your choice. Using this feature makes you a Dreamer.

SEEKER *Safar Only*

You are a seeker of lost knowledge, come from distant lands in search of some forgotten thing. Whether this be the safar ruins in the north, or any of the other sites of Creation dotting the island, you find yourself in Norrsate looking to make a breakthrough.

What are you looking for? Why? If you come from somewhere else, where is that place?

Skills: History, Investigation

Tools: Thieve's Tools or Musical Instrument

Language: One Language

Feature (Focused): Choose a single, particular object. You have advantage on any Intelligence checks in regards to that particular object (such as historical lore or magical properties) or people and places it has influenced (such as who may have the object now or where it is supposedly housed) as long as it is not in your possession. Should you then obtain that object, you can spend a week of thorough study on a new object and receive this feature for that new object.

Optional Feature (Classically Trained): Seeker bards and paladins can use Intelligence or Wisdom instead of Charisma for all class abilities. Using this feature makes you an Academist.

WITCH

Sent as a young child to Haxa Jord due to your potentially or actively dangerous magical abilities, you have briefly returned to Hostadd for some matter requiring your attention. Your request complete, you would have returned to Haxa Jord had not the sailors become unwilling to depart.

What event made the villagers send you off to Haxa Jord? Are you happy to be back in the place of your birth, or does it simply remind you of the world and the people you had to leave behind? Do you seek out your family, or do you cling to the shadows in hopes that these simple people have forgotten about you? What is your opinion on being branded for everyone to see? What about your Keeper, who holds your very life in their hands?

Skills: Arcana, Intimidation

Tools: Herbalism Kit or Artisan's Tools (Usually Alchemy)

Languages: One Language

Feature (Branded): You are Branded. Regardless if your act of magical violence was intentional or not, the people of Norrsate fear you for the powers you control. However your magical expertise is a needed thing and for that the people of the village accept your presence. People assume that you have purpose for being wherever you are and make every effort to accommodate you and avoid your displeasure for fear of your power, but might be resentful after you leave and possibly act against you in the future. People of influence will meet with you reluctantly, assuming rightful cause for such an audience.

KEEPER

You are a Keeper, someone charged with the life of those who are gifted with dangerous magics. Bonded with a particular witch, you are the anchor that keeps them from drifting into the dark. You are both their protector and jailer.

In truth, your situation is not so different from your companion. The relationship between Witch and Keeper is symbiotic, as the Witch fuels the Keeper's magicks, the Keeper keeps the Witch safe, and your pact requires you both to adhere to a Code.

Why did you decide to be a Keeper? How do you view your charge? Are they a criminal who requires constant vigilance, or are they a friend whom you rely on? Is your Code strict or loose?

Skills: Athletics, Insight

Tools: Herbalism Kit or Artisan's Tools

Languages: One Language

Feature (Ever Watchful): Select one spellcaster as your Charge (a character with the "Witch" background). You always know the exact direction in which your Charge is, and approximately how close they are to you. You know if your Charge has broken your Code (a set of rules agreed upon by you, your Witch and your GM) and if broken, can invoke your Rune of Binding. You and your Charge make an opposed Charisma check (you have advantage on the check if you witnessed your charge break your Code). If

you succeed and your charge continues breaking your Code, you can blind and deafen your charge and prevent further spellcasting and concentration by them. This lasts one hour, or until the Witch appeals to the Keeper. Should you break the Code, the witch has equal right to attempt at a challenge using the same rules. Should the witch succeed, you lose the ability to cast spells or concentrate on them, as well as all features from this background. This lasts until you appeal to the Witch, or the council that appointed you.

STRANGER

You are a newcomer to the island of Norrsate, and have unexpectedly found yourself stranded due to no ships leaving.

What are you doing in Norrsate? Where did you come from? What is your plan now that you are stuck?

Background: Choose any standard background. You receive those features, in addition to being the Stranger.

STARTING EQUIPMENT

Times are tough in Hostadd, and with as many people being sent into the forests as there are, equipment is harder to come by. Each character does not start with their class's normal equipment, nor do they get any from their backgrounds. Instead, each character receives the following kit.

