

FATEF RGE

EPIC TALES IN THE WORLD OF EANA



PLAYER'S GUIDE



Credits

FATEFORGE is a role-playing game designed by Studio Agate and based on the original ideas of Joëlle 'Iris' Deschamp and Nelyhann

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Foreword

Hail, Fate-chosen!

Fateforge is the newest creation of Studio Agate. It associates the experience of the artistic team of Shadows of Esteren, the most awarded French role-playing game, with that of the best specialists of the most iconic role-playing game, including translators of the 3rd and 4th Editions.

Powered by the 5th Edition ruleset with the addition of many original options, Fateforge features Eana, an entirely new campaign setting for your adventures. Following the sword & sorcery tradition, the adventurers will travel through grandiose landscapes and interact with exotic, colorful civilizations, from the sprawling metropolis of the Free City to equatorial Acoatl. Their journey will be fraught with peril and they will face many strange, fearsome opponents, be they the loathsome spawns of Canker, the demon princes from the moon Melancholia, or the formidable barbarian lords of the Kaani hordes. By dint of skill, bravery, or cunning, they will overcome increasingly challenging ordeals, and perhaps find their way to the mythical Fateforge and ascend to godhood.

Through the Player's Guide, discover the world of Eana and create characters from this wholly original, multifaceted world:

- ☞ **The Fateforge.** Find out more about this cosmic entity and what it means to be a Fate-chosen, blessed by the mythical Eternity.
- ☞ **The World of Eana.** Learn about the major events of the world's history, from the Travelers' fall to the ascension of Tamerakh, the merosi conqueror who became a god, and read about the great civilizations that your character can explore in the course of their adventures.
- ☞ **Character Creation.** Two new character creation steps let you decide what civilization your character is from and whether they are Awakened (i.e. whether they can use magic).
- ☞ **Species.** This chapter describes dragonborn, merosi (half-orcs), and tieflings, as well as their particularities in the world of Eana.
- ☞ **Classes.** Discover the gods clerics draw their powers from, the aberrance domain, and the features of psychurge sorcerers. Many other archetypes are included in Fateforge's core book, **ADVENTURERS**, as well as a new class: the scholar.
- ☞ **Feats.** This part shows 3 of Fateforge's exclusive feats. **ADVENTURERS** contains more than 40.
- ☞ **Rules.** This section introduces Fateforge's modular system, which allows you to customize the game and make it suited to the atmosphere of your choice.
- ☞ **Character Sheet.** A custom Fateforge character sheet is included at the end of the Player's Guide.

Good luck on your journeys! Maybe we shall meet at Merrienne's tavern on the docks of the Free City!

Iris





The fateforge



The Fateforge is integral to Eana's mythology. Some say it is located within the magmatic depths of the world, others that it was built on the hidden face of Eternity. Many shamans of Bandiko-Mibu believe that it can only be reached in dreams. The Forge exists under many names in the folklore of civilizations: Stor Smedja in Arolavia, Bengkel Pandai Besi in the draconic lands of Rachamangekr, Ukhaantai in Kaani territory, etc.

Multiple Theories

The Fateforge is said to have many powers, including the one to birth gods. Is this the reason why any who reach it never come back? Do these chosen few die or turn into divine beings, becoming capable of transforming reality at the cost of their terrestrial existence?

Many scriptures and legends make references to this mythical place and the transfigurations that occur there. Here are excerpts from one of the most famous of these works, where the author, whose identity is lost to the fog of ages, hypothesizes that the Fateforge is a means through which individuals may achieve emancipation from the gods. The original text, hidden in the heart of one of the libraries of the Free City, is written in a tongue resembling Cyrillan. In other versions, the Fateforge is conversely described as a divine instrument designed by the gods to assert their dominance and handpick the most deserving of mortals to join their pantheon.

Your leader decides whether the Fateforge exists in your campaign or not. Getting to the bottom of such a mystery will no doubt test your adventurer's grit and bravery. How many have died on a quest to find what some consider to be a myth that only exists in old children's tales?

The Fate-Chosen

All living beings are subjected to the whims of the gods, who arbitrarily decide their fate. A sage may study for decades to perfect their mastery of a field of knowledge, but they will easily be outclassed by a young prodigy chosen by Eternity, the divine moon. Since the dawn of time, the Fateforge has appeared as an exception in this system of cosmological laws, offering each individual a chance, as remote as it may be, to thwart the overwhelming power of the gods and reject the fate that has been chosen for them. The Fate-chosen, designated by the gods, stand out from ordinary people, coming into their own as they go through

ordeals and expose themselves to danger. They are capable of mastering a repertoire of techniques and spells much larger than what any other denizen of Eana may dream of. They may perish before they get to change the destiny of nations—if not of entire worlds—but whatever path they follow, they hold within themselves exceptional potential. In that, they are also the most suited to overcome the prodigious challenges presented to those who reach the Fateforge and, in doing so, to escape the gods' yoke. The irony of this arouses one's curiosity concerning the origin of the Fateforge and of the forces that oversaw its creation.

☒ Crossing the Maze

History shows us what the Fate-chosen are capable of. They can build empires, craft fearsome artifacts, and alter the course of history for better or for worse. Initially in the service of divinities and working toward their purposes, these heroes may hope to free themselves from their sway thanks to the power of the Fateforge. To do so, they must find their way to this legendary place and cross the Maze that separates its entrance from the Forge itself. This sprawling labyrinth tests the aspirant's soul, mind, and body under the inscrutable gaze of ancestral creatures. Reaching the Forge is an epic feat. There, one can literally reforge their destiny, formulating a unique wish that may transform reality. Its power goes largely beyond what even a wish spell may offer, and simultaneously transforms the one who intones it into a divinity. This event is called the Granting.

The Granting

What kind of wish may one formulate before the Fateforge? There is no definite answer to this question. After all, no one ever came back from the Forge to share their experience. And yet, for millennia, the auguries and visions of diviners have affirmed that whoever crosses the Maze and reaches the Forge will have their wish Granted.

What kind of wish may be Granted and the specifics of said wish certainly follow rules, however. Many myths make

mention of arrogant fools who, for example, asked for infinite wishes as their Granting, and were destroyed by the Forge as a result. What became of the essence of these reckless heroes?

Likewise, it appears that Grantings cannot free the world of certain evils such as Canker. Despite the horror that it represents and the countless heroes who have fought it over thousands of years, it could never be destroyed. The Fateforge cannot kill a god either. For these reasons, some believe that the Fateforge isn't as powerful as claimed, and that it is in no way an instrument of the common good.

Divine Turmoil

In the history of the world, two mortals, memorable figures of Eana, became gods through the power of the Fateforge: the Merosi conqueror Tamerakh and his mother Xonim. Anyone with some knowledge of history also knows that the seat of Tamerakh's power was entirely eradicated in unclear circumstances, with no witness left to tell about it. Theologians and mystics agree on one thing: divine apotheosis transforms one's very essence. The divinities that are today Tamerakh (called Storm) and Xonim (called Night) are different from the mortals they once were. However strong one's will and ego may be, there is in the nature of the divine something that mingles with one's being and transfigures it radically.

The Mysteries of Forgotten Gods

Eana's history is marked by the influence of divinities that many have forgotten about, which seems to indicate that a number of mortals achieved this exceptional status—at least for a time—through the Fateforge. Such is the case with Bêdawîf, “the Infiniteness,” as his adepts called him in the Sand Kingdoms, where some worship him still. Treatises of black magic mention Aya-Amasis, the Darkmoon, who is credited with the first rites of mummification. Elves, for their part, speak of a god who rose from their own and was later devoured by Nightmare, a tragedy that erased their very name from all living memory. Some hope that they may be saved still, but at what cost?

☒ Theories on the Fate-Chosen

For as long as Eternity has existed, mortals have wondered for what reason some of them are chosen. Why do some individuals become heroes while so many others toil in vain and die hopelessly? No one can claim to know for sure, but philosophies and religions offer models to those who seek answers to these questions. Here are a few of the prevalent theories.

The Work of the Travelers

The civilization of the Travelers has disappeared, but its legacy persists. They can be found in the legends of several peoples, under various names. Some scholars and mystics think that the Fateforge was created by the Travelers. Some of them base this theory upon hardly verifiable demonstrations, others rely on visions. Should it be believed that despite the end of this glorious civilization, one of their most ambitious projects persists, using the Fate-Chosen to shape the universe in specific ways over millennia? After all, why would such powerful entities have overlooked their own extinction?

For those who adhere to this theory, everything has a meaning that becomes clear after the fact. The project of the Travelers becomes apparent when one considers the great tendencies of history. Their designs take shape

in inconspicuous but recurring patterns that particularly persevering individuals can discern. Religiously inclined theorists tend to believe that the gods play a part in this cosmic plan. With this in mind, prophecies and divination magic are other important means of understanding the march of the world and following its course. According to this outlook, the Fate-chosen are first and foremost bringers of change, tools in the service of a cause that is beyond them and of which they cannot be aware of, mistakenly believing themselves free. It follows that diviners, mystics, and priests are gifted with greater authority than heroes to tell truth from falsehood and Good from Evil. Most of the proponents of this theory also claim that the only way to access the Forge is through an Ateak, one of the portals sculpted by the Travelers.

Chance or the Theory of the Meta-God

According to this theory, the Fate-chosen are not "chosen" properly speaking, they are simply the happy few selected by chance, by a force that some name the Meta-God, Master of Fate, an entity said to predate the divinities and to vastly exceed their power.

Just like some Awaken very young, are born strong, or die at a late age, the Fate-chosen are simply lucky, and their decisions and willpower allow them to make the most of this innate boon. The bottom line is that fate is fundamentally blind and without design.

Force of Will or the Myth of the Second Conscience

For the proponents of this belief, the expression "Fate-chosen" is a misleading one. To them, these "chosen ones" were initially ordinary people but distinguished themselves through great willpower and considerable ambitions that allowed them to reach a stage of second conscience. It is because these heroes in the making have within them a latent moral strength that they can somehow resonate with the Fateforge, which allows them to overcome mundane limitations. This way of thinking can

be found in several of Eana's philosophies and religions, and also applies to the Awakening, which is said to be achievable through hard work and perseverance.

Following this postulate, the successfulness of the Fate-chosen, just like their very nature, stems from personal merit and represents a fully justified reward. Those who are not Fate-chosen simply did not work hard enough to reach this consecration and only have themselves to blame.

Perception of the Fate-Chosen in the Campaign

This section covers several possible ways the people of Eana can behave toward the Fate-chosen, those individuals who can take levels in character classes and obtain related powers—basically you, the adventurers. Your leader will let you know how Fate-chosen are generally perceived in the campaign you will be playing. Obviously, several options can be used during the same campaign to fit different regions of the world or individual beliefs.

By default, denizens of Eana who are not Fate-chosen face it with something resembling resignation. They behave similarly to how a commoner destined to a humble life would look upon a prince born amidst opulence and promised to a life of luxury in the course of which he will never want for anything. Mortals who are aware of having been denied the blessing of Fate nurture some bitterness deep within them, but they know that such is life: the world is unfair, and the only thing they can do is stay in their league, without entertaining lofty ambitions that would surely lead them to a tragic end. They know that no one will bring them back to life should they succumb. Even those who serve under heroes usually do not let it go to their head. They know that they are the anonymous ones who die during the battles of the mighty and that they will have to struggle, to be crafty and resourceful in order to survive and protect what little they have.

However, the people of Eana may have a more extreme opinion of the Fate-chosen, especially if the leader wishes to make the Fateforge particularly prevalent in their campaign, stressing how Fate-chosen can potentially become gods. At the start, adventurers simply seem to be particularly skilled people. However, the speed at which they improve and master rare abilities quickly leaves little doubt as to their nature. Reactions toward them will change accordingly, and even the behavior of those who have known them for years may change. Just like Awakened ones, adventurers may arouse reactions ranging from admiration to hatred, including fear and envy.

Admiration

Those protected and assisted by the Fate-chosen may develop a deep admiration that will, in time, grow into worship given the gulf that separates a commoner from a 5th, 10th, or 15th-level adventurer. For the common man, heroes above 15th level are nothing less than demigods, characters of legend that may one day climb the steps leading to the Fateforge. No one can remain unaffected by praise that portrays them as the equal of the kings of yore, a being worthy of leading empires. Can one truly have friends when

they are surrounded by people who only see their power and achievements? Is being adulated truly being loved? By choosing this approach, the leader will give the PCs a place of choice in the world. Simply being an adventurer, even a low-level one, will grant them a unique aura.

Envy

As the chosen ones, the heroes-to-be, you are a minority. Those who haven't been chosen by Eternity are the great majority of Eana's population and foster envy, if not hatred, toward those who have been arbitrarily granted decisive advantages. By choosing this option, the leader will make the common man's perception of the Fate-chosen ambivalent at best, and blatantly hostile at worst. As soon as your adventurer is revealed to be a Fate-chosen, their adversaries and rivals will do everything to oppose them, hinder them, or even kill them before it is too late and the power gap becomes such that they can only acknowledge their inferiority. Meanwhile, the mighty will attempt to seduce and manipulate them. This approach suits a dark fantasy playstyle in particular, portraying a cruel, cynical world where the relationships with the characters are fraught with deceit and duplicity.

Fear

Rulers and guild leaders may initially be happy to find hardy adventurers to solve their problems, but they will be quick to realize that their helpers may threaten their power. Why would these mighty warriors and mages be satisfied with a life of adventuring? Why would they obey? Why wouldn't they kill the elites of this world to sit on the throne in their place? When someone starts nurturing such suspicions, they see potential enemies everywhere. Things are never simple. What used to be taken as a bad joke from the mouth of a 1st-level barbarian may be considered a serious threat from the same barbarian at 10th level. Fear might lead to seemingly unnatural alliances for the purpose of keeping a growing menace in check, following the maxim, "the enemy of my enemy is my friend." Some might also be tempted to hit the adventurers when they're weak. After all, "will such an opportunity ever arise again?" By going for this option, the leader will give your character an aura attracting fear and distrust, which will grow stronger as they gain levels. At high levels, your character may arouse mystic terror, similarly to how a believer may feel toward a vengeful divinity possessed of immense powers.