HOSTADD HUNTER'S KIT

Choose two weapons which you are proficient in from the following list.

Battleaxe, Dagger (2), Handaxe, Javelin (3), Maul, Net (2) Pike, Quarterstaff, Shield, Shortbow and a Quiver with 20 arrows, Shortsword, Sling and a pouch with 20 bullets, Spear. Safar may also choose a scimitar. Ratfolk may also choose a light crossbow with 20 bolts.

Choose one armor which you are proficient in from the following list.

Leather Armor, Hide Armor, Scalemail, Chainmail

Choose one (Spellcasters only).

Arcane Focus, Component Pouch, Druidic Focus, Holy Symbol, Musical Instrument

If an Academist, one Spellbook.

If a rogue, one Thieve's Tools

Everyone receives all of the following.

Traveler's Clothes, Pouch, Sack, Skinning Knife,

One Tool that you are proficient in

Backpack with Bedroll, Blanket, Horn Flask (with Mead)

Mess Kit, Trail Rations (1), Torches (3), Tinderbox,

Waterskin, Hempen Rope (10ft) , 1/2 lb of Salt

Additionally, each group has the following items between them:

Drying Stand, Iron Pot, Sack (2)

HOSTADD

Hostadd is a small fishing village of about 700 strong independent people. Among them there are fishermen, hunters, farmers, warriors and artisans of all types famous for their strength and reliability. Nearly a third of the town's current residents are ratfolk, who are evenly mixed between those fresh from their native homes, or born in this land of freedom.

Two weeks prior to the disappearance of the Temple of the Waves nearly 200 Norman souls (mixed with some daring ratfolk new to the life) departed Norrsate for the yearly raids. Their fates are uncertain.

PEOPLE OF IMPORT

Torik Klyverbjorn, Leader of the Great Hunt

Age. 48 Race. Norman Male

Once a great raider and monster slayer, Torik has given up the life of a warrior to act as head of the Norung Clan in Hostadd. He has taken upon himself to arm the able residents of his home and send them out for the food and supplies required to survive the winter. It is he that the town reports to in all matters of security, welfare and law. He also leads the defense of the village and his office resides in the Warrior's Lodge.

Ester Langtspujt, Shield Maiden and Games Champion

Age. 45 Race. Norman Female

Ester has had a long life of protecting Hostadd, known most for her help in the taking down of a chimera with a javelin from a thousand paces. Since then she has taken over as Games Champion and keeps the Golden Horn running and full of mead. Her part in the recent call to arms is to provide free drinks and meals to the hunters who return, encouraging them and ensuring they remember why they are risking their lives.

Asa, Speaker of the Waves

Age. 42 Race. Norman Female

As Speaker of the Waves, it was Asa's job to ensure the safety of the town's fishermen, provide healing for the sick and injured, and help spirits find their way to the Underside. She is currently missing, and presumed to have fallen with the Temple to the Sea.

Josef, Speaker of the Stone

Age. 53 Race. Norman Male

As Speaker of the Stone it is Josef's job to prepare the land for a bountiful harvest, help those in need and adjudicate disputes for the town of Hostadd. According to Aseem, Josef has locked himself in his underground home in the hills since before the disappearance of the Temple to the Sea.

Aseem Tamboli, Josef's apprentice speaker

Age. 16 Race. Ratfolk Male

Aseem is the first ratfolk in Hostadd's histories to be granted the privilege of being a speaker's apprentice. Honored by the opportunity, Aseem is a bit cautious and skittish in the position, knowing that he represents the acceptance of his people by the normans. (*Aseem does not exist if a player chose the "Speaker" background and*

chose Josef to be their master.)

Helena Gittansdottir, Asa's apprentice

Age. 22 Race. Norman Female

A quiet and slightly young woman, Helena has an odd, but appropriate interest in the dead, faefolk and Undersiders. Since the disappearance of her mistress, Helena has taken upon herself her duties. When not engrossed in Asa's study, she is meeting with villagers and trying to ease their worries. (*Helena does not exist if a player chose the "Speaker" background and chose Asa to be their master.*)

Olaf Second-Shield, Master Blacksmith

Age. 62 Race. Norman Male

Olaf had long protected his home against the threats of the wilderness surrounding Hostadd. He has since settled down and trained aspiring smiths in the traditional ways of forging the strongest of northern steels. Also as one of the oldest members of Hostadd, he holds a high amount of respect from the people and is often turned to for advice. (*If a player chose the "Apprentice" background and chose "Smith Tools" as one of their artisan proficiency, they are apprenticed to Olaf Second-Shield.*)

Amirah DeRana, Merchant of Western Goods

Age. 32 Race. Zahr Female

Amirah often travels to the Norrsate to trade with the master craftsman of Hostadd, as well as restock Haxa Jord, a smaller island to the east. Her travels take her between the North and Western Kingdoms, as well as occasional journeys to the Pasu Rajyom where she has been known to take ratfolk or Maratayn escaping from their shackled lives. Since the happenings around the island, she and her crew have refused to set sail until things are resolved, using whatever reserves she has to help the local residents for an equitable trade.

Kamala Misra, Master Tinker

Age 26 Race. Ratfolk Female

The Misra family were among the first ratfolk to appear in Hostadd and are known for their strong line of Tinkers. Kamala is the best the anyone can remember, increasing the local lighthouse's light by nearly triple, saving many of lives in the great storms that surround Norrsate. As Master Tinker, she believes in knowing fundamentals while maintaining an experimental curiosity. (*If a player chose the "Tinker" background, they have been apprenticed to Kamala.*)

Tak the Broken, Curio-Reader

Age. 4 Race. Dromant Seer

Isolated from their people for some unannounced reason, Tak was found at the edge of town an inch from death. Since being incorporated into the weave of the village, Tak has taken to a strange role of repairing broken things, and telling wordless stories about objects full of life. Their stories are told through pantomime and illusions that are popular with children after a long day of practicing with sword or mallet. The farmers are

thankful, if not suspicious, to have them around when their tools break, and they often live survive off the gratitude of others. (*Tak does not exist if a player chose the "Broken" background.*)

PLACES OF IMPORT

Warrior's Lodge.

A place for those who protect our town from the horrors of land and sea, mediate on disputes and raid distant shores, these lodges can house nearly a hundred strong. The main lodge is owned by Torik Klyverbjorn who makes it his home. It is a place of physical training, story telling and . It also contains the place where those requiring detainment in preparation of a trial are held.

Hunter's Lodge.

This simple lodge is located near the outskirts of the village and is heavily adorned in the evidence of its most fantastic kills. In its grounds are places for tanning and curing and trophy mounting. It is a place of revelry to fight back against the loneliness of nature.

Fisher's Lodges.

Normally empty by the opening of the day, these homes of morose fishermen in these trying times. Many of these men and women have taken to hunting instead, and places that were normally covered in drying fish are now dressed in the hides and flesh of land beasts.

The Golden Horn.

The mead hall run by Ester Langtspujt, the Golden Horn is a second home to those who need good company, music, and games after a long day. Its name comes from the golden chimera's horn that adorns the back wall of the hall.

Docks.

Near the Fisher's Lodges, these docks contain the small fishing boats that would normally depart every morning to collect the bounty of the sea. Instead most have been dragged onto the shore, their masts lowered and collected to protect them from the season's weather.

Artisan Quarter.

This section of town is home to the various master craftsmen. It includes Olaf's smithy, as well as woodworkers, carpenters, masons, ratfolk tinkers and a glassblower.

Speaker Apartments.

The residence of the Speakers and their apprentices when they are in town, Each contains a sitting room where they can speak to concerned villagers.

Foreign Quarter.

A place for the foreign merchants from the west and visiting witches from Haxa Jord. It contains a small market for the trade of western goods and a dry dock for ship repairs.

Rat Warrens.

A nest of ratfolk homes closely clustered together. The

ratfolk are more or less a collection of large extended families, and the tunnels and shacks represent those familial bonds. It is said to be the warmest hearth in the winter, though no Norman would ever be able to tell you.

Temple to the Sea Remnants.