The World of Eana

Traveling across Eana, from the wild lands of Kaan to the millennial jungles of Acoatl, you will explore breath-catching countries and discover amazing civilizations.

The first part of this chapter provides a rundown of Eana, which any character born in one of this world's kingdoms can be expected to know about. Part two is an overview of the various civilizations of Eana.





Cosmology of Eana

Eana's Moons

Since the dawn of time, every civilization has sought to give meaning to history, to the creatures present in the world, and to the vestiges found on land, underwater, and sometimes even in the skies, such as in the region of the flying Eolian Isles. Even as Eana itself is a long way from being entirely mapped, people look up to the stars and wonder. Many questions remain unanswered concerning the influence of planets or fate.

Eana is the name commonly given to the world by the various peoples that inhabit it. Among druidic circles, this word also designates the spirit of the world, conceived as a living entity at the origin of all life. Many civilizations include in their folklore the two moons that orbit Eana: Melancholia and Eternity. The former is closest to Eana and many legends associate it with demons. It shines with a blueish glow, and one of its main characteristics is that both its size and distance from Eana vary. Sometimes, it seems to be about to crash into the planet; at other times, it watches from afar like a sentinel of the skies. Eternity is the furthest one and its light is golden brown. It is said to influence fate and the development of heroic abilities. According to legend, it is there that the mythical Fateforge is located.

Eana's solar system as a whole is called the "Material Plane" by mages and arcanists. Other dimensions exist, like the Astral Plane where magical currents flow, or the Ethereal Plane where the souls of the dead wander. Some theorists say that these planes are superposed like layers of reality, while others claim that they exist in different places, contiguous like so many galaxies.

Journey to the Heart of Eana

The core of planet Eana is in fusion. It bears many names, depending on the civilization: Furnace, most commonly, but also, for example, Mengalahkan Jantung Dunia, the "beating heart of the world" in Rachaman mythology. Several theories have been proposed to explain the presence of devils and creatures associated with fire there.

Some posit that an Ateak portal was built there. Supposedly, creatures summoned by spellcasters first appear here before being transported to their temporary master, the portal acting as a conjuration medium.

Another theory claims that devils came from elsewhere, of their own volition. They supposedly arrived after destroying another world. Some say that they devastated the Paradise of celestials who now wander through the Astral Plane. Some sects see the highest-ranking devils as entities worthy of worship, and their members watch out for the emergence of traps, the first decisive step leading to a complete victory for their masters. In geological terms, a trap is a massive basaltic outpouring that spreads over hundreds of square miles; an open magmatic wound that spills for weeks, months, even years. According to the demented prophecies of these cultists, the phenomenon would turn Eana into a Furnace, raising the temperature to unbearable levels and filling the air with toxic gases. Outside of the servants of devils and efreet, no one would survive.

Piercing Secrets

Finally! The new telescope was ready, and with it, the academy would unveil the secrets of the universe, like the Travelers had done. Little was known of this people except that they purportedly transcended the boundaries of magic and built reason-defying structures on Eana's moons. For that matter, wizards and scholars called them "Travelers," but no one knew of their true name and their culture mostly remained a subject of speculation. But the new generation of researchers was confident that these mysteries would soon be solved and would shine a new light on the history of Eana!

"The cloud layer over Melancholia is really thick, but the patterns are representative of storms... Powerful ones, too. Have you seen how quickly the masses are moving?"

"It's magnificent!"

"How can something this beautiful be so dangerous? How can such a wonder house demons?"

"Did you take a look at Eternity?"

"Let me adjust the telescope... Hmm... Ah, there we go. Yes, you can see the shape of what seems to be the Maze. It is immense! It looks like the convolutions of a brain, or a fine network of... veins. I believe copying it will take hundreds of hours. Just staring at it is making me dizzy."

It was the first time the young academic looked at Eana's moons with the telescope. She felt indescribable joy before this amazing spectacle.

"How about Gemoniae?"

"It's not visible. Not tonight. It's too distant to get a good picture of anyway."

"We won't know whether there's an Ateak out there..."

"Not with the telescope, at least."

The small gathering spent several hours talking about their observations and writing down notes for their next astronomical treatise.

The Horizon of the Ateak Portals and the Fall of the Travelers

Talking about the origin of our world is extremely difficult, with theories being as intermixed with ideologies and wishful thinking as they are. My research bore on ancient chronicles, but I also looked into the oral traditions of major religions.

According to the druids, in the beginning was Eana, who gave birth to the Travelers. They were an exceptional people who brought the science of arcana to a degree we can barely imagine. It is said that they were capable of manipulating reality, space, time, and fate.

The planets we know as Melancholia and Eternity already existed, and were actually created during that time. The Travelers designed the Ateaks, which make it possible to travel between worlds, and the Fateforge, which can be used to alter reality and rise to godhood. The god we call Blacksmith was the first one to be. Some believe that he is the "smith" at the center of the Fateforge on Eternity, others consider the two to be distinct entities. Soon after came Maker, whom it seems was a giant. He is often credited with the creation of most of the humanoid peoples, which he shaped as miniature versions of himself. It is largely admitted that these two divinities played the roles of creators and overlords, favoring the development of civilization.

The origin of the demons on Melancholia is the subject of various theories. According to the most widely accepted

one, they were originally people who revolted against the oppressive might of the Travelers and, through this transformation, sought the power to oppose them, but ultimately lost themselves to the violence of their fiendish forms. As such, the denizens of Melancholia are said to embody the dark side of our soul.

In the middle of what appears to have been an unopposed rule, the Travelers experienced a brutal end, through a cataclysm that almost brought about the end of Eana itself. According to the druids, they sought to master forces and creatures over which they had no control, and were annihilated as a result.

Today still, remains can be found of these distant times. Extraordinary creatures like the basilisk—which can turn living creatures to stone—are said to have been brought back to Eana as pets by these beings who could travel between worlds. Aside from these monstrosities, traces of destruction also persist. The flying Eolian Isles apparently stood at the heart of the catastrophe, and the physical and magical anomalies that still manifest there are the result. There is also mention of sites in unknown lands, in the heart of Ellerina, in the seas around the Barbary Islands, and in the frozen forests of northern Kaan.

Excerpt from the treatise Of the History of the Peoples, by Brii'dtkAcâni, dragonborn scholar of Rachamangekr

Magical Currents and Geomagic

Magic permeates the world, but is imperceptible to most life forms. In many respects, it remains mysterious, such as in the way it expresses itself through certain living beings or through the phenomenon of Awakening. Scholars speak of magical currents to describe how the flow of magic bathes Eana. Just like ocean currents, they can vary in intensity from one region to another

and change as time passes, going from the impressive thaumaturgic halos to the sinister areas of dead magic and burning sap.

Geomagic is characteristic of the world of Eana and your leader will decide its prevalence in your campaign. Refer to **GRIMOIRE** for a description of this phenomenon and its effects.

Canker and Corruption

The world of Eana is dangerous and populated with many terrifying creatures, but even the most fearsome of them pale in comparison to the horrors of Canker. The nature of Canker is shrouded in mystery: is it a plane populated with abominations? A residue of an abject, failed god that births forth hideous spawns from the deepest abysses? For many years, scholars and priests have debated and offered theories, but no one can claim to know the truth. This would require venturing into the innermost depths of the Netherworld, strata after strata, beginning with dwarven and human mines,

then carrying on with drow cities, and finally ending with forsaken tunnels leading to the territories of the ravagers.

The name of Canker comes from its faculty to spread corruption, both physically and morally. For those who fight it, death is not the worst possible fate. For example, according to certain tales, the appearance of drow is a consequence of the exposure of surface elves to corrupt magic and to the minions of Canker. Part of Eana's bestiary is composed of these corrupt, often misshapen creatures: the ravagers of Canker.

The Dawn War

On the embers of the ancient world, Death gave peace to the countless tormented souls. On the ashes of late civilizations, Frostelle gave winter and convalescence. On these lands, Flora rebirthed a life free to bloom. The triad of renewal gave people a new land in which to thrive. Several legends say that these three divinities came into their own in the wake of the Travelers' fall, but their origin remains unclear.

A new world was emerging. For a long time, the fledgling clans, tribes, families, and nations traveled this unknown world as nomads. They discovered immense forests, boundless steppes, and turquoise seas.

In that time, only the elves of Cyfandir built cities, their art combining magic, poetry, and architectural techniques. They were the light guiding the peoples with the blessing of the fey and under the guidance of the god whose very name was devoured by Nightmare.

No elf was yet trained in the trance, and the Enemy wormed its way into our dreams, denying us rest, pushing some into the horrors of madness and corruption. From the depths of the earth, Canker stirred, expanding and sending forth its repulsive spawn to the surface. A war like no one could imagine was about to tear through the young world. Nothing would ever be like it used to. The elves would leave Cyfandir, entire peoples would get lost and cursed in the Netherworld, and the guardian dwarves would be forevermore tasked with watching the tunnels to fight off the tireless incursions of the ravagers.

*Beginning of the Epic of the Dawn War, by
Leïriane, Elenion bard*

The Age of the Fated Kings

I wish to sing the glorious and tragic time of the Fated Kings. You whose history is written in blood and whose sumptuous tombs speak of your lost magnificence.

You rose under the rays of Eternity and built short-lived empires.

Your power grew like the waxing moon.

You were the focus of every gaze, but as you lost the favor of the Fateforge and old age sapped your strength, another hero rose, fated to take your throne.

You watched the flight of the dragons born from stone eggs, hidden in the four corners of Eana.

They founded the Draconic Kingdoms at the peak of their glory, revered as God-Dragons by their devoted dragonborn servants.

You witnessed the destruction of Paradise and the triumph of the diabolic fiends.

Corrupters grew in power, promising a better fate to those Eternity denied its blessings to.

A golden age passed in the clash of battle.

How many the forgotten gods whose names only remain on mute statues?

Anonymous, broken epitaph carved into the Drakenbergen

The Horde and Tamerakh's Apotheosis

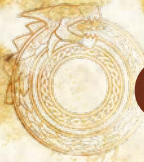
What would my fate have been had Tamerakh the Conqueror never existed? To begin with, would I have been born? Probably not, and then, I would not be here, reflecting upon fate and all the events my existence was made of.

The first great Horde conquered vast territories: all of Kaan and Cyfandir, and part of Shi-huang and the Sand Kingdoms. Tamerakh the warrior only came back to his capital for the funeral of his beloved mother, who had given him counsel throughout all those years.

How did he become a god? Can one even conceive the grim apotheosis that was his? As he rose to godhood, he destroyed his peerless capital of Mangulik, the greatest pride of the mortal he had been. It is said that no one survived the eradication.

Now the Destroyer, Storm, the Liberator, the one who was Tamerakh went as far as to free his mother from death itself, to lift her to the status of goddess, one of the most powerful that exist today: Xonim, also known by the name of Night.

Excerpt from the Meditations of Lady Khutga



Civilizations of Eana



determine where your character has spent most of their life. This will give you an idea of the languages they know and the people they have met and spent time with.

Your leader will tell you where your party's adventure will start. How did your character get here? Are they a consummate traveler? Did they have to flee? Are they on a mission? If they come from afar, their clothing, demeanor, and accent will probably make them a curiosity for locals who have never left home. This step is also the moment to think about the salient elements of your character's history.



The Perspective of the Free City

The following pages describe what the inhabitants of the Free City know about the world. Additional information is also provided about this metropolis and its surroundings so that you can play in these lands.

☒ An Introduction to the Civilizations




In the following pages, a brief introduction to each civilization is provided, including the dominant peoples, the languages commonly spoken, and the favored writing system. The ensuing descriptions are meant to provide fodder for atmosphere and intrigue, as well as local legends and peculiarities. These civilizations, along with their history, mysteries, and politics, are expanded upon in **EANA**.

You can choose your character's civilization as logic dictates, or by rolling on the following table:

d100	Your Character's Starting Civilization		
1-2	Acoatl	72-75	Kaan
3-7	Ajagar	76-81	Lothrienne
8-12	Arolavia	82-87	Mibu
13-22	Barbary Islands	88	Netherworld
23-32	Cyrillane	89	Rachamangekr
33-41	Drakenbergen	90-95	Sand Kingdoms
42-44	Eller`na	96-97	Septentrion
45-50	Eolian Isles	98	Shi-huang
51-71	Free City	99-100	Torea



Acoatl

-  **Peoples:** Humans; a few aldaron and surefoot halflings. The trading posts on the coastline harbor merchants and mercenaries from all over the world.
-  **Languages:** Runasimi.
-  **Writing System:** Oral culture.

Acoatl is still largely unknown and uncharted territory (who knows what lies behind its volcanic mountains far to the west?), accessible via trading posts established on its fetid shores, infested with mosquitoes and caimans. Foreigners come here in search of adventure, dreaming of gold and of the magic of the ruined cities found in the highlands. The local tribes dwelling in the immense emerald-colored forests are wary; they know the legends of the cruel tyrants who used to rule this land, fighting and tearing each other apart in their relentless bids for absolute power and immortality. And that is not all, for it is said that the cenotes hold portals to other worlds... The name of this country means “dragon” in the tongue of the local surefoot tribes, and pioneers say that these creatures are particularly plentiful in this region.

Ajagar

☞ **Peoples:** Humans, aldaron (in the jungles), and members of every species in the big coastal cities.

☞ **Languages:** Baashan.

☞ **Writing System:** Elvish.

Rich cities led by rajahs prosper thanks to the trade of Ajagar's precious resources: spices, rare woods, jewels, ivory, etc. In this land, many lords compete to dominate their neighbors, sending troops of war elephants or assassins armed with poisoned katars. The lush jungles, once home to magnificent and prideful kingdoms, are now the territory of tigers and boas. Higher, near the everlasting snows of timeless mountaintops, sages dedicate themselves to meditation and to a better understanding of the world.



Arolavia

☞ **Peoples:** Humans, guardian dwarves, aldaron (in the forests). Other species are rare, but foreigners can easily reach the country via the trade roads.

☞ **Languages:** Arolavian.

☞ **Writing System:** Cyfand.

Located in the northeast of Cyfandir, Arolavia and its vast forests remain mysterious in many respects. Widely untamed, this country is bordered to the north by sacred or off-limits forests, inhabited by fierce fairies who only pay heed to the druids who know the secrets of the ancient pact that binds them. The kingdom is led by a dynasty of queens, the karalievae. These fearsome women defend their lands against the lightning attacks from Lothrienne or the Septentrion, the incursions of Canker crawling from the Drakenbergen, and the pirate raids from the Usvalia Sea. In addition, they keep watch on the shadows squirming about the colonies on the shores of the Golostarogo River, as well as on the underbelly of the teeming city of Moromiek, taken back from the enemy after a mighty struggle. To these ends, they can rely on the Moon Guard, a legion of volunteers who, at the time of their enlistment, formulate a wish that Arolavia will grant at the end of their service. The duration of this service and its perils are contingent on the nature of the wish.

Barbary Islands

☞ **Peoples:** All. The population is composed of immigrants from all corners of the world.


☞ **Languages:** Kalam is the dominant tongue, but many others are spoken.


☞ **Writing System:** Abjad Kalam (but others are used).


Pirates! Privateers! Buccaneers! For the outsider, the Barbary Isles seem solely populated with these misfits and their (far too many) accomplices. In reality, the first pirate lords have become the de facto leaders of ports and cities, founders of city-states—for lack of a better word—whose economies are largely predatory. The sale of sugar and cacao from their islands is rarely enough for them, and they earn much more money much more quickly through other means: piracy, slave trade, mercenary work, etc. The current population of the Barbary Islands is very, if not wholly, unfamiliar with the past of their land. Should they not be worried about the strange rites some perform at nightfall?



Cyrillane


 **Peoples:** Mainly humans, builder dwarves, and rock gnomes. However, all other species are represented in its largest cities.


 **Languages:** Cyrillan.


 **Writing System:** Cyfand.

Until recently, the Cyrillan Empire was the main rival of the Free City. Led for centuries by an enlightened dynasty, but undermined by severe inequalities and rampant corruption, it crumbled like a house of cards. Today, the country is torn between the many factions fighting over its remains: self-styled liberating sects and adepts of Tamerakh the Destroyer, loyalist generals, opportunistic warlords closely associated with thieves' guilds, black dragons... And in the shadows, an evil, calculating being bides her time: the lich Megare of Cyrillane, a former princess disowned for her unspeakable crimes.

Drakenbergen


 **Peoples:** The surface is mainly populated with humans, builder dwarves, rock gnomes, and lightfoot halflings, while the mines are dominated by guardian dwarves. The region also has trade roads traveled by people of every species.


 **Languages:** Cyfand and Dwarvish.


 **Writing System:** Cyfand and Runic.

The Dragon Mountains, or Drakenbergen, are a massive mountain range split into countless communities. It is a place of deep history, as reflected in its majestic ruins. Here, you can find tiny feudal kingdoms and bold communities nestled in wild valleys. But everywhere, underground, dwarves have built mines, towns, and fortresses for thousands of years. Responsible for the maintenance of the roads and for the safety of the trade routes, they make it possible for life to thrive in spite of the dangers, and allow the civilization of the Free City to reach remote regions. But despite their untiring efforts, Canker too often slithers up to the surface to wreak havoc and pave the way for its conquests. And this abomination is not the only threat: raids from drow and duergar slave merchants are equally feared. Meanwhile, on the surface, sparse communities of kobolds, goblins, and bugbears live off plunder, and mighty flying predators (hippogriffs, griffins, young dragons...) hunt for tasty prey.

Ellerina


 **Peoples:** Elenion make up the vast majority of the inhabitants of the elvish kingdom. Most of the remaining permanent population is made of melessë and aldaron. Representatives from other peoples are confined to the great port city of Varnairello and only come for trade or studies.


 **Languages:** Elvish.


 **Writing System:** Elvish.

Elenion allow only those of their blood to travel their lands. Their kingdom is immense and entirely forbidden to outsiders. Strangers only know that it contains great riches and powerful sources of magic. It is also said that the land of the storm giants is located on the other side of the elves' vast island and that everything there is in proportion to these huge beings: forests, fortresses, cattle... The only thing most people know of Ellerina is its capital: Varnairello the white city, the epitome of perfection in every respect. The secrets of the elves are well-kept, but where there is much light, there are also many shadows.

Eolian Isles

 **Peoples:** Rock gnomes and humans. Other species are less common, but individuals sometimes settle here out of curiosity or taste.


 **Languages:** Gnomish.


 **Writing System:** Cyfand.


The fabulous flying isles of the Eolian are a world of wonder whose inhabitants travel in flying vehicles called nefelytrons. Depending on the altitude, winds, clouds, and manmade adjustments, the isles can take extremely varying aspects. One can spend years here and not meet a single soul, as if one were alone in the world. Daring adventurers explore this mysterious region and fight air pirates, or come here to seek an entrance to the Astral Plane.



Free City

 **Peoples:** All, with a majority of humans, builder dwarves, lightfoot halflings, and rock gnomes.

 **Languages:** Cyfand is the official tongue of the Free City, but countless other languages and dialects are spoken in this multicultural city.

 **Writing System:** Cyfand.

The Free City is probably the largest metropolis in Eana. This port, located at the mouth of the Dispende River, opens into the western, southern, and eastern seas. A commercial powerhouse, it has established trading posts and forged alliances in most countries, and its standards (currency, alphabet, etc.) have become widespread. The city itself, led by a council of citizens, is split into districts where different communities predominate: elves from Ellerina, halflings from Myetea, etc. Rich, contrasted, inegalitarian, loud, spicy, unpredictable, violent, and multicultural, the Free City is the default starting point of adventures.

Organization of the Free City

The Free City is a republic that values both entrepreneurship and the sovereignty of its inhabitants. Due to its geographical location and to its cosmopolitan nature, it is the rallying point of many adventurers. Aware—certain, even—of its worth, it safeguards its interests through negotiation and intrigue. Most of its military strength, however, is comprised of mercenaries. The city is led by a gathering of institutions that must discuss any decision at length, each of them only having limited powers. Every district has its own militia and its own decision-making body. The various militias all bear the common name of Vigent Watch, or simply “Vigent.” They are usually active on a local scale or under the direction of an institution, but the city also has coordinating bodies tasked with ensuring the harmony of the disparate whole. At the municipal level, power is shared between the following councils:

- ☞ The Council of Strategists is composed of nine magistrates skilled in diplomacy and warfare. They can decree martial law, mobilize troops, order conscription, send ambassadors to foreign countries and dictate what powers those emissaries are invested with, in particular whether they can sign peace treaties in the name of the Free City. The officials of the Council of Strategists wear crimson clothing.
- ☞ At the Assembly, citizens can gather and discuss the future of the Free City, or the measures to be taken to address a particular issue. They decide the laws. Bureaucrats and soldiers working for the Assembly are clad in lapis blue.
- ☞ The Council of the Guilds is open to all trading and manufacturing organizations, meaning that non-citizens can have a seat there. Every group is free to appoint their leader according to whatever criteria and procedures suit them. This institution issues trade-related rules and arbitrates disputes related to its field of jurisdiction. The officials, bureaucrats, and guards of the Council of the Guilds wear emerald green clothes.
- ☞ The Council of the Dragons gathers the representatives of the city’s legally accepted religious groups. It organizes the major religious festivals and has jurisdiction to judge offenses or crimes committed within the holy confines of temples. A sanctuary’s territory is that of a god’s, and even the Vigent Watch is not allowed to intervene without the explicit request of the priests. For example, if a thief is granted asylum in a sanctuary, they will remain untouchable as long as they remain within its boundaries. Bureaucrats and soldiers in the service of the Council of the Dragons wear black and white.

Rivalries Between Criminal Guilds

As a merchant town with many comings and goings, the Free City stokes greed. Plenty are those who are ready to stoop to criminality to achieve their ends.

The Tridentine

The Tridentine is the main criminal group that controls the docks. Their activities are varied: smuggling, underground fighting clubs, extortion, as well as drug trafficking and prostitution to a lesser extent. They have the support of corrupt guards. They are essentially territory-based and their organization is traditional, almost familial. They are constantly losing ground to the thieves’ guilds of Ghardat, one of the most ambitious Sand Kingdoms.

The Raqisa

The Raqisa, also called the Dancer, is Ghardat’s main thieves’ guild. Its members are much more disciplined and ambitious than those of the Tridentine. They have a secret agreement with their council’s district, according to which they help Ghardat’s merchants secure information useful to their business in exchange for arrested members usually only having token fines to pay. This close association between an official

administrative body and a criminal organization goes beyond the mere corruption of individuals, and has proven too much for the Free City to handle. The Vigent is too scattered to oppose a methodical conquest of its slums through the assimilation or elimination of rival underground groups.

The Kleidi-Kleidaria

The Kleidi-Kleidaria, often abridged as “the Klei” or “the Key,” is a Cyrillan criminal organization that experienced a considerable boost from the massive arrival of Cyrillan refugees and the instability of the country. They have several bases in various Cyrillan cities, and act as smugglers for whoever can afford their services. They are very invested in trafficking, and merchants who wish to still do business with Cyrillane had better deal with the Klei for protection, or simply for information regarding the recent developments of the civil war. Politically neutral, the Key fits all locks, and its agents act as facilitators even for the most disreputable warlords and for the most demented cultists.

The Region

River Dispende

The **Dispende** originates from the Drakenbergen and pours into the sea near the Free City. Most of its flow is channeled,

and its banks have been redesigned for centuries by builder dwarves who use it as the main route for the transit of goods from the mountains. All along its course, hamlets and towns have settled at the stops of boatmen, sometimes building great bridges for easier land circulation.

Histe's Woods

Most of the border with Cyrillane is made of a mid-altitude mountain range covered with dark forests called **Histe's Woods**. This region supplies the city with construction timber for its buildings and docks. Logging is intense but harmoniously spread, with selections of trees to cut down and the constant planting of young specimens in clearings. Since the powers of Cyrillane have crumbled, the part of the area located in this country is sparsely patrolled. Smugglers, traffickers, and brigands have replaced the soldiers. Refugees passing through these forested paths on their way to the lands of the Free City are often the victims of extortion and violence.

The Great Plain of Cys

The **Great Plain of Cys** spreads from the foothills of the Dragon Mountains. Crossed by the River Dispende, it is a wetland with an abundance of lakes, rivers, and canals. Birds are plentiful, some of them arriving in winter, away from the rigors of the cold season in the far north, while others only remain during spring and summer. Population is less numerous than near the banks of the Dispende, and ranching is more common.

Meanderise

Meanderise is a country located northeast of Myetee, east of **Taurëlma**, and southeast of the **Fjordkungden**. It shares a large border with the Drakenbergen, and it is actually hard to draw a clear separation line between the two. The region is mostly characterized by wet woodland, crossed by several rivers that flow into the **Vaquensirë**—the river that makes up the border of Taurëlma. During spring, most of the land is susceptible to floods, so the habitations are either built on stilts or on higher ground.

Meanderise used to be densely populated, but is now only a shadow of its former self. There used to be fortified burgs every 15 to 20 miles, but several towns have been abandoned, while others cling to life with practically deserted districts. This extinction is essentially the result of three successive crises: a surge of Cankerous activity quickly followed by a war against the elves of Taurëlma, then by a frightening epidemic and the massive appearance of undead that dealt the final blow to many communities.

Those who live here today are either the children of survivors or adventurers looking for freedom. Sailing up the Vaquensirë, gnome adventurers from the Eolian have come to settle in—relatively—large numbers in several towns. They have undertaken modern renovations (streetlights, machines...), resulting in a strange environment where ruins alternate with state-of-the-art installments. A district's street may be as animated, orderly, and clean as those of the high-class portions of the Free City, where the next alley will lead into a gloomy dumping ground.

The Old Pass

A memento of a time when elves and dwarves were close allies, the **Old Pass** is a road that goes through the Drakenbergen and connects eastern Taurëlma (now Meanderise) with **Arataurë** (now Cyrillane's cursed White Forest). The path is large and passable for vehicles, but few travel it because several segments are rumored to be haunted. The enterprising gnomes who have started settling in Meanderise seem interested in reopening this road in order to develop the region's economy. It is also said that there used to be a path that ran from the port of Issure (located at the mouth of the Vaquensirë) to the Free City, passing through Meanderise, the dwarf centers of the Drakenbergen, and the river Dispende.

Myetee


The Myetee Marches, also called **Myetee**, are a border region between the northwest of the Free City lands and an ancient forest guarded by aldaron. These two territories are separated by a river, the Vaquensirë. Halflings make up most of Myetee's population and live autonomously, as a reward for their founder succeeding in negotiating a peace treaty between elves and humans. They now act as a buffer region that is officially part of the lands of the Free City, but with their own law and exemption from conscription in times of war.


Issure


Located at the mouth of the Vaquensirë, **Issure** is a town split in two, full of life on Myetee's side (to the south) and empty on Taurëlma's side (to the north). Boats moor at its stone docks. There is a distance of about a hundred feet between the river and the walls that circle the town, and this space is generally filled with dockworkers and peddlers. The town's merchant fairs also take place on the docks, with a profusion of booths made of wooden planks. In addition to these festive times, the area also enjoys an ideal position for the exportation of Myetee's products.

On the other side, the forbidden ruins appear as Issure's grim mirror, a perpetual threat, a reminder that prosperity can at any time cease brutally and give way to death. Since the war against the elves, everything has remained as it was—with the exception of the many poplars that grew. Some buildings still bear the mark of fires and destruction from war machines, while others seem strangely undamaged from afar, looking like revenants. For that matter, those who go to Issure's docks after nightfall sometimes claim to have seen moving shapes on the other side of the river. These may simply be animals, or elf sentinels making sure that the interdiction of crossing the river is duly respected. Despite these reassuring and sensible explanations, the rumor of undead haunting the ruins lives on. The most hardened criminals of Issure know that hiding one's loot or shelter in the dead part of the town is a good way of making sure that nosy people and guards won't be a problem.