This cliff once held the temple to the sea, though it has slumped into the sea only three weeks ago. Carved into the cliff, it was a place of ritual protecting the town and seas around it from the harm of Underside and beyond.

GM Note. Take a look at your player's backstories and be sure to include any NPCs they might have made in this list. Also don't be afraid of replacing NPCs in this list with a character of your own creation. Just be sure to remain consistent to the story and if the story references a particular NPC you've replaced, make sure to use the same replacing NPC.

Also, if a player replaces an NPC due to their background (such as a "Speaker" replacing Helena), any information that that NPC would have is instead given to the player. In the case where two PCs have chosen the "Speaker" background and have chosen different mentors, choose either Helena or Aseem to still exist, as they provide an essential role in keeping the party supplied.

WHERE WE REST OUR HEADS

Depending on each background a hunter chooses, each character may have different accommodations. Warriors, Hunters, and Fishers would have a small room in their appropriate Lodges. A Favored Child would have a room either at the main Warrior's Lodge (if Torik parent), or The Golden Horn (if Ester parent). An Apprentice or Tinker would have a small room in the place of their apprenticeship, and Farmers sleep in a bunk house with the other hired hands of the farm. A Scoundrel might have a room at the Golden Horn, or some other option designated by the GM. A Speaker would have their rooms in the Speaker apartments. A Whispered or Broken would have a small shack at the edge of town, and any Witch, Keeper, Seeker, or Stranger would have a small apartment in the Foreign Quarter. Ratfolk in the party can opt into living in the Warrens with their family (either their parent's home, or their own family).

STORIES TOLD AND GIFTS WELL EARNED

The hunters can acquire arms, armor and services using

their Reputation Points. RP is earned from completing tasks, and is an alternative way for the GM to reward the hunters for their actions. The following are things that can be purchased with Reputation Points.

A Round of the Good Stuff. You and your companions are treated to a round of the good stuff. This includes Dire Bee mead and the juiciest legs of lamb. You and each of your companions gain 5 temporary hit points. These hit points last until they are spent or 72 hours, whichever comes first.

Antivenom Injector. Similar to a Venom Injector, this poison can be used to negate the latent poisons that certain creatures make (such as snakes, spiders or wyverns). This Injector follows all the same rules, except that instead of a creature taking additional poison damage on a failed save, it "cannot deal poison damage with natural attacks."

Venom Injector. This device is made from the stinger of a dire bee and uses the latent venom inside mixed with some catalysts to create a harmful injector. It can either be used by hand (as an Action), or set in an Wyvernfang Hammer (which can be attached as a Bonus Action). When used by hand: The user makes an attack roll as an Action. The user only receives proficiency on this attack if they are proficient with either improvised weapons or the poisoner's kit. On a hit it deals 1d6 piercing damage and the target must make a Constitution saving throw. On a failure they take 2d6 poison damage (DC 13) (half damage on success). It is consumed on a successful hit. When used in Wyvernfang Hammer: Once set into the Hammer (as a bonus action) the user can declare after they have hit an enemy that they use the injector. The target takes 2d6 piercing damage and the target must make a Constitution saving throw (DC 8 + user's proficiency bonus + 3). On a failure they take 2d6 poison damage (half damage on success). An Injector is ejected from the hammer after being used. It is consumed on a successful hit. Any need of a particular Artisan's Tools can be found and used in the Artisan's Quarter or elsewhere in town (such as the Hunter's Lodge for Leatherworking) at no cost.

Note. The people of the North do not typically trade in coin, preferring instead to use a fair barter system or trading favors. "Reputation Points" represent built up favors that will encourage others to give you the things you need.

Westerners, however, trade almost exclusively in coin. Any currency found on Norrsate (gold, silver or copper pieces) are minted by Western countries and are largely only accepted by Westerners (such as Amirah).