Kaan


 **Peoples:** Humans, merosi, orcs, hobgoblins. Other species are mostly found in coastal cities.

 **Languages:** Kaani and Goblin.


 **Writing System:** Santak.

The heart of the Kaani empire is an immense steppe where clans of herdsman and warriors live. Sometimes, a chief rises above the rest and gathers a horde of humans, merosi, orcs, hobgoblins, goblins, hill giants, and many other species, then goes on a bid for world conquest. The first and most famous of such chiefs was the terrible Tamerakh, who is said to have sacrificed his entire capital to become a god. The glory of the Kaani has ebbed and flowed through the centuries. The current capital is a coastal town, and the ruling dynasty is most probably preparing for their next glorious wars.

Lothrienne


 **Peoples:** Mostly humans and builder dwarves; a few aldaron and sidh (see **BESTIARY**). Other species are rare and usually foreigners.

 **Languages:** Lothrian.


 **Writing System:** Cyfand.

Tucked between the Drakenbergen and the Septentrion, Lothrienne is a harsh feudal kingdom in which each lord fights bitterly for the survival of their domain. Magic in this country is very weak outside of the local faerie kingdoms led by a short-tempered fey king known to usually take the shape of a bear when he interacts with other species. Threats here are mostly human: pirates sailing upstream, ambitious noble houses, obscurantist communities that fear magic and druids, barbarian raiders, etc. However, lately, a supernatural disease has been insidiously spreading: desveria, a sickness that affects sleep and dreams and portends greater evils.

Mibu

 **Peoples:** Humans and surefoot halflings. Large trading posts are visited by all species.

 **Languages:** Inkulomo.

 **Writing System:** Tumiit, Cyfand, Abjad Kalam, ciphered languages.

Bandiko-Mibu, the “lands of Mibu,” is a tropical continent made of vast savannas, impenetrable equatorial forests, untameable rivers, and breathtaking canyons. These lands are shared between obscenely rich kingdoms of great size and innumerable chiefdoms and tribes. On the coasts, trading cities import many slaves, brought by the Barbary pirates to work in gold or diamond mines or in quarries. Among the mighty sovereigns that exploit them are immortal queens and giant slayers. Giants are ever-present figures in myths and are said to have ruled over this country in times past, from the top of tepuis.







Netherworld

- ☞ **Peoples:** Guardian dwarves, builder dwarves, drow, duergar, svirfneblin. The only specimens of other species who live down there are enslaved ones.
- ☞ **Languages:** Undercommon is the dominant language, but many others are in use.
- ☞ **Writing System:** Elvish (modified).

The Netherworld is a largely ill-known place, even by those who are used to traveling it. Within close proximity to the surface, mines, fortresses, prisons, and temples can be found. Deeper are the cities of drow, duergar, and svirfneblin, each seeking to survive and spread in this highly dangerous environment. They often go as far as to call upon infernal powers or unsettling divinities to gain an edge. In the deepest abysses rest the oldest and mightiest Cankerous nests, a threat for all Eana.

Rachamangekr

- ☞ **Peoples:** Mostly dragonborn and humans, but specimens of every species can be found in large cities.
- ☞ **Languages:** Karphûd.
- ☞ **Writing System:** Elvish (variant) and Draconic.

Rachamangekr is the largest and most powerful of the kingdoms still ruled by dragonborn nobility. Here, the laws of dragons are enforced in the most traditional sense. This country boasts plentiful agricultural tropical resources, a refined culture, and gorgeous landscapes. Adventurers here fight Barbary pirates and work to curb the constant threat posed by dragon turtles. In the deep jungles, hermits and dragon-blooded sorcerers study vestiges, usually searching for remains of the Travelers' civilization.





Sand Kingdoms


- ☞ **Peoples:** Mainly humans, but the cosmopolitan coastal cities are visited and inhabited by every species.
- ☞ **Languages :** Kalam.
- ☞ **Writing System :** Abjad Kalam.

The Sand Kingdoms are many: city-states, djinni oases, desert nomads, powerful rivaling kingdoms, etc. Though their political organization varies, they share a lot from a cultural standpoint, most importantly a language, writing system, currency, and mythology. In these countries, the stark injustice of towns exists side by side with the wonders of a merciless desert, plentiful both in treasures and in monsters ready to devour the unwary. Adventures here involve caravans, lost temples, blue dragons, slaves, djinn, lamias, conquests, betrayals, and impossible loves.

Septentrion

 **Peoples:** Mostly humans, a few aldaron.

 **Languages:** Nordic.

 **Writing System:** Oral culture.

A harsh but free life: this is how existence can be described in the Septentrion, a large, sparsely populated territory in northern Cyfandir. Between the tundra, taiga, mountains, sheltered valleys, and marshes, the landscapes, flora, and fauna are very diverse, and so are the customs. Certain tribes live in accordance with the wise precepts of their druids, while others lead a brutal existence, usually taking whatever they lack by force. But first and foremost, living in the Septentrion means learning to resist an environment among the most dangerous of Eana. It also means defending oneself against other tribes, big cats, remorhaz, frost giants, white dragons, etc. Out of caution, almost everyone stays away from the Boreal ruins, lest they unleash new perils upon the world.



Shi-huang

- ☞ **Peoples:** Mostly humans. Other species can be found in the cities. In the past, dragonborn ruled the country, and the nobles that survived the revolution had to flee.
- ☞ **Languages:** Shi-huang.
- ☞ **Writing System:** Draconic adapted into a syllabary.

A rich millennial culture, Shi-huang was first ruled by giants, then later by dragonborn. Then these dynasties crumbled and made way for refined human kingdoms. It was in this culture that the first warrior-monks appeared and theorized the use of ki. The inhabitants of Shi-huang must exercise caution: in addition to the warring between kingdoms, the mountainous borders teem with monsters. For the time being, the seal over the deep Netherworld protects them from Canker, but the Ethereal Plane, however, is curiously close, allowing ghosts to prosper.

Torea

- ☞ **Peoples:** Mostly humans. Merchants from other species live in the main trading posts.
- ☞ **Languages:** Aupuniwi.
- ☞ **Writing System:** Tumiit.

Torea is a heavenly country: seeing its atolls of white sand and its coral reefs makes an indelible impression on the traveler's mind. Its name is also that of a sacred multicolored bird typical of this region. On the surface of its waters and lands, human navigators, merchants, and cultivators are spread into a multitude of communities, tribes, and civilizations. Below the surface is the territory of seans, a mysterious people capable of breathing underwater and swimming with ease thanks to their fishlike tails, who build luxurious cities of coral and pearl. Yet this idyllic land is under threat from many perils, and terrible dangers hide just under its paradisaical aspect. From the abyssal depths, Cankerous ravagers attack, led by the Drowned Queen, while the hateful merrows work tirelessly to turn the nightmare of the demon prince Ouxounouël into a reality. Pirates and slave traders from the Barbary Islands come to plunder riches and lives, sometimes emptying entire communities. Out of desperation, some of the locals take refuge in monstrous cults that bring them closer to the wicked sahuagins, providing them with the means to defend themselves through the use of dark powers.

Character Creation



One of a player's first and most entertaining steps is to come up with their character. The purpose is to create a budding hero, defined by an in-game profile and a few descriptive elements that will pave the way for their evolution, as they explore the world and experience the stories designed by the leader.

Players approach this in different ways. Some have a very precise idea of what they want and enjoy getting into the details of their persona before the adventure has started. Others prefer to go with the story's flow and flesh out their character as they play.

In any case, you can start with the following seminal question: What kind of role do I want to play? A fighter or a spellcaster? A smooth talker or a person of few words? An unassuming lurker or a towering bruiser? Maybe you already have a picture of your character in mind, or a starting point like their species (elf or dwarf, for example). Will your hero be in tune with nature, or a city dweller through and through?

All of these questions, and others that will spontaneously come up, will guide your choices throughout the creation of your character, in particular in regard to their species and class. Grab a copy of the character sheet, a pencil, and some dice, and let your imagination do the rest.

Choose your Civilization

The choice of your character's species may influence the choice of the civilization where they spent most of their life. For example, the vast majority of the kingdom of Ellerina's population is made up of elenion elves, whereas the Free City is a melting pot of species. For an introduction to the eighteen cultures of Eana, their particularities, and their lifestyles, see the dedicated **chapter: World of Eana**.

Strictly speaking, your character's civilization will only determine which languages they speak. This step is mainly to be taken as a part of your character's backstory and as a source of potential adventures.


Free City





Determine Whether They Have Awakened to Magic

In **FATEFORGE**'s universe, some individuals experience what sages call the **Awakening**, thus becoming attuned to the tides of magic. Is it a gift? The influence of the moon Eternity, which dictates the fates of heroes? Holy favor from the gods? Theories abound and mystery remains.

At creation, a character has not necessarily Awakened. A non-Awakened character is said to be **Dormant**. Ask the leader what they have decided for their campaign. They can either decide your character's connection with magic from the list below, or roll a d20 to determine it randomly:

 **Dormant** (1-9): At creation, your character has not Awakened yet. But maybe it will happen one day?

 **Close to Awakening** (10-15): Your character might Awaken in the course of their first adventures (between levels 1 and 3).

 **Awakened** (16-20): At creation, your character has already Awakened to magic. Determine when and how this happened. Is it a gift from birth? Did they experience something extraordinary that triggered their Awakening?

An **Awakened** character is able to use magic. If they have chosen a spellcasting class, they can cast spells, and if they are an elf or a tiefling, they can use the innate powers unique to their species.

A character who has not Awakened to magic cannot make use of magic powers, whatever their nature. Of course, they may still Awaken at a later time.

What is Awakening Like?

There are as many ways to Awaken as there are individuals and types of magic.


A sorcerer might accidentally unleash their first power in a life-or-death situation, or more progressively, over the course of their childhood. A priest prays to their god in the middle of a disaster and performs a miracle that saves the day. A druid meditates upon the world and, carried by the sublime harmony of their environment, they finally feel everything click, forging a deep bond with Eana.

Talk with your leader about it, and do not be afraid to let them plan it as a surprise to you: this will make your character's Awakening all the more memorable!

Theory and Practice

If, for some reason or another, your character has not yet Awakened at creation, but you still want to play a class with magic powers (wizard, cleric, paladin, etc.), your character will still learn them as they progress, but they will not be able to make use of them. Your character is considered to be Dormant.

Magic in Eana is like music: your character may know all about music theory (i.e. learn a new power), but still be unable to play any instrument (i.e. call upon said power). One day, they may Awaken and become able to use all the powers they have access to, thus fully realizing their potential.

In game terms, a Dormant character cannot make use of powers whose description comes with the Awakening stamp: 



The book **GRIMOIRE** covers the Awakening and the workings of magic in more detail. If your character is Awakened from creation, the leader can let you read **GRIMOIRE**, which includes the descriptions of all available spells.

Dragonborn

I enjoyed my meetings with sweet Brii'dtk'Acâni—"Dawn Beauty" in Draconic—in the garden of the Palace of Perfumes. The august scholar was grateful that I could call her in the noble tongue of Rachamangekr without butchering her name. In this kingdom dominated by a dragonborn elite, it is customary for nobles to have one name in the local Common and another in Draconic. For the common people, the princess's name was "Damsel Cahaya," but for the tireless traveler I was, Draconic, though difficult to pronounce, was a language I had been taught a long time ago, and one that I was still fluent in. My friend died more than three centuries ago, but I still remember our endless conversations about her people's millennia long history. I recently learned that one of her descendants, an adventuress, bears the same name as her. I hope she will prove worthy of it.

Excerpt from the memoirs of Mirë Lelyen, elenion explorer



Covered in scales showing their relationship to one of the ten species of true dragons, dragonborn are powerful and charismatic. Born from eggs after a year of maturation, they then grow at a rapid pace. Proud of everything that distinguishes them, they give off the aura of an ancient culture that has survived many changes, experiencing in turn shame and glory, darkness and light.

The Origin of Dragonborn

Dragonborn myths tell that their species was created by the dragons for the purpose of protecting sacred grounds of great power against those coveting them. Although it would make sense for metallic dragons, it seems more dubious in regards to chromatic dragons, given their propensity for evil. Moreover, no dragon today seems capable of fashioning such beings. Some scholars have wondered about the possibility of a common origin for dragonborn and half-dragons, due to the similar appearance of the two species. Half-dragons are born from the union of a metamorphosed dragon and another creature (see "**Half-Dragon**" in **BESTIARY**), or from rituals involving dragon blood. These hybrid beings are normally sterile and gifted with a considerable life expectancy, which distinguishes them from dragonborn in both regards. The latter can reproduce and lay eggs with no particular difficulty, but usually do not grow as old as most other species, generally dying before the age of 80. Should it be interpreted as the consequence of a ritual sacrificing longevity for fertility? In this case, dragonborn could be regarded as the distant descendants of humans who performed or were subjected to particular rites.

Dragonborn Cultures

Whatever the truth is, dragonborn have a strong affinity with the dragons whom they emulate or even worship. Currently, there are two types of dragonborn societies:

-  Some live in remote areas (faults, caves, jungles, volcanoes...) and act as guardians of ancient knowledge. Such a duty implies total dedication and may take some dragonborn to faraway countries, to fight an evil they have foreseen the coming of.
-  Others, proud of their origins, consider the dragonborn to be a chosen people, destined to rule the other species. Many civilizations, grouped under the common name "Draconic Kingdoms," give a very important role to dragons, and are sometimes even ruled by dragon-kings. Some subjugated peoples revolted and overthrew these tyrants, but dragonborn are still nobility in many insular lands of varying sizes, in regions where the climate can go from tropical to equatorial. Their elite is made up of fighters and sorcerers. For the time being, these kingdoms are still prosperous, bejeweled with gorgeous, complex palaces, but they are threatened by the encroaching jungle and gradually lose their splendor, or sometimes even disappear entirely. It is now time for the get of dragons to stand tall: they must choose between reconquering the world through strength or adapting to it.










The Disappearance of White and Silver Dragonborn




All known dragonborn live in the warm regions of Eana and include neither white nor silver dragonborn. This anomaly could be due to the fall of boreal civilization, which is said to have ended with a fratricidal war. Some believe that there may be survivors, perhaps in stasis in some lost city, or living as reclusive tribes, protecting secrets related to the collapse of their world.

Dragonborn Traits

Your draconic heritage manifests in a variety of traits you share with other dragonborn.

-  **Ability Score Increase.** Your Strength score increases by 2, and your Charisma score increases by 1.
-  **Age.** Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.
-  **Alignment.** Dragonborn are usually lawful, reflecting their adherence to traditions, in particular to the perpetuation of the laws of dragons. Chromatic dragonborn (black, blue, green, red, and white) have a greater tendency toward evil and tyranny than metallic dragonborn (brass, bronze, copper, gold, and silver), who tend to be good.
-  **Size.** Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.
-  **Speed.** Your base walking speed is 30 feet.
-  **Draconic Ancestry.** You have draconic ancestry. Choose one type of dragon from the table on this page. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.
-  **Memories of the Ancient.** You have an innate mastery of the Ancient's artifacts—such as the Travelers' atreaks—and your dragon blood is often sufficient to reactivate them. Many ancient temples and sanctuaries have mechanisms related to dragon ancestry, and a dragonborn character can try to activate them with a Charisma check to which they add their proficiency bonus. The DC is at the leader's discretion, in accordance with the complexity of the mechanism.



-  **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.
-  **Languages.** You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

Dragon	Damage Type	Breath
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

Merosi, the Half-Orcs

My guide had led me to the steppe, into the lands of clan Shurgu, led by the fierce Saikhan, a half-human, half-orc hybrid. She was none too pleased about my plans to explore the ruins of Mangulik, capital of the Horde's great warlord, founder of the spirit of Kaan, favored son of the Lady of the Night, bloodthirsty liberator ruling from atop a pyramid of skulls—in short, the last vestiges left by the one who would become the terrible god Tamerakh. Rumor of my intent had spread through the whole camp, and I was regarded as foolhardy, mad, or dangerous, sometimes all three. I considered myself a witness; someone who could bring back reliable information to modern minds instead of fanciful, contradictory tales. To me, such fear was mostly born from the ignorance of what had truly transpired in Mangulik. I wished to know the truth.

Hearing my motives, Saikhan judged them to be worthy and declared that she would guide me into the Khoosrol, the desolate lands whose ancient capital stood at their center. I was rather taken aback by this arrangement, but since she did not seem to be the treacherous type, I accepted her offer.

After two days of taxing riding through the steppe, our mounts started to get skittish. We were making for a mountaintop from which we could get a good view of the region. At nightfall, we set camp in a spot sheltered from the increasingly strong wind. In addition to the roaring gusts and the constant, panicked whickering of our mounts, it seemed to me that I could hear a high-pitched shrieking in the distance; a sort of distorted crying or yelling. Had I been human, I might have salvaged a few hours of fitful sleep from this harrowing night, but as it was, I found it impossible to stay in trance for the four straight hours I required.

At dawn, Saikhan took me to the summit. In front of me spread a cursed land, the dilapidated crossroads of which were dotted with the burial mounds of warriors fallen in the course of the tyrant's relentless conquests. I saw short-lived rivers that took shape when rain fell on the mountains, only to evaporate before they could reach the sea. The merosi described to me the reprobates that haunted the warrens, the specters that made every night a nightmare, and the demons that, according to rumor, lurked in the ruins to this day. With visible irony, she insisted that she had no idea whether all these stories were true. However, she could certify that specters were common and that horses were reluctant to venture into this forsaken country. Its whole population had been sacrificed so that Tamerakh could rise to godhood, unless it was as revenge for some forgotten offense... Either way, it was abundantly clear that many of these unfortunate souls had never found peace.

To me, the world of Saikhan seemed as vast as an ocean, with the Khoosrol as its abyss. I thanked the leader of the Shurgu for opening my eyes and turning me away from my suicidal project by demonstration rather than by force.

Excerpt from the memoirs of Mirë Lelyen, elenion explorer

Gifted with the boundless strength of orcs and with the creativity of humans, merosi, or half-orcs, are surprisingly versatile, capable of brutality and impulsiveness as much as of cleverness and subtlety. Their instinctive reactions, stamina, and combativeness are generally considered fearsome, but also sometimes fascinating, in the same way a big cat can be.

Most merosi live in the Kaani Empire or in the lands that it ruled in the past. There, they are so common that you can meet entire clans of these hybrids, well integrated into society. In Cyfandir, half-orcs are persistently labeled as descendants of invaders. Elsewhere, for example in the Draconic Kingdoms, they are so rare and ill-known that they only arouse curiosity.

☒ Half-Orc or Merosi?

The term “half-orc” is commonly derogatory, as orcs are known to have been involved in many bloody raids and conquests. As such, this term is usually perceived as referring to the presumed violence or stupidity of these half-bloods. In the Kaani Empire, they are called “merosi,” referring to their double parentage, the two being considered with equal pride.

☉ A Short but Intense Life

Merosi have a shorter lifespan than most humanoid species: they rarely live more than seventy years. What could have been taken as a curse or a tragedy is instead accepted with stoicism. A half-orc reaches adulthood at fourteen, at which point they are encouraged to pursue their calling or to seek what will give meaning to their existence. Better to die after a life fully realized than to experience centuries of tedium and listlessness.

☉ Earning Respect

The clannish Kaani culture influences many merosi who seek to distinguish themselves through great deeds in order to prove their worth. Some promise themselves that they will come back to their native land to vanquish the greatest warriors and join the ruling council, or even become tribal chieftains.

This drive to test one’s mettle can take the form of a heightened taste for risks and extraordinary challenges.

Making a name for oneself, no matter in what domain, being talked and written about in legends and history books, is an apotheosis that many dream of.



Half-Orc Philosophies

Merosi philosophies have made their mark on the history of Eana. They have developed concepts close to what we know as Epicureanism—or even hedonism—and Stoicism. The violent, unrelenting dogma of Tamerakh, god of freedom and destruction, is studied by scholars, side by side with the texts of the most famous authors.

Lady Khutga

An imperial princess, Khutga lived during a period of great disasters for the Kaani and was one of the last survivors of her family. From a situation of great wealth, she sunk into the depths of poverty, and took refuge in foreign lands where she spent her elder years. She left behind her a corpus of stoic writings, recommending never to let oneself be affected by what one has no control over, all the while never sinking into inactivity and passivity, always remaining poised to seize whatever opportunity may arise, even in the worst circumstances.

Lord Tsunsny

This merosi was among those who spearheaded the rebirth of the Horde. He fitted the ideal of a Kaani conqueror, but was also a shrewd administrator and one of the great builders of the port of Khaalgany. His treatises focus on the question of chance, and he theorized the necessity of giving deep consideration to trivial matters while dealing lightly with serious ones, so as to be equal in all things, in peace as in war.

Poetess Yulduz

A writer of artistic collections and songs of great refinement, Yulduz is known to be a philosopher whose work celebrates present life and the importance of enjoying every experience to the fullest. According to her philosophy, “good” is synonymous with the quest for pleasure, and her conviction is that everything that arouses fascination and attraction can therefore be good. Her writings, inflammatory in some respects, celebrate the grandeur of certain demon princes and the passion for the violence of bloody fights, those that stir up the feeling of being alive by confronting one with the fear of death.

Merosi Traits

Your half-orc character has certain traits deriving from your orc ancestry. Other species are quick to associate merosi with ugliness, but their mixed blood can actually result in harmonious beauty, with bark-colored hair, tanned skin, and tawny eyes.

- ◆ **Ability Score Increase.** Your Strength score increases by 2, and your Constitution score increases by 1.
- ◆ **Age.** Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.
- ◆ **Alignment.** Half-orcs inherit a tendency toward chaos from their orc parents, as well as a thirst for freedom and for experiencing life as it goes, candidly enjoying the pleasures it offers. Such an attitude is not incompatible with a strong sense of honor and with sticking to one’s word. However, their strong attachment to their community can make them indifferent to the fate of outsiders.
- ◆ **Size.** Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.
- ◆ **Speed.** Your base walking speed is 30 feet.
- ◆ **Darkvision.** Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.
- ◆ **Menacing.** You gain proficiency in the Intimidation skill.
- ◆ **Relentless Endurance.** When damage reduces you to 0 hit points but does not kill you outright, you can drop to 1 hit point instead. You cannot use this feature again until you finish a long rest.



If the leader makes use of the Wound rules, they can decide to apply this optional rule: making use of Relentless Endurance immediately and automatically brings you to the “dying” state with 1 hit point and 5 levels of exhaustion, all the while retaining consciousness. Due to adrenaline, you can ignore the pain of your Wounds and all exhaustion-related effects for a number of rounds equal to your Constitution modifier (with a minimum of one). You cannot use this feature again until you finish a short or long rest.

- ◆ **Savage Attacks.** When you score a critical hit with a melee weapon attack, you can roll one of the weapon’s damage dice one additional time and add it to the extra damage of the critical hit.
- ◆ **Languages.** You can speak, read, and write Common and Kaani.

Tieflings

Although I was a lowly stranger in this faraway court, my friendship with the scholarly magistrate Gao Mei earned me the privilege of being invited to a banquet organized in the honor of the victorious general Fu Jiang, in the Palace of the Eight Celestial Virtues. I had crossed an immense courtyard under the watch of dozens of fierce-looking soldiers, as motionless and solemn as statues. I could see the walls of the fortress, which were equally well-guarded. Even inside the great reception hall, which was filled with at least two hundred guests, I could feel the stares of those who stayed to the shadows, sometimes disguised as servants, but clearly ready for violence. They seemed to remain ever-vigilant, attentive to the slightest details, as if fearing that a madman might rise, take out a concealed weapon, cross the hundred feet separating them from the head table, and somehow manage to murder the general.

This heavy atmosphere was dissipated through no small effort on the part of a band of entertainers, which included highly talented acrobats and musicians. The dishes were so exquisite that they would have not found their match even at the best tables of Ellerina. Despite the surrounding pomp, I could tell that many shared a persistent fear whose origin I could not discern. Regardless, deciding that Shi-huang's problems were none of my business, I resolved to have a pleasant evening. The profusion of alcohols contributed to making my neighbors more cheerful, and I spent most of the meal in cordial conversation with an official in charge of the archives.

As the soiree continued well into the night, my dinner companion offered to show me a few of his treasures. We left and walked through darkened corridors until we reached a closed door. It was then that my considerably inebriated guide realized he did not have the key with him. However, I did not listen to him, as my attention had been caught by a figure sneaking through the gloom. I could make out the intruder's dark skin and horns: a tiefling! She had managed to break in despite the tight-knit security. How? I had no wish to find out: dispossessed of my weapon and armor, and having no idea of her martial prowess, I immediately retreated to warn the guard.

When we came back, she was gone. The official did not understand the cause of such agitation, but even he stopped blabbering when, in a corner, we found a small rag doll dressed in a black robe with a garrote around its neck. It was an explicit warning from the Brotherhood of the Final Torment: these fanatics would be back, they never gave up.

Excerpt from the memoirs of Mirë Lelyen, elenion explorer

Tieflings seem to be born exclusively from human women, as if this species had an innate connection with evil powers. This may be yet one more example of the adaptability of humans, which can result in both the best and the worst. Tieflings themselves are usually sterile, and seemingly only capable of reproducing in very particular circumstances.



The Curse

Not all tieflings are born from the direct intervention of a fiend. Sometimes, a pregnant woman can be exposed to black magic, thus marking the child. It can be the result of a curse, the pernicious influence of an evil item, the consequence of the pregnant mother fighting a sorcerer, etc. The appearance of the resulting child is not necessarily monstrous: they may simply have feline eyes (golden, with slit pupils), abnormally colored hair (white from infancy, for example), and more pronounced canines than normal. The young tiefling's nature may then only be revealed through spontaneous supernatural abilities, such as speaking the tongue of demons (or devils) without having ever heard it, being impervious to fire, casting an eerie cantrip, etc. The child and mother may be rejected, or even hunted down. Consumed by rage, will the cursed young one turn toward evil? Or will they dedicate themselves to the service of good, considering themselves best suited to fighting fire with fire? Or will they consider themselves an expression of the world's corruption, perceiving their stigmas as the mark of an inescapable fate they would rather not think about?

An Agent in Eana

Witches who regularly deal with devils or demons are often offered or forced to have intercourse with their fiendish partners. The aside "Fiendish parentage" covers the usual situations. In any case, the tiefling's mother will be deeply marked by the experience and may even become sterile as a result of the pregnancy. Her child can be a treasure, the fruit of years of tireless work, or a shameful curse. Tieflings born in such circumstances are often seen by one or both of their parents as tools in the service of a dark end. Will they lend themselves to it? Will they try to break free?



Xonim's Ambiguous Benevolence


Xonim is the ambivalent Lady of the Night; the unsettling, manipulative wizard goddess. She is widely known to be fond of tieflings and is even said to be inclined to answer their prayers, for example allowing them to elude their pursuers. But are her favors truly disinterested?

A Sense of Evil


Tieflings can intuitively speak the language of their fiendish parent, sometimes even before that of their human mother. During their childhood, they become spontaneously able to cast the *thaumaturgy* cantrip. It also seems that they are sometimes warned of evil intent through dreams and even fleeting visions. What is the meaning of this sense of evil? Is it a call, beckoning the tiefling to join the armies of evil? Could this sense be taken advantage of to foresee disaster?


Fiendish Parentage


Fiendish parents, even those of female aspects, are capable of inseminating those they have chosen to bear their children.


 The player chooses whether their character will be of devil or demon blood, and the leader decides the exact nature of the parent. More information can be found about devils and demons in **ARCANA** and **BESTIARY**.