REPUTATION COST TABLE

RP Cost	Items	From Where?
0	Club Quarterstaff	The Wilderness
1	Leather Armor Hide Armor Dagger (2) Greatclub Handaxe (2) Javelin (3) Mace Net (2) Spear (2)	Olaf
1	Herbalism Kit	Aseem or Helena
1	A round of the good stuff	Ester
2	Shield Battleaxe Longsword Maul Morning Star Pike Shortsword Warhammer	Olaf
3	Ringmail Greataxe Shortbow	Olaf
3	Light Crossbow	Kamala
5	Chain Shirt Scalemail Studded Leather Greatsword Longbow	Olaf
5	Heavy Crossbow	Kamala
5	Potion of Healing Venom Injector Antivenom Injector	Aseem or Helena
8	Chain Mail	Olaf
8	Hand Crossbow	Kamala
20	Splint Armor	Olaf
40	Breastplate	Olaf

Those in need for Gaming Sets or Musical Instruments would either need to make them for themselves, or find someone willing to make them. Most instruments or game sets are heirlooms and are handed down through generations.

Within reason, Amirah DeRana is more than willing to take part in trade for her goods or coin. Her stores contain the all the items from the “Adventuring Gear” table as well as a Disguise Kit, Forgery Kit, Poisoner’s Kit and Thieves’ Tools, for their listed prices. She will also buy Norman goods (typically arms, armor and art pieces) at half their listed price unless otherwise explicitly stated.

THE GODS WHO ALLOW US TO BE

ORIGINS

At first, there was Nothing. They exist, composed of absence and devour anything that attempts to be. As unintelligible and maddening is their purpose as it is one of purity. There is nothing more simple.

But one Nothing had a notion. That notion developed into an idea. That idea generated a thing. That thing became our world, the Axius. It was a cold and barren piece of rock floating in the Nothing. The Nothing hated it, but the idea wished to stay, wished to build. He took His ideas from Himself and made three others and declared Himself Lord.

The Lady was his first. She was to be His companion and deliver upon His empty land Life, that it may move and grow. The Lady created plants that would grow from the Lord’s light, and animals that would feast upon them for sustenance. She made the water that they might drink and live.

The Witch was born out of necessity. Living creatures stagnated, and would eventually stop growing. Life began to grow less out of laziness. And thus the Witch brought Death and Time. Life began to search for strength to hold back Death and give more Time, growing stronger and stronger with each generation.

But even this wasn’t enough. The Nothing still encroached, looking upon these Things hungrily, gnawing at the very edges of the Lord’s domain. Reluctantly, the Lord realized He would need even more chaos, and the Fool was created with but one purpose: nothing was to stay the same.

In Time, the Lord realized that chaos alone would not suffice, and that His world did follow some Laws in which he would discover. In his attempts, he realized that He was little different than the Nothing, and desiring to understand the world he had created, two more Aspects were required to be purged from Himself.

The Fool was quick to act and took the Lord’s wants and made the Maiden, the physical embodiment of Emotion, might that Her love be spread through the other Aspects. But it wasn’t enough, and the Lord simply because rage and nearly shattered his world. The Lady stood beside him and drew from him his rage and placed it aside. The Lord calmed, and was able to begin his pursuit in understanding the Laws.

In Time two sons were made in the Lord and Lady’s peace; The Knight, who would enforce the laws that his father had created, and the Rascal, who would undermine and exploit the laws at every chance. And a third was born of the Lord’s rage, the Usurper. Cast aside, His only wish was to kill His Father and return the world to Nothing.

THE GREAT TRAGEDY

We must remember not to condone the Lady for Her

actions, for She had acted with the best of intentions. One day in Court, the Usurper had thrust open the doors brandishing his hammer Hircum. The Lord stood and shielded Himself and the Lady from the blow, but instead the Usurper swung for the Witch. The Witch, having foreseen Her death, looked to the Lady as the Mighty Hircum knocked the Witch across the room and to the Lady's feet. "You must take Him, else our world is lost." The Lord stood stunned, unwilling to take back the anger and rage of the Usurper who began his march to the throne. With the Witch dying, there would be none to shepherd His soul, and the Lord's power would be his. The Lady would allow for neither of these things, took the Witch's power into Herself and rendered the Usurper nearly in half with Her Scythe. "I will not kill you, Childe, for You yet have Your purpose." He was taken to the southlands and buried in the mountains where hooks would hold Him for eternity, for in His death he would be taken back by the Lord, and the Lady would not allow to see Him taken in such ways again.