Here are the most commonly involved devils and the status of the resulting tiefling:


 **Hospodar.** Devil leaders, like other beings of great power, can decide to manifest under the form of a hypostasis—a short-lived embodiment of part of their essence—adopting a shape suited to a momentary intervention in Eana. They always do so with a plan in mind, and the child will be a privileged object of their fiendish parent's attention, intent on making full use of their offspring to further their diabolical ends. In the eyes of cultists, the child of a hospodar is a messiah-like figure.


 **Turtânu (pit fiend).** These devils only sire during rare rituals that require a great expenditure of power. For many cultists, the scion of a pit fiend is a precious gift, the equivalent of a prince. How much the fiendish parent is respected by devils will also be reflected on the tiefling.


 **Qarnu (horned devil).** Horned devils are the most common parents of tieflings, to the point of being at the origin of the stereotypical depiction of tieflings as horned and tailed. Any witch, even an occasional one, has a chance of being offered such an arrangement. The motivations of horned devils, however, are unclear: establishing their psychological sway over the mortal that gives them her soul? Spreading evil by siring children? They do not seem to pay much attention to the resulting offspring, which gives them much more liberty than most tieflings.


 **Harharru (chain devil).** Chain devils are the diabolic tutors of torturers and jailers. It happens that they torment their pupils' prisoners, sometimes with rape. As might be expected, harharru tieflings are not well-considered among the denizens of Furnace and are easily looked down on as sons and daughters of slaves.

Due to the chaotic nature of demons, their behavior toward tieflings of their blood are more unpredictable. Here are the most common demonic parents:

 **Prince.** Just like hospodar, princes can sire through hypostasis. Their motivations, however, are less clear. They may simply wish to have a pawn in Eana or may actually feel attachment toward certain mortals despite their destructive projects.





 **Marilith.** Snake-like demons in the service of Liridem the Bitter or Akhlitôl the Vengeful. When they sire tieflings, mariliths usually offer them to their prince so that they may make use of them as devoted agents. Sometimes, a marilith keeps its child, when it can use them to further its own ambitions, related to its existence in Melancholia or to its past life, of which it keeps tormented memories. The tiefling will usually sport serpent scales on part of their body, and sometimes a forked tongue.

 **Glabrezu.** This perfidious, subtle adviser of the mighty uses its offspring as agents in the game of thrones. Its tieflings may count on continual help and sage advice... until the time comes for them to be mercilessly sacrificed to serve the ambitions of a promising mortal under the demon's tutelage, or when the glabrezu deems the situation interesting enough to satisfy its sense of tragedy. Due to them both having horns as part of their fiendish heritage, glabrezu tieflings are sometimes confused with qarnu ones.

 **Incubus and succubus.** These demons are known to sow tieflings by accident. Their scions are reputed for their beauty and can often pass for humans without effort. In certain lands where the crimes of these fiends have attracted notice, striking looks are considered to be suspicious and can lead to an investigation, or even a trial for sorcery. According to certain legends, such tieflings are doomed to misfortune in love.

Tiefling Traits


Tieflings share certain racial traits as a result of their diabolic or demonic descent, or of the evil influence their mother experienced during pregnancy.

-  **Ability Score Increase.** Your Intelligence score increases by 1, and your Charisma score increases by 2.
-  **Age.** Tieflings mature at the same rate as humans but live a few years longer.
-  **Alignment.** Tieflings have as much free will as other humanoid species and can thus be good as well as evil. Their motivations can be related to their education or to experiencing the rejection of society. Likewise, whether they are lawful or chaotic is their choice. Ultimately, however, a tiefling will always have to take a stand in regard to their fiendish parent and to mankind, which leads them to take radical stances and thus tends to exclude neutrality.
-  **Size.** Tieflings are about the same size and build as humans. Your size is Medium.
-  **Speed.** Your base walking speed is 30 feet.
-  **Darkvision.** Thanks to your fiendish 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 cannot discern color in darkness, only shades of gray.
-  **Fiendish Resistance.** You have resistance to fire damage.
-  **Dark Legacy.** You know the *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *withering rebuke* spell once as a 2nd-level spell (you can cast it again after you finish a long rest). Once you reach 5th level, you can also cast the *darkness* spell once (you can cast it again after you finish a long rest). Charisma is your spellcasting ability for these spells.
-  **Languages.** You can speak, read, and write Common, as well as Diabolic or Demonic, depending on your parentage. You speak your fiendish language intuitively.

Below, you will find optional rules to make tieflings more unsettling and surprising.


Dark Instincts

If you use this optional rule, tieflings will be more tormented beings, split between their beastly nature driving them toward evil and the Lady of the Night, who protects them from their enemies.

-  **Evil Resurgence.** Fiends are deeply evil by nature, and tieflings are filled with their essence. Within them stirs an evil, selfish, and violence-hungry beast. When the tiefling is in danger or exposed to temptation, the beast tries to take control for an instant in order to perform an evil act. In such circumstances, the tiefling must make a DC 5 Wisdom saving throw or the beast gets to take a free extra action of its choice. Whether the saving throw is successful or not, the beast cannot make another attempt until the tiefling has finished a long rest.





A tiefling paladin intends to stand between a bulette and its victim. The beast refuses to risk its life for someone else and attempts to assert its will. The tiefling fails the saving throw and visibly stands back.

A tiefling rogue is holding someone hostage and using them to force an enemy to surrender, which they do. However, the beast whispers to the tiefling to still cut the hostage's throat.

-  **Plea to Xonim.** With an action, you can make a plea to the goddess Xonim, the dangerous protector of tieflings. Depending on the circumstances, this ability can have one or several of the following effects: erasing your tracks, masking your scent, misleading your pursuers, triggering a happy accident (a door opportunely opens, someone drops a key, etc.), attracting an enemy's attention away from you, etc. In game terms, you have advantage on your next Dexterity (Stealth) check and your enemies have disadvantage on their next Wisdom (Perception) check. The result is always subtle and coincidental, and only you will be aware of the divine intervention. You regain this ability after a long rest.

The Unpredictability of Tieflings

Every tiefling is unique. If the leader wishes to accentuate the mysterious aspect of this species, they can use this optional rule and determine the tiefling's innate spell list themselves, so that it reflects the peculiarities of the fiendish parent. This works as follows:

-  At level 1, you know one cantrip.
-  At level 3, you know one 1st-level spell, which you can cast once as a 2nd-level spell. You can cast it again after you finish a long rest.
-  At level 5, you know one 2nd-level spell, which you can cast once as a 3rd-level spell. You can cast it again after you finish a long rest.
-  Charisma is your spellcasting ability for these spells.

Cleric

Che gods need a connection with the mortal world, just like many mortals need the gods to give meaning to their lives. Clerics take up the role of intermediary between the Astral world and the material one. Such individuals show great devotion in their search for truth through the worship and study of a god and its mysteries. When the actions and beliefs of a cleric serve the purposes of the celestial entity they venerate, and when the divinity deems them worthy of such a mission, it can designate them as a receptacle for its divine power. The deity sees to it that the cleric is duly invested in spreading its word and dogma, and grants them the ability to channel divine energy through the exercise of their faith. How rigorously faithful the cleric must be in the execution of their rites and duties varies depending on the god and religious group, but if the cleric is remiss, they may be deprived of their powers. Most clerics were devotees of a god before they were elevated by the entity they worship, but there is no guarantee for any believer to be granted such abilities: only exceptional individuals are worthy of such special status.

☒ Interpreting the Divine Word

Regardless of how obvious its presence and influence may be, the word of a god is often subject to interpretation. The world of Eana is connected to eight divinities whose names vary from one region to another. As such, clerics of the same god can be of very different inclinations, because they do not worship the same aspects of said god. Since the portfolio of every divinity encompasses very vast domains, many sects and churches with diverse messages and missions appear and disappear. Unfortunately, clashing theological interpretations can be at the origin of the bloodiest conflicts, which sometimes set faithful of the same god against each other.

☒ On the Road

Clerics who take up a life of adventure often do so under the orders of their god or church. They may be entrusted with a particular task or simply missioned to spread the ideals of their god and convert new believers. Others, who embraced religion in a quest for truth, travel the world to seek signs of their god or discover the mystical secrets held by celestial

beings. The churches and temples that train clerics teach them about the art of combat, but also about diplomacy, so that they may accomplish their mission both by strength of arms and through proper behavior and eloquence. Their search for truth through the divine makes them learned characters with specialized fields of expertise.

☒ Sacred Powers

The powers a cleric is granted depend in great part on which god they worship and on which of its aspects they are devoted to. Clerics of benevolent divinities usually manifest powers of protection and healing, but most gods also grant their chosen ones ways to strike down their enemies. Clerics of warlike divinities can be warriors, at ease on the front line and capable of unleashing the full force of their master's wrath, while others focus on more esoteric aspects of religion, using divination, summoning, or communication with outer planes. On the battlefield, they wield the favored weapon of their god and channel their powers through holy symbols. They can heal and support their allies with their blessings, curse their enemies, repel, destroy, or control the undead, and cast many spells.



"I have accepted the glory of the stars in my heart, and as heavy a burden as it may sometimes be, there is nothing in the world I would exchange it for." *Suor Matia, prophetess of the divinity Death*

☒ Divinities and Affinities with Domains

Divinities are immortal in the sense that time no longer has a hold on them, but they are also mortal, susceptible to being harmed and even destroyed in the Astral Plane where they dwell. However, the divinity World is an exception: according to druidic mythology, its essential energy is not located in the Astral Plane but in the heart of Eana. The eight gods detailed in the following pages are known among every civilization, though under different names and titles. There may exist many other divinities, connected to other planes of existence and perhaps supported by powerful clergies. For example, this is the case of the strange Blackwater, the deity seemingly worshiped by the mysterious aboleths.

There are in Eana a great many churches, sects, and ways of venerating each divinity and its various aspects. Depending on the region, Blacksmith may be worshiped as a god of craftsmanship and protection, or as a solar god who makes light and drives away darkness. Finally, some religious groups collectively honor several gods, which puzzles scholars: do these believers draw a fraction of their power from each of the worshiped divinities, or are they actually able to directly draw from a source of divine magic in the Astral Plane?

Alignments and Tendencies

When a mortal becomes a divinity, their alignment becomes irrelevant in the face of the new imperatives that rule their divine status. Where most sentient living beings have an alignment that defines their stance in relation to moral and ethical principles, divinities are an expression of either of the two antagonistic tendencies that rule the universe: harmonic or entropic. Harmonic forces strive for light, cohesion, and the proliferation of life where entropic forces are drawn to darkness, dissociation, and the extinction of everything. The world of Eana has four main forces related to harmony (Blacksmith, Flora, Maker, and World) and four others connected to entropy (Death, Frostelle, Night, and Storm).

Such stakes are very remote from the moral and ethical preoccupations of the faithful who believe in them. This is the reason why a divinity can be worshiped by very different people with equally different aspirations. Depending on the community, good or evil intentions may be attributed to the same entity: Xonim is sometimes the protector of cities, sometimes the gnawing corruption; Tamerakh is sometimes the liberator of the oppressed, sometimes the destroyer; Blacksmith can be a protective guide or an unbending tyrant.



☒ Harmonic Divinities



World

Other names: Eana (elves, druids, and rangers of Cyfandir), Starstag (Lothrienne, Arolavia), Great Tree (Lands of Mibu)

World is said to be the first divinity, the one who gave birth to the world that bears its name: Eana. World is honored by populations with a close relationship to nature, particularly societies of hunters, gatherers, small cultivators, and fishers. However, no one has ever heard of Eana granting wishes or prayers; this primordial divinity only lends powers to druids and rangers. In the eyes of druids, Eana embodies the balance required for the very existence of all forms of life.



Maker

Other names: the Fool (Sand Kingdoms), the Potter (dwarven peoples), the Father of Plenty (Kaani Empire)

Maker is the very spirit of creation, the one who surprises, astonishes, amazes, and sometimes horrifies. He is always looking for ideas and inspiration, and gives equal value to perfect beauty and unspeakable monstrosity. In the myths, he is the one responsible for the incredible variety of species, which he made as he experimented with shapes, colors, ideas... For this reason, certain clerics of Maker encourage individual experience and adventure. Others act as the patrons of inventors, those who seek innovative solutions to problems or face difficulties head on. Another one of Maker's facets also gives rise to cults that worship monstrosity.



Blacksmith

Other names: Verndari ("Defender" in Dwarvish), the Lawgiver or the Judge (Shihuang), the Warrior (commonly used in northern regions)

Blacksmith is a divinity associated with fire and order. He is the one who settles disputes and brings the light of the sun, protecting people from savagery. Blacksmith is the favored god of dwarves and of all of those who act as defenders of society. Though he is worshiped by good-aligned individuals, Blacksmith also has a rigid and sometimes unyielding side that can result in religions that pay homage to his callous, tyrannical aspects.



flora

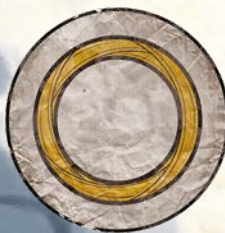
Other names: Coirë (elves), Lif-edlish (Septentrion), Belle (Cyrillane, Sand Kingdoms)

Flora is the child-goddess of spring and sprouting life. She brings joy, love, and luck, as well as relief and hope in trying times. Despite her fragile aspect, Flora is also a divinity that supports brave endeavors. She is said to still be capable of fighting long after the fortresses of Blacksmith have fallen. Just like life itself, she can bloom and prosper in the worst conditions, displaying feats of ingenuity in adapting and evolving.



☒ Entropic Divinities

Death



Other names: Mask (Sand Kingdoms), Abysses (Barbary Islands and assorted island-dwellers), Blade (Kaani Empire)

Mysterious and often unfathomable, Death is a divinity that embodies the end, eternity, transience, silence, oblivion, and secrets. Her clergy are the inventors of seals and magic items that protect one's mind from attempts to read it or to coerce the truth out of it. Many adepts of Death fight the undead and everything that goes against the natural cycle. They are also very involved in the study of mysteries. Other branches that worship Death exalt the morbidity and decrepitude related to her. More dangerous cults see in death the ultimate transcendence and work from the shadows to bring it about by fomenting wars, fanning epidemics, and sowing the seeds of other disasters.

Frostelle



Other names: the Crone (Lands of Mibu), Nolwë ("Wise" in Elvish), the Bite (Kaani Empire)

Frostelle is a goddess of winter, purity, time, humility, moderation, patience, and determination. She guides people through their ordeals with wisdom and great open-mindedness. Where Flora sees life as a whole, Frostelle accepts the death of those who have given up on fighting or whose time has come. Clerics who worship this divinity generally put great value on temperance and sometimes gather in ascetic communities. In polar regions, clerics of Frostelle act as advisors to the tribes they belong to, teaching the cycle of seasons and survival. When times are particularly hard, some can become so desperate as to attempt to attract the goddess's clemency through rituals and sacrifices.



Night

Other names: Xonim (Kaani Empire), the Magician (Cyrillane, Sand Kingdoms), the Watcher (Barbary Islands)

During her mortal life, Xonim was a shrewd wizard and politically gifted woman, the mother of Tamerakh the conqueror. She reached godhood thanks to her son who came and freed her from the world of the dead. She has since been the goddess of magic, darkness, intrigue, beauty, and wealth. She is known for her ambivalence and for her sympathy for tieflings, whom she protects no matter their actions. A cunning schemer, she made her clergy indispensable by teaching them how to craft the infamous Xonim's Bonds, chains that neutralize the capabilities of magic users. Xonim's clerics, feared and envied, often become the advisors of guilds, factions, or kings. Their dogma leads them to uphold the interests of the side they have chosen to the best of their abilities, even should it lead them to conflict with other clerics of Xonim. In this lifelong competition, they are expected to display their talents and intelligence.



Storm

Other names: Tamerakh (Kaani Empire), the Destroyer (most of Cyfandir), the Liberator (many sects, mainly in Cyrillane)

Before he reached the status of god and became Storm, proud Tamerakh was a warlord and a brutal conqueror. To him, the word "impossible" had no meaning: limits were there to be overcome. Unrestrained and madly bold, but also gifted with a sharp mind that allowed him to seize any opportunity within his reach, Tamerakh made it his goal to surmount the final frontier: death. However, he refused to become something like a mummy or a vampire: godhood was the only acceptable end. Ultimately, he triumphed over fate and became a god. More impressive still, he freed his mother Xonim from death and deified her as well. Tamerakh is worshiped by rebels, by all of those who want to rise against a system. He is the god of turmoil, the one who gives a chance to those who are brave enough to stray from the beaten path and forge their own destiny. The instability that Tamerakh revels in is very often at odds with authorities who see his believers as dangerous and seditious elements.








The Star Pantheon

The polytheistic worship of the Star is one of the most common in Cyfandir. It is even the official religion in Lothrienne. In its orthodox version, it includes five divinities: Flora as a child or young girl named Aster, Maker as a child or teenager named Gùnd, Blacksmith as a mature man named Ulgurd, Frostelle as an aging woman named Haldrin, and Death as an angelic mask simply named "the Mask." Night and Storm are not recognized as gods, but rather as evil spirits associated with fallen angels: the former is a corrupter named Niflhel while the latter is a destroyer named Varanid, and both represent mortal dangers for society. The worship of Eana, though tolerated, is considered a dated, pagan religion.

Certain heretics venerate the seven-pointed Star, including Niflhel and Varanid as true divinities to the initial pantheon. These believers claim that their message is more enlightened and have attracted the wrath of the orthodox Star church. According to these believers, the world of Eana is influenced by seven divinities, and rejecting two of them because they are ambivalent or dangerous is childlike. Divine reality must be accepted as it is.

Divine Domains

As a cleric, you will come to focus on an aspect—that is to say a domain—of your deity. This choice will make you an agent of the chosen spiritual facet and, as such, will orient your ritual practice. Each of Eana's divinities gives access to two domains. Religious groups among the faithful generally worship either of these two aspects.

-  Blacksmith: Force, Sharing
-  Death: Enigma, Time
-  Flora: Life, Sharing
-  Frostelle: Life, Time
-  Maker: Aberrance, Travel
-  Night: Aberrance, Enigma
-  Storm: Force, Travel

If you are a cleric who worships Maker, you can choose a domain between Aberrance and Travel. The choice of your domain will give you an idea of what kind of religious group you belong to, since a clergy of Maker that exalts Aberrance will certainly be very different from one that proselytizes Travel. Theological principles, life rules, and even the name given to Maker can vary greatly.

Other Domains

There certainly exist other domains that the gods can give their followers access to. The leader can let a cleric take an unconventional domain, keeping in mind that such an exception will go down in history. Is the cleric the last member of a school of thought about to become extinct? Conversely, are they a prophet fated to bring a new message to the world? Could it actually be an unknown god (or one wanting to hide its identity) offering powers to the cleric with particular expectations?

Corrupt Spells as Domain Spells

If your leader is using the optional rule for corrupt magic, this aside is important. Certain domains grant access to spells that are normally designated as corrupt. However, for the purpose of domain spells, they are not. For example, *bestow curse* is normally a corrupt spell, but for clerics of the Aberrance domain, it is not.

⌘ Aberrance Domain

The domain of Aberrance is related to everything that disturbs, unsettles, and surprises. It embodies entropy, dissymmetry, and chance. A good number of this domain's clerics take particular pride and enjoyment in beating the odds, punishing excesses of confidence, and achieving un hoped-for success at a crucial moment. Others have learned to accept the random nature of existence, drawing from this realization the quintessence of what makes them feared, respected individuals. And others encourage a fascination for the monstrous and the grotesque, which they regard as sacred attributes. Clerics of this domain are often found among armies, where most of their strategy is based on terror.

Aberrance Domain Spells

Cleric Level	Spells
1st	<i>false life, inflict wounds</i>
3rd	<i>blindness/deafness, ray of enfeeblement</i>
5th	<i>bestow curse, vampiric touch</i>
7th	<i>blight, confusion</i>
9th	<i>contagion, dominate person</i>

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency in the Deception and Intimidation skills, as well as with heavy armor.

Capricious Aura

Also at 1st level, your disturbing presence can unsettle your enemies, catch them by surprise, or leave them vulnerable. When you finish a long rest, roll a d6 to know what aura you can conjure. 1-2: Intimidating Aura; 3-4: Swift Aura; 5-6: Overpowering Aura. You can use your aura a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

⌘ **Intimidating Aura.** When a creature makes an attack against you, you can use your reaction to give it disadvantage on its attack roll.

⌘ **Swift Aura.** You can only use this aura when you roll initiative and are not surprised. It requires no action. For the duration of the first round, you and all allies within 20 feet of you have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet.

⌘ **Overpowering Aura.** When you make a weapon or spell attack, you can use a bonus action to gain advantage on the attack roll.

Channel Divinity: Cheat Death

Starting at 2nd level, whenever you or a willing creature that you can see are reduced to 0 hit points, you can use your reaction to make them very briefly phase through the Ether. Provided the source of the damage does not come from the Ethereal Plane, the target of this feature takes no damage or any other effects from the attack. Then, they immediately return to their initial plane and position, without any consequence on their place in the initiative order. Every time you use Cheat Death, you take a level of exhaustion.

Channel Divinity: Cruel Mercy

Beginning at 6th level, whenever you bring a creature to 0 hit points, you can use your reaction to cancel the damage you just dealt it and instead make it your pawn. For a number of rounds equal to your Wisdom modifier and as long as the creature can see you, it is under your control: apply the effects of a *dominate monster* spell, with the difference that you do not need to concentrate on it and the creature does not make a saving throw every time it takes damage. When the effect ends, the creature becomes hostile toward you.

Stupefying Strike

Starting at 8th level, you gain the ability to infuse your weapon strikes with a mind-altering effect. Whenever you make a successful weapon attack on your turn, you can use a bonus action to make a Stupefying Strike. The target of your attack must make a Wisdom saving throw or be disoriented until the end of its next turn. The effects of the disorientation are equivalent to a *confusion* spell, except that you do not need to concentrate on it. When you reach 14th level, the creature must make a saving throw at the end of each of its turns to end this effect. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Terrifying Presence

When you reach 17th level, your presence is so unnerving that it can frighten those around you. As an action, you exude an aura of terror within 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be **frightened** until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

Sorcerer



Whether sorcerers are marked by magic or carry overwhelming potency in their blood, their greatest challenge is not so much to acquire power as to prevent it from consuming them.

☒ A Unique Gift

From their birth, sorcerers bear within themselves a source of raw magic, a direct connection to profane energies that allows them to innately wield magic. According to certain scholars, this phenomenon could be attributed to a prenatal exposure to powerful emanations of residual magic, in the aftermath of large-scale magic disasters or conflicts between mighty spellcasters, for example. Some surmise that sorcerers are the result of babies experiencing the Awakening at the fetal stage, while others claim that these magically gifted children are born from the forbidden union of fairies, dragons, and other supernatural beings with humanoid species. And some say that if this power is indeed hereditary, it must come from gods and heroes. In certain countries, such an affinity with magic is actually regarded as proof of noble, or even royal, blood. Regardless of the validity of these theories, what makes a sorcerer is not the origin of their power but their mastery over it. Between their hands, magic behaves like a wild beast that they must bend to their will at their own risk, but which, once tamed, can be a fantastic tool and a terrifying weapon.

☒ Surviving One's Own Power

A sorcerer's gift usually becomes apparent in the course of their childhood or adolescence, manifesting as spontaneous, unpredictable magic powers. It is a harrowing experience for many, and a fatal one for the unluckiest of them, as such abilities can only be kept in check with iron resilience. The archives of country judges abound with cases of terrified young people tried for sorcery after losing control over a force they did not understand. Without a mentor to support and train them, those who survive their Awakening must rely on the sole strength of their mind to bend to their will the constant flux of raw magic that flows through them. This imbues sorcerers with a fierce determination, which they constantly display. They exude an aura of barely contained power and indefatigable determination that even ordinary people can feel. Sorcerers attract and fascinate not only due to their power, but above all due to the force of will they must exert to keep it under control. This serves them well when they need to assert themselves, and many sorcerers become tribal chieftains or rise to similar positions of authority.

☒ Wild Magic

Sorcerers are frequently despised by wizards, who look down on them as amateurs and loose cannons. In turn, sorcerers usually see this as poorly concealed jealousy on the part of people who needed years of study to be able to wield magic. However, even the foolhardiest of them cannot deny that such warnings have a truth to them. A sorcerer's magic is a wild thing that can turn against its master, sometimes with disastrous consequences. Spells may simply fail, but they may also escape their caster's control or blow up in their face—sometimes literally. Countless sorcerers have lost themselves in the ecstasy of battle and injured their own allies, or hurt themselves with an overflow of energy they were unable to control.



Sorcerer and Awakening

By definition, sorcerers have a gift. If the leader authorizes this class in their campaign, it implies that the concerned character has Awakened and therefore has access to their powers from creation. Make sure that you have your leader's approval before you consider playing a sorcerer.

"They believe me free and all-powerful. They accuse me of having no limits and of seeking to conquer the skies. This is all true, but I was never anything but a slave to my own power, bound by my blood, doomed to follow my fate."
Translation of words attributed to Arkar Htun the Stormborn, aspirant to the celestial throne.





Psychic Magic

You are what is called a psychurge, a spellcaster gifted with rare and strange powers. Through the sheer power of your mind, you can unleash psychic energies allowing you to interface and interact with the weave of profane magic and create effects similar to spells. Obviously, this approach sets you apart from other profane spellcasters, including fellow sorcerers. Little is known about the origin of these aptitudes, but certain scholars have noticed similarities with powers found among aberrations like aboleths (see **BESTIARY**). Proceeding from this, surmising that vestiges of the Netherworld may have altered the mental abilities of these individuals can appear as the logical conclusion, and it is precisely what some theorists believe.

Psychic Vicissitudes

Every time you cast a sorcerer spell, spend sorcery points, or use a psychic magic feature with limited uses, the leader can have you roll a d20. If you roll a 1, you suffer a more or less severe madness effect (see the table on the right). If you roll a 20, you are granted a psychic boon (see the table below).

In the case of madness, roll on the Madness Effect table to determine the severity of your madness:

Madness Effect

d20	Madness Effect
1	Indefinite madness
2-5	Long-term madness
6-20	Short-term madness

Whatever madness effect you suffer, roll twice on the corresponding table and keep either of the two rolls (your choice). If you get the same effect twice, keep the one with the shortest duration. Madness effects are covered in **GRIMOIRE**.

In the case of a boon, roll on the Psychic Boon table:

Psychic Boon

d20	Psychic Boon
1	You regain all expended sorcery points.
2	You have advantage on all saving throws until you finish a long rest.
3	You have advantage on all attack rolls until you finish a long rest.
4	You regain two expended sorcerer spell slots of your choice.
5	For the next minute, creatures have disadvantage on saving throws against sorcerer spells you cast.
6	The intensity of your stare becomes such that for the next minute, enemies affected by your spells are frightened of you until the spell or this Boon ends (whichever comes first).
7	For the next minute, you cast all your sorcerer spells as if you had spent a spell slot two levels higher (to a maximum of 9th level).
8	You and up to seven willing creatures of your choice within 30 feet are under the effect of <i>telepathic bond</i> until you finish a long rest.
9	You are under the effect of <i>greater invisibility</i> for one minute. You do not need to concentrate on this spell to maintain it and can end it with a bonus action.
10	You have advantage on all ability checks until you finish a long rest.
11	You regain a number of hit points equal to twice your level.
12	Until you finish a long rest, you can cast <i>dominate person</i> on a single humanoid of your choice. The target has disadvantage on its saving throw.
13	Until you finish a long rest, you can cast <i>dominate monster</i> on a single creature of your choice. The target has disadvantage on its saving throw.
14	You are under the effect of <i>comprehend languages</i> for a week.
15	Until you finish a long rest, you can cast <i>modify memory</i> on a creature of your choice. The target has disadvantage on its saving throw.
16	You are immune to psychic damage for 1d10 days (the leader rolls the duration secretly).
17	You are immune to enchantment effects and to being charmed or frightened for 1d10 days (the leader rolls the duration secretly).
18	Your Charisma increases by 3 (to a maximum of 25) until you finish a long rest.
19	Your Charisma permanently increases by 1. If it is already equal to or above 20, your Wisdom or Intelligence (choose randomly) increases by 1 (to a maximum of 20).
20	Roll twice on this table and apply both results. If you roll 20 again, do not apply this effect and reroll.