But in Time, the Witch's heart began to corrupt the Lady, Her ways becoming more like the Aspect she had taken in. Most of all was jealousy. The Witch had never known Love as the others, and now that Her sons were of age now battled for the Love of another. The Knight and Rascal had quarreled over the Love of the Maiden, and that they were each more deserving in their roles of maintaining the world. It was agreed on by both brothers that they would settle in a duel. The Lady attempted to speak to them, fearing that She would lose both Her sons. Neither of them would reason, so the Witch inside of Her told the Lady that she could keep both sons.

Knowing that it was the mighty Knight who would win the duel, the Lady poisoned the Rascal's blade and took her

place in Court. The sons dueled, and while the Rascal managed to catch a few blows, the Knight was much his superior in combat and struck him down. As the crowd cheered, the Maiden ran crying to the Rascal's side. Between the poison and the betrayal of His love, the Knight's heart ached and he fell to the floor. The Lady ran to the Knight's side and took within her his Aspect, that she might keep Him forever, but when She turned to do the same to Her second son, the Maiden had already taken His Aspect. The Lady would have raged, but every emotion was being pulled the Maiden as she cried over the Rascal. Her tears flooded the Court and the Gods fled from that place.

AND THEY LET US BE

It is obvious that the Gods still exist as is their influence obvious throughout the Axius. The Lady continues to shepherd the dead and encourage the living. They say the Maiden was last seen in Aberdovey, smiting the corrupt duke which plagued their "free city." The Coyote I've seen myself in a coin flip, His eye winking on its golden face. It is only the Lord who has truly gone missing, seemingly abandoning his post when he is needed most in these troubling times. Perhaps he is helping against some terrible tide, and we merely see the tiniest of drops that make it past Him. Or perhaps He is the cause, once again turning to madness.

We can only hope. And pray. And fight.

LIVING GODS	ALIGNMENT	PORTFOLIO AND DOMAINS	FAVORED WEAPON	SYMBOL
The Lord, The Stag	Lawful Neutral	Arcane , Creation, Earth, Knowledge , Light , Nature	Longbow, Long Spear	Deer antlers wrapped in ivy.
The Lady, The Chimera	Neutral Evil	Arcane , Death , Life , Nature , Water	Scythe, Snake	A snake's skull tied with wicker.
The Maiden, The Songbird	Neutral Good	Beauty, Celebration, Emotion, Life , Fire (Light), Nature	Fire, Scimitar	Three stars in a field of blue.
The Fool, The Coyote	Chaotic Neutral	Chaos, Change, Reason, Weather (Tempest), Trickery , War	Maul, Improvised	An unmarked golden coin.

DEAD GODS	ALIGNMENT	PORTFOLIO AND DOMAINS	FAVORED WEAPON	SYMBOL
The Lady, The Lion	Lawful Good	Nature , Life	Longsword	A sapling bearing fruit.
The Witch, The Snake	Neutral Evil	Arcane , Death , Water	Poison, Dagger	A snake biting its own tail.
The Knight, The Dragon	Lawful Evil	Justice, Power, War	Shield	A sword held by a dragon's claw.

The Rascal, The Mouse	Chaotic Good	Celebration, Freedom, Light , Thievery, Trickery	Rapier	A hand palm side up, missing its ring finger.
The Usurper, The Goat	Chaotic Evil	Death, War	Maul	The spiral of a ram's horn.

OTHERS	ALIGNMENT	PORTFOLIO AND DOMAINS	SYMBOL
The Nothing The Void	True Neutral	Absence, Void (Death)	A field of black with a hollow white circle.
The Spider, The Hunger	True Neutral	Void (Death)	A black spider with a hollow abdomen.
The Bear, The Destroyer	True Neutral	War	Three horizontal slash marks.

THE LORD'S LAWS

It is these Laws that envelope everything we know. Every creature and every stone must follow them. We have little choice.