Ancestral Memory

At 1st level, your unfathomable ancestry gifts you with a strange form of atavistic memory. In addition to your personal knowledge, you are able to draw information from a bizarre, disturbing subconscious

memory. You become proficient in Arcana and History. Additionally, your proficiency bonus is doubled for any ability check you make that uses either of those skills.



Deep Memory

When a psychurge focuses to delve for information related to Arcana or History, they close their eyes and mentally see themselves going down into a vast cavern lit by bioluminescence. They are surrounded by strange, sinuous carvings, like finger drawings in wet clay. They reach a subterranean lake, which they know to be the sanctuary of deep memory. Drinking the water, they feel like they experience a living part of the past. However, when they open their eyes, only the knowledge, not the memories, remains. It is as if they were waking up from an already partly forgotten dream.

Inner Focus

Beginning at 1st level, your whole magic is rooted in your psyche, your brain acting as an arcane focus. You can ignore the verbal and somatic components of your sorcerer spells, as well as any material components that lack a cost and aren't consumed by a spell.

Strength of the Mind

Starting at 6th level, your mental fortitude and brain training allow you to steel yourself against threats. When you must make a saving throw, you can use your reaction and spend 2 sorcery points to alter your metabolism for one minute. For the duration of this effect, whenever you must make a saving throw, you can substitute it for a Charisma saving throw.

Mental Leap


Beginning at 14th level, you can escape danger right before it reaches you. When you take damage or suffer a condition, you can use your reaction and spend 2 sorcery points to teleport up to 30 feet to an unoccupied space that you are familiar with or can see. If your new position takes you away from the attack or effect, you are unaffected by the damage or condition. As the teleportation takes place a split-second before you are affected, this feature can allow you to escape melee or ranged attacks, area-effect spells, and even powers that hit automatically like *magic missile*.

Psychic Awareness

At 18th level, you have refined your psychic powers to such a degree that you can detect the presence and position of any creature with an Intelligence score of 3 or more within a 120-foot radius. Barriers and obstacles do not hinder this feature, and nothing short of a *mind blank* spell can protect against it.

Feats

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides. At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise. You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Gladiator feat requires you to have a Constitution of 13 or higher. If your Constitution is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Gladiator feat until your Constitution is restored.

Certain feats require your character to be Awakened to use them. Such feats are prefaced with the following symbol: 



Planning Your Feats




The optional rule on Planning Your Next Level can also apply to feats: you can take note of the feats you are most likely to acquire and give the resulting list to your leader. Then, as you portray your character, you can give them habits and attitudes that will match the feat's description and will justify your character acquiring it. This will put the gained feat in a particular light, tying it all the more strongly to your character and resulting in engaging scenes in the course of the game.

If you want to gain the Talent feat to become proficient in social skills like Deception, Insight, and Persuasion, you might show your character's interest in these domains by having them spend time in taverns or by portraying them attempting to seduce NPCs that you meet. As such, the Talent feat becomes related to societal ease, making it a sort of "Smooth Talker" variant feat, which will certainly be very different from another version of the Talent feat taken by another character.

Ambidextrous

Prerequisite: Extra Attack class feature

When you fight with two weapons, your martial skill enables you to perform deadly maneuvers, relentlessly assaulting your opponents. You gain the following benefits:

-  Increase your Dexterity score by 1, to a maximum of 20.
-  **Extra Strike.** When you are wielding a light melee weapon in each hand and take the Attack action, you can use a bonus action to attack twice with your second weapon instead of once (see the **Combat chapter: Making an Attack**).
-  **Double Strike.** When you are wielding a light melee weapon in each hand and have advantage on your attack rolls against a creature, if you make a successful weapon attack against this creature and the lower of the two dice would have been sufficient to hit, you can immediately use your reaction to add the damage of your second weapon to your attack. Your ability modifier does not apply to this additional damage unless you have the Two-Weapon Fighting class feature.

Your character is wielding a scimitar and a shortsword and is making a scimitar attack with advantage. You need to roll 12 or more to hit. You roll 17 and 14, meaning that in addition to your scimitar's damage, you can use your reaction to deal the damage of your shortsword.

Animal Companion

Prerequisite: proficiency in the Animal Handling skill

You can forge a deep bond with an animal, to the point that it will be ready to die for you.

You can lure an animal from the following list: ape, black bear, boar, panther, or wolf. Your leader can authorize other creatures, but they must be small or medium beasts with a challenge rating of 1/2 or lower. You must be in an environment suitable to the chosen animal. Unless circumstances do not permit it, the animal behaves toward you in a friendly manner and follows you curiously. If you

treat it well for one week, it draws closer to you, faithfully accompanying you and obeying your instructions like a very well trained dog.




Your contact with your animal companion makes it better, increasing its Intelligence to 4 if it was initially lower. Its maximum hit points become equal to half of yours, unless they are higher. Any change to your maximum hit points is reflected on your animal companion, in accordance with the same formula.

In combat, the animal follows your instructions (provided they remain simple and understandable for a highly intelligent animal) and has its own initiative. As long as you are conscious, you can see it, and it can see you, you decide how your animal companion uses its movement, action, and reaction. Otherwise, it acts in the manner most appropriate to its nature and to the circumstances. Since it must dedicate part of its attention to your commands, it cannot make more than one attack on its game turn.

You cannot have more than one animal companion at the same time. If your animal companion dies or runs away because you treat it poorly or stop paying attention to it, you can start the bonding process again with another suitable animal.

Archivist

You have learned to organize your notes and data in very ingenious ways, granting you the following benefits:

-  Increase your Intelligence score by 1, to a maximum of 20.
-  Whenever you make an Intelligence (Arcana, History, Nature, or Religion) check, you have advantage on this check if you spend at least 1 minute reading your notes and gathering your memories. You can use this benefit only once on the same subject, and only if you haven't already used the benefit below on this subject.
-  Whenever you make an Intelligence (Arcana, History, Nature, or Religion) check during a short rest, you can forsake your roll to instead resolve your check as if you had rolled a 15. You can use this benefit only once on the same subject.

Armor



The **Armor table** collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield.



Half plate

Getting Into and Out of Armor

The time it takes to don or doff armor depends on the armor's category, as well as on certain of its characteristics. If you use the Realistic Armor Use option, certain complex suits of armor can only be donned and doffed with help, in which case this is specified on the table on the following page.

Concerning barding, riders generally equip their mount at the same time as they care for it (brushing it, cleaning its hooves, etc.), meaning that in practice, putting a mount's barding on or taking it off typically takes twice as much time as indicated on the table.

☞ **Don.** This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor. If you are not proficient with the type of armor being donned, you need twice as much time to put it on.

☞ **Doff.** This is the time it takes to take off armor. If you have help, reduce this time by half.

Two options are available for armor use: realistic and heroic.



Breastplate



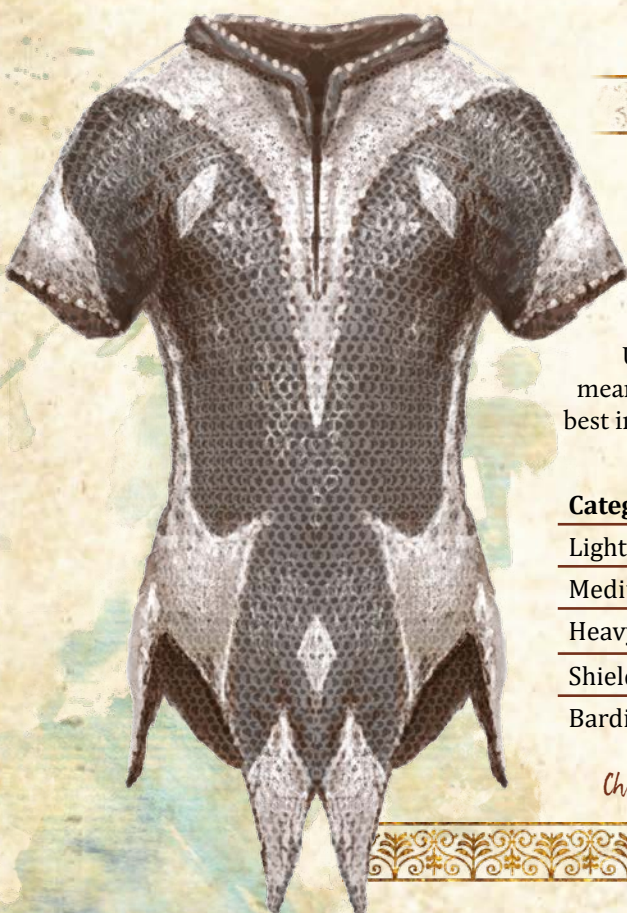
Realistic Armor Use

If you use this option, PCs will find it difficult to remain perfectly equipped at all times, due to lack of money, time, or help. They will have to be more careful, and may have to fight in suboptimal conditions, which may give them a hard time even against weaker opponents that might have posed no threat in normal circumstances.

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium and Heavy Armor	10 minutes	5 minutes
Half plate, Splint, Plate	25 minutes with help (necessary)	10 minutes with help (necessary)
Shield	1 action	1 action
Barding	20 minutes (does not take daily care into account)	20 minutes (does not take daily care into account)



Leather



Chain shirt



Heroic Armor Use

Using this option will make armor use much easier, meaning that PCs will be able to quickly gear up and be at their best in prevision of a fight.

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action
Barding	10 minutes	5 minutes

The Modular System



ATEFORGE makes use of a modular system that lets each leader define the atmosphere they wish to create for their stories through five categories: **Action**, **Dark**, **Gritty**, **Intrigue**, and **Mystery**. Each of the symbols listed below indicates related optional rules. In addition to these symbols, others are included throughout the book: **Awakening**, **Dragon**, and **Elusive Magic**. They cover a variety of optional playstyles and variant game mechanics. Before you apply them to your character, ask your leader if they intend to use them.



Action

Straight from heroic fantasy, this icon indicates all the rules that offer epic options and put the character's feats and achievements at the forefront.



Awakening

Whatever your character's class is, in order to be able to call upon their spells and magical abilities, they must have experienced the Awakening. So that you can spot them easily, all powers and abilities related to the Awakening are preceded by this icon. Character creation (which is detailed in the following pages) provides more information about the Awakening.



Dark

The optional rules indicated by this icon are all related to horror, madness, or corruption, making for a dark fantasy atmosphere.



Gritty

Use these options if you want harsher and generally more realistic gameplay, resulting in a tough playstyle where nothing will be made easy for the PCs—quite the opposite!



Intrigue

Optional rules bearing this icon focus on the interactions between the characters, on the schemes and plots between the factions, and on anything that accentuates the roles of the characters and encourages their interpretation.



Mystery

This icon designates rules dealing with mysteries, supernatural elements, and anything related to secrets and arcana.



Elusive Magic

If the leader makes use of this optional rule, the players will not get to handpick their spells during the creation and evolution of their characters. Learning new powers may require finding a mentor. More information is provided about Elusive Magic in the introduction to the **Classes** chapter.



Dragon

This last icon is not actually part of the modular system. It is there to highlight particularly important information that should not be skipped.





Name _____

Class(es) _____

Species _____

Civilization _____

Experience _____

Inspiration

Hp _____

Hit Dice _____

Proficiency bonus _____

Temporary hp _____

Max hp _____

Wound threshold _____

Strength _____

Saving throw

Athletics

Dexterity _____

Saving throw

Acrobatics

Sleight of Hand

Stealth

Constitution _____

Saving throw

Intelligence _____

Saving throw

Arcana

History

Investigation

Nature

Religion

Wisdom _____

Saving throw

Animal Handling

Insight

Medicine

Perception

Survival

Charisma _____

Saving throw

Deception

Intimidation

Performance

Persuasion

Initiative _____ AC _____

Protection _____

Conditions _____

Speed Walking _____ Climbing _____

Swimming _____ Flying _____

Jumping: height _____ length _____

Passive Perception _____

Exhaustion

1: Disadvantage on ability checks

2: Speed halved

3: Disadvantage on attack rolls and saving throws

4: Disadvantage on attack rolls and saving throws

5: Speed reduced to 0

6: Death (hp reduced to 0 and death saving throws)

Failures

Successes

Attacks and spells

Spellcasting ability: _____

Spell save DC: _____

Spell attack modifier: _____

Name	Attack bonus	Damage/Type
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Ammunition

_____	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
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Notes Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Incite, Ready, Search, Use an Object

Bonus actions

Two-weapon attack

Reactions

Opportunity attack



Features



Armor _____

Weapons _____

Resistances & immunities

Unlimited use

Tools & vehicles

Languages

Regained with a short rest

Regained with a long rest

Spells

1st ○○○○

2nd ○○○

3rd ○○○

4th ○○○

5th ○○○

6th ○○

7th ○○

8th ○

9th ○



Description

Horizontal lines for description text.

Background

Horizontal lines for background text.

Background feature & feats

Horizontal lines for background features and feats.

Story

Large section with decorative corner brackets and horizontal lines for a story.

Soul



Awakening

Ideal

Horizontal lines for ideal text.

Personality traits

Horizontal lines for personality traits text.

Alignment

Horizontal lines for alignment text.

Bond

Horizontal lines for bond text.

Flaw

Horizontal lines for flaw text.

Handicaps

Horizontal lines for handicaps text.

Madnesses

Horizontal lines for madnesses text.

Corruption

Progression scale for corruption with 4 levels and 5 circles each.

Horizontal lines for corruption text.



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