THE LAWS AS WRITTEN

It is these laws that allow us to predict an outcome. When you apply force to an object, it moves or changes. When something is up, it wishes to fall down. When you rub two things together, they create heat. Something cannot be created from nothing. The Lord created these Laws to ensure a world in which society could use and exploit

them to create, build and advance.

The Lord's last Law is not exactly a Law, but a plea. "Axius must always change, or else We are Nothing."

AGENTS OF THE GODS

In order to ensure that each Law is maintained, the gods were given agents to ensure their success.

Dwarves. Agents of the Lord. It is their job to maintain the land He made. They mold, shape and erode the earth, that it is always in motion. Their great machines underground move the land. It is said that our oldest ancestors lived on an Axius much different than ours, where the Blasted Lands once touched the Western Kingdoms.

Dwarves are also charged with the separation of Topside and Underside. Common past-times include mining, singing and brewing mushroom-beer.

Gnomes. Guides of the Lady. It is their job to shepard souls from the recently departed to the Underside, and collect spirit on the way back for the newly born. While typically very busy, a Gnome waiting for someone on their deathbed often knit for the mourning family, or in preparation of a newborn.

Fairies. Artists of the Maiden. Fairies enjoy making life more vibrant. It is their job to open budding plants, change the colors of leaves in the fall, and plant flowers in

the spring. They are often very territorial and play tricks on anyone threatening their homes, sometimes leading to the creature becoming hopelessly lost, in the way of a hungry beast, or making them dance until they die of exhaustion.

Goblins. Artists of the Fool. Goblins are much like fairies, except uglier, meaner and have a much more dirty job. They are in charge of giving the world entropy. They paint rocks with moss, sprinkle dust in abandoned places, and spit rust onto forgotten iron. In their time off, goblins enjoy taking the wings off flies, stealing left socks and baking lost children.

THE WEAVE

The actual agency of the Lord's Laws, the Weave is a series of invisible forces acting upon the world and those who live on it. The Weave is what gives us life, what gives us form, what lets us grow. And, when plucked correctly, gives us great power. It is through use and alteration of this Weave that allows magic to be cast. There are three philosophies involved in spellcraft.

Academists. To Academists, magic is a craft. It can be taught through equations and incantations. They strive for years in colleges, dusty hermit holes and isolated libraries practicing their theories. They interact with the Weave indirectly and precisely, gaining their desired effects through trial and error.

Wizards are the most common Academists, with their books of formula and their bags of eclectic reagents. Other schools include Alchemists, most Warlocks (through the tutelage of some extraordinary being) and Clerics (through tradition), as well as some Druids and Bards.

Anyone who views the world as its components and how they piece together belongs to the Academists..

Egoist. Of course the Egoists can use magic. Their minds are so centered on the self that they create a certain gravity in the Weave, drawing whatever powers they wish and forcing them into reality. It is that force that makes them dangerous, unpredictable and, typically, much more entertaining than Academists.

Sorcerers are the very definition of Egoists, holding that their bloodline should give them power over the "lesser

beings." Others include most Bards and Monks, and some Clerics and Warlocks.

Anyone who views that they simply should be able to use magic, and does so, belongs to the Egoists.

Dreamers. In the mental plane of Underside, the world is a fluid concentration of thought. A war of personalities and mental fortitude. Many Dreamers seek to escape that world, into the more physical and static Topside. Here, such Dreamers maintain only a fraction of their mental powers, able to shape reality with their thoughts alone. But the path of a Dreamer is not an easy one. To reach the pinnacle of their power, a Dreamer must first travel to Topside, and murder their physical self. Most are unable to do this without the consent of the physical self since the journey often takes longer than the eight hours of dream time, and especially without the pull and guidance of the conscious.

The first Dreamers were Druids, their mental abilities easily changing the natural world around them. Others include some Wizards, Monks and Clerics.

Anyone who has learned their magic from the teachings of their dreams, or has made the journey from Underside to Topside is a Dreamer.

EXAMPLES	One of the best ways to see the differences between these philosophies is to see the difference in the way their spells work.	
CURE WOUNDS	LEVITATE	FIREBALL
<p><i>First, let us assume a wound exists, such as a gash on the forearm made by an axe.</i></p> <p>Academist - An academist casting healing magic is not unlike a surgeon with a medical kit. First they find the wound and then strum the Weave attached to the creature's natural healing abilities. Wounds merge, repair, scab and then clear all in the matter of seconds.</p> <p>Egoist - In many cases, Egoist can actually trick the Weave into doing as they'd like. In the case of healing, they simply explain (in pseudo-logical terms) that the wound simply doesn't exist, and the Weave fills in the physical gaps generated by their philosophy.</p> <p>Dreamer - While dreamers might acknowledge the wound might have existed, many "cure wounds" by either removing the injury (by wiping it off, peeling it or keeping it) or removing the cause of the injury in the timeline.</p>	<p><i>Upon every creature acts a grounding force known as Gravity, keeping up to the Lord's earth and away from the Others. This Gravity is a Constant force exerted on everything.</i></p> <p>Academist - An academist would find the value that is Gravity within the Weave effecting a particular person. They then change the value of the force. Example: 0.1*g would reduce the effect to a tenth of its normal effectiveness, 0*g would negate it and -0.2*g would make the target fall up,</p> <p>Egoist - Since Gravity is simply a force, all one needs to do to beat it. Egoist exert enough of their own ego onto the Weave to negate the effects, allowing them the ability to float.</p> <p>Dreamer - Weightlessness is common in the underside, and the dream simply must remember those feelings to completely disregard Gravity.</p>	<p><i>It is by the Lord's judgement that all energy must be conserved, that no energy can come from nothing and that each action will have an equal and opposite reaction.</i></p> <p>Academist - Following the Lord's Laws, in order to generate enough heat energy for destructive purposes, an academist will pull from the surrounding area its heat and superimpose it in a localized area. This action, with significant enough speed, will super-charge the heat and make it unpredictable causing a large explosion of heat that ignites everything caught within it.</p> <p>Egoist - Egoist's don't worry about the specifics. Instead, they might throw enough ego into a heat-line to make it explode, or punch a hole into the weave that connects to a greater source of fire and pull it through.</p> <p>Dreamer - Ignoring the Laws, dreamers make the required energy necessary for the effect.</p>
TELEPORT	MAJOR IMAGE	POLYMORPH
<p><i>Nothing may occupy two spaces at once, and must arrive at its locations in succession.</i></p> <p>Academist - Bending the weave, an academist allows two locations to touch, allowing them to simply walk miles in a single step.</p> <p>Egoist - In much the same way as academists, egoist allow them and their wants to generate enough force upon the weave to have those two locations meet.</p> <p>Dreamer - To the dreamer, every location is but a thought away. And by that, every location is connected to every other location by the dreamer's mind. It is simply a matter of entering their own thoughts and then stepping out to the desired location.</p>	<p><i>Illusions are memories written into the world that other's might experience them. In this particular case, the image is a pony.</i></p> <p>Academist - From the ground up, the academist must know what a pony looks like, sounds like, smells like, and feels like in order to write a convincing enough illusion upon the weave. Should they succeed, it would be indistinguishable from the real thing. Should they excel they might even trick the Weave into believing</p> <p>Egoist - Egoists aren't worried about the specifics as the effect. An egoist's illusions are less form and more emotion. They allow the viewer to fill in any blanks caused by the pony shaped hole in the Weave and make any conclusions they might desire.</p> <p>Dreamer - A dreamer pulls the pony directly from their memories and places it where they need it.</p>	<p><i>The act of transmutation requires a deep understanding not only of the desired substance, but of that of the original as well. In this case, it is turning a man into a sheep.</i></p> <p>Academist - In order to know how to change a man into a sheep, an academist must know what makes the man, and what makes a sheep. Stripping away the man's physical Weave, he then replaces all variables with those of a sheep's.</p> <p>Egoist - An egoist exerts enough ego upon a subject that the Weave (and more than often the subject) are convinced that they are in fact a sheep.</p> <p>Dreamer - While typically most effective upon themselves, a dreamer decides that he is a sheep. To others, it is much the same process as an academist, except variables are replaced with models. The man is removed, the sheep is given.</p